Video of tests execution on iPhone: https://youtu.be/MzfbzhJcmwk

Video of tests execution on iPad: https://youtu.be/2HrnXUlfJGM

All elements are grouped using POM pattern under 2 structs: ButtonsView and ResultView

A close up of a keyboard

Description automatically generated

All tests are written in BDD format: given, when, then.

Each function/step represents either given, when or then statement.

A picture containing table

Description automatically generated

Then in the Test Result bundle we will see human-readable steps

A screenshot of a cell phone

Description automatically generated

Under setUpWithError function I’m starting the app and rotating the screen to the landscape mode if device is iPad.

A screenshot of a computer screen

Description automatically generated

Also, I’m using custom functions waitFor, waitForAndTapOn across the framework to interact with elements.

The reason why is simple. Because at custom functions I can use 50 ms interval instead of default 1 s while using waitForExistence API.

A screenshot of a cell phone

Description automatically generated

Since it’s a simple app (Calculator) there no too many test cases that I can think about. I decided to go with below tests:

+ Check if all the numbers are working (0 to 9)

+ Check if the arithmetic keys ( +, -, \*, %, /) are working.

+ Check if the clear key is working.

+ Check the addition of two integer numbers.

+ Check the subtraction of two integer numbers.

+ Check the multiplication of two integer numbers.

+ Check the division of two integer numbers.

I found that ‘,’, ‘%’, ‘+/-’ buttons are not working.