

[XCUIAutomation](#) / XCUIScreen

## Class

# XCUIScreen

A physical screen attached to a device.

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

```
@MainActor
class XCUIScreen
```

## Overview

Call the [screenshot\(\)](#) method on an [XCUIScreen](#) instance to capture a screenshot of its current UI state. The [XCUIScreenshotProviding](#) protocol adds this method to [XCUIScreen](#).

You can take a screenshot of the current device's main screen using the following code:

```
let screenshot = XCUIScreen.main.screenshot()
```

You can take a screenshot of every screen on the current device using the following code:

```
let allScreenshots = XCUIScreen.screens.map { screen in
    return screen.screenshot()
}
```

## Topics

# Device screens

```
class var main: XCUIScreen
    The current device's main screen.

class var screens: [XCUIScreen]
    The current device's active screens.
```

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# Relationships

## Inherits From

NSObject

## Conforms To

- CVarArg
- CustomDebugStringConvertible
- CustomStringConvertible
- Equatable
- Hashable
- NSObjectProtocol
- Sendable
- XCUIScreenshotProviding

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# See Also

## Screenshots

```
class XCUIScreenshot
    A captured image of a screen, app, or UI element state.

protocol XCUIScreenshotProviding
```

A type that can provide a screenshot of its current UI state.