

[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 [XCUIScreenProviding](#) 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.

Relationships

Inherits From

NSObject

Conforms To

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable

Hashable

NSObjectProtocol

Sendable

XCUIScreenProviding

See Also

Screenshots

```
class XCUIScreenshot
```

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

```
protocol XCUIScreenProviding
```

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