View Matchers

```
ACCESSIBILITY PROPERTIES

grey_accessibilityElement()

grey_accessibilityHint(...)

grey_accessibilityID(...)

grey_accessibilityLabel(...)

grey_accessibilityTrait(...)

grey_accessibilityValue(...)
```

```
UI PROPERTIES
grey_buttonTitle(...)
grey_datePickerValue(...)
grey_enabled()
grev firstResponder()
grey_interactable()
grey_layout(...)
grey_minimumVisiblePercent(...)
grey_notVisible()
grey_pickerColumnSetToValue(...)
grey_progress(...)
grey_scrollViewContentOffset(...)
grey_sliderValueMatcher(...)
grey_stepperValue(...)
grey_sufficientlyVisible()
grey_switchWithOnState(...)
grey_text(...)
grey_userInteractionEnabled()
```

```
HIERARCHY
grey_ancestor(...)
grey_descendant(...)
```

```
CLASS
grey_kindOfClass(...)
grey_respondsToSelector(...)
grey_conformsToProtocol(...)
```

```
COMPARISON
grey_closeTo(...)
grey_equalTo(...)
grey_lessThan(...)
grey_greaterThan(...)
```

```
OTHER
grey_anything()
grey_keyWindow()
grey_elementAtIndex(...)
grey_nil()
grey_notNil()
grey_systemAlertViewShown()
```

```
OBJECT MATCHERS - OBJECTIVE-C
grey_allOf(...)
grey_anyOf(...)
grey_not(...)

OBJECT MATCHERS - SWIFT
grey_allOfMatchers(...)
grey_anyOfMatchers(...)
```

View Actions

```
CLICK/PRESS
grey_tap()
grey_tapAtPoint(...)
grey_doubleTap()
grey_doubleTapAtPoint(...)
grey_longPress()
grey_longPressAtPointWithDuration(...)
grey_longPressWithDuration(...)
grey_multipleTapsWithCount(...)
```

```
gestures
grey_pinchFastInDirection(...)
grey_pinchSlowInDirection(...)
grey_scrollInDirection(...)
grey_scrollInDirectionWithStartPoint(...)
grey_scrollToContentEdge(...)
grey_scrollToContentEdgeWithStartPoint(...)
grey_swipeFastInDirection(...)
grey_swipeFastInDirectionWithStartPoint(...)
grey_swipeSlowInDirection(...)
```

```
TEXT
grey_replaceText(...)
grey_typeText(...)
grey_clearText()
```

```
OTHER
grey_moveSliderToValue(...)
grey_setStepperValue(...)
grey_turnSwitchOn(...)
grey_setDate(...)
grey_setPickerColumnToValue(...)
grey_javaScriptExecution(...)
grey_snapshot(...)
```

Assertions

```
GREY ASSERT
GREYAssert(...)
GREYAssertEqual(...)
GREYAssertEqualObjects(...)
GREYAssertFalse(...)
GREYAssertNil(...)
GREYAssertNotEqual(...)
GREYAssertNotEqualObjects(...)
GREYAssertNotNil(...)
GREYAssertTrue(...)
GREYAssertTrue(...)
GREYFail(...)
```