

[XCUIAutomation](#) / [XCUIElementAttributes](#)

Protocol

XCUIElementAttributes

Attributes exposed by UI elements.

iOS | iPadOS | Mac Catalyst | macOS | tvOS | visionOS | watchOS | Xcode 16.3+

```
@MainActor
protocol XCUIElementAttributes
```

Overview

The [XCUIElementAttributes](#) protocol adds attribute-related functionality to the [XCUIElement](#) class. Access these properties on an instance of [XCUIElement](#) to query the current state of the UI element's attributes.

Note

The attributes provided by this protocol represent data exposed to the Accessibility system, and are available during query matching.

Topics

Identity

```
var identifier: String
```

The element's accessibility identifier.

Required

`var elementType: XCUIElement.ElementType`

The type of the element.

Required

`enum ElementType`

The types of UI elements that you find, inspect, and interact with in a UI test.

Value

`var value: Any?`

The raw value attribute of the element.

Required

`var placeholderValue: String?`

The value displayed when the element has no value.

Required

`var title: String`

The title attribute of the element.

Required

`var label: String`

The label attribute of the element.

Required

Interaction state

`var hasFocus: Bool`

The property that determines whether the element has UI focus.

Required

`var isEnabled: Bool`

Whether or not the element is enabled for user interaction.

Required

`var isSelected: Bool`

The property that determines whether the element is selected.

Required

Size

`var frame: CGRect`

The frame of the element in the screen's coordinate space.

Required

`var horizontalSizeClass: XCUIElement.SizeClass`

The horizontal size class of the element.

Required

`var verticalSizeClass: XCUIElement.SizeClass`

The vertical size class of the element.

Required

`enum SizeClass`

The user interface size classes you can inspect in a UI test.

Relationships

Inherited By

XCUIElementSnapshot

Conforming Types

XCUIApplication, XCUIElement

See Also

UI elements

`class XCUIElement`

A UI element in an application.

`protocol XCUIElementSnapshot`

A set of attributes to express a snapshot of an element's attributes and descendant user interface hierarchy.

`protocol XCUIElementSnapshotProviding`

A method to capture a snapshot of an element's attributes and descendant user interface hierarchy.

`class XCUICoordinate`

A location on screen relative to a UI element.