

GameChActivityTest: 5 total, 1 failed, 4 passed

3.67 s

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com.example.teamauction.GameChActivityTest

3.67 s

ButtonClick1

failed 718 ms

androidx.test.espresso.base.DefaultFailureHandler\$AssertionFailedWithCauseError: View is present in the hierarchy: ListView{id=2131296545, res-name=listview2, visibility=VISIBLE, width=1080, height=1050, has-focus=false, has-focusable=true, has-window-focus=true, is-clickable=true, is-enabled=true, is-focused=false, is-focusable=true, is-layout-requested=false, is-selected=false, layout-params=android.widget.LinearLayout\$LayoutParams@f31acaa, tag=null, root-is-layout-requested=false, has-input-connection=false, x=0.0, y=263.0, child-count=2}

Expected: is

Got: was

at dalvik.system.VMStack.getThreadStackTrace(Native Method)
at java.lang.Thread.getStackTrace(Thread.java:1720)
at androidx.test.espresso.base.DefaultFailureHandler.getUserFriendlyError(DefaultFailureHandler.java:12)
at androidx.test.espresso.base.DefaultFailureHandler.handle(DefaultFailureHandler.java:7)
at androidx.test.espresso.ViewInteraction.waitForAndHandleInteractionResults(ViewInteraction.java:5)
at androidx.test.espresso.ViewInteraction.check(ViewInteraction.java:12)
at com.example.teamauction.GameChActivityTest.ButtonClick1(GameChActivityTest.java:60)

... 29 trimmed

Caused by: junit.framework.AssertionFailedError: View is present in the hierarchy: ListView{id=2131296545, res-name=listview2, visibility=VISIBLE, width=1080, height=1050, has-focus=false, has-focusable=true, has-window-focus=true, is-clickable=true, is-enabled=true, is-focused=false, is-focusable=true, is-layout-requested=false, is-selected=false, layout-params=android.widget.LinearLayout\$LayoutParams@f31acaa, tag=null, root-is-layout-requested=false, has-input-connection=false, x=0.0, y=263.0, child-count=2}

Expected: is

Got: was

at androidx.test.espresso.matcher.ViewMatchers.assertThat(ViewMatchers.java:16)
at androidx.test.espresso.assertion.ViewAssertions\$DoesNotExistViewAssertion.check(ViewAssertions.java:3)
at androidx.test.espresso.ViewInteraction\$SingleExecutionViewAssertion.check(ViewInteraction.java:2)
at androidx.test.espresso.ViewInteraction\$2.call(ViewInteraction.java:12)
at androidx.test.espresso.ViewInteraction\$2.call(ViewInteraction.java:1)
at java.util.concurrent.FutureTask.run(FutureTask.java:266)
at android.os.Handler.handleCallback(Handler.java:883)
at android.os.Handler.dispatchMessage(Handler.java:100)
at android.os.Looper.loop(Looper.java:214)
at android.app.ActivityThread.main(ActivityThread.java:7356)
at java.lang.reflect.Method.invoke(Native Method)

GameChActivityTest: 5 total, 1 failed, 4 passed

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```
12-15 21:43:25.090 1000 369 3682 I chatty : uid=1000(system) Binder:369_17 identical 38 lines
12-15 21:43:25.090 1000 369 3682 W InputReader: Device has associated, but no associated display id.
12-15 21:43:25.090 10152 24735 24735 W ActivityThread: handleWindowVisibility: no activity for token android.os.BinderProxy@c51b5fa
12-15 21:43:25.095 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:25.099 1000 205 805 E SurfaceFlinger: ro.sf.lcd_density must be defined as a build property
12-15 21:43:25.100 1000 205 805 E SurfaceFlinger: ro.sf.lcd_density must be defined as a build property
12-15 21:43:25.102 10152 24735 24771 D libEGL : Emulator has host GPU support, qemu.gles is set to 1.
12-15 21:43:25.102 10152 24735 24771 W libc : Unable to set property "qemu.gles" to "1": connection failed; errno=13 (Permission denied)
12-15 21:43:25.097 10152 24735 24735 W RenderThread: type=1400 audit(0.0:780): avc: denied { write } for name="property_service" dev="tmpfs" ino=6654
scontext=u:r:untrusted_app:s0:c152,c256,c512,c768 tcontext=u:object_r:property_socket:s0 tclass=sock_file permissive=0
12-15 21:43:25.106 10152 24735 24771 D libEGL : loaded /vendor/lib64/egl/libEGL_emulation.so
12-15 21:43:25.106 10152 24735 24771 D libEGL : loaded /vendor/lib64/egl/libGLESv1_CM_emulation.so
12-15 21:43:25.112 10152 24735 24771 D libEGL : loaded /vendor/lib64/egl/libGLESv2_emulation.so
12-15 21:43:25.122 1000 369 391 W InputReader: Device has associated, but no associated display id.
12-15 21:43:25.122 1000 369 391 I chatty : uid=1000(system) android.anim identical 8 lines
12-15 21:43:25.122 1000 369 391 W InputReader: Device has associated, but no associated display id.
12-15 21:43:25.131 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@507fedd in: PRE_ON_CREATE
12-15 21:43:25.140 10152 24735 24735 W ple.teamauctio: Accessing hidden method Landroid/view/View;-
>computeFitSystemWindows(Landroid/graphics/Rect;Landroid/graphics/Rect;)Z (greylist, reflection, allowed)
12-15 21:43:25.141 10152 24735 24735 W ple.teamauctio: Accessing hidden method Landroid/view/ViewGroup;->makeOptionalFitsSystemWindows()V (greylist,
reflection, allowed)
12-15 21:43:25.150 10115 526 781 D EGL_emulation: eglMakeCurrent: 0x7bc5058240: ver 3 0 (tinfo 0x7bc5116160)
12-15 21:43:25.276 10115 526 781 I chatty : uid=10115(com.android.systemui) RenderThread identical 15 lines
12-15 21:43:25.279 10115 526 781 D EGL_emulation: eglMakeCurrent: 0x7bc5058240: ver 3 0 (tinfo 0x7bc5116160)
12-15 21:43:25.281 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@507fedd in: CREATED
12-15 21:43:25.282 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@507fedd in: STARTED
12-15 21:43:25.284 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@507fedd in: RESUMED
12-15 21:43:25.285 10152 24735 24773 D NetworkSecurityConfig: Using Network Security Config from resource network_security_config debugBuild: true
12-15 21:43:25.289 root 174 24777 E ResolverController: No valid NAT64 prefix (101, /0)
12-15 21:43:25.301 10152 24735 24769 D HostConnection: HostConnection::get() New Host Connection established 0x7bc5078900, tid 24769
12-15 21:43:25.303 10152 24735 24769 D HostConnection: HostComposition ext ANDROID_EMU_CHECKSUM_HELPER_v1 ANDROID_EMU_native_sync_v2
ANDROID_EMU_native_sync_v3 ANDROID_EMU_native_sync_v4 ANDROID_EMU_dma_v1 ANDROID_EMU_direct_mem ANDROID_EMU_host_composition_v1
ANDROID_EMU_host_composition_v2 ANDROID_EMU_vulkan ANDROID_EMU_deferred_vulkan_commands ANDROID_EMU_vulkan_null_optional_strings
ANDROID_EMU_vulkan_create_resources_with_requirements ANDROID_EMU_YUV_Cache ANDROID_EMU_async_unmap_buffer
ANDROID_EMU_vulkan_ignored_handles ANDROID_EMU_vulkan_free_memory_sync ANDROID_EMU_vulkan_shader_float16_int8
ANDROID_EMU_vulkan_async_queue_submit ANDROID_EMU_sync_buffer_data GL_OES_EGL_image_external_essl3 GL_OES_vertex_array_object
```

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device manifest.

12-15 21:43:25.311 10152 24735 24769 W Gralloc3: mapper 3.x is not supported

12-15 21:43:25.312 10152 24735 24769 D HostConnection: createUnique: call

12-15 21:43:25.325 10152 24735 24769 D HostConnection: HostConnection::get() New Host Connection established 0x7bc5078c20, tid 24769

12-15 21:43:25.325 10152 24735 24769 D HostConnection: HostComposition ext ANDROID_EMU_CHECKSUM_HELPER_v1 ANDROID_EMU_native_sync_v2
ANDROID_EMU_native_sync_v3 ANDROID_EMU_native_sync_v4 ANDROID_EMU_dma_v1 ANDROID_EMU_direct_mem ANDROID_EMU_host_composition_v1
ANDROID_EMU_host_composition_v2 ANDROID_EMU_vulkan ANDROID_EMU_deferred_vulkan_commands ANDROID_EMU_vulkan_null_optional_strings
ANDROID_EMU_vulkan_create_resources_with_requirements ANDROID_EMU_YUV_Cache ANDROID_EMU_async_unmap_buffer
ANDROID_EMU_vulkan_ignored_handles ANDROID_EMU_vulkan_free_memory_sync ANDROID_EMU_vulkan_shader_float16_int8
ANDROID_EMU_vulkan_async_queue_submit ANDROID_EMU_sync_buffer_data GL_OES_EGL_image_external_essl3 GL_OES_vertex_array_object
GL_KHR_texture_compression_astc_ldr ANDROID_EMU_host_side_tracing ANDROID_EMU_async_frame_commands ANDROID_EMU_gles_max_version_3_0

12-15 21:43:25.325 10152 24735 24769 D eglCodecCommon: allocate: Ask for block of size 0x1000

12-15 21:43:25.325 10152 24735 24769 D eglCodecCommon: allocate: ioctl allocate returned offset 0x1fffd8000 size 0x8000

12-15 21:43:25.328 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496

12-15 21:43:25.329 10152 24735 24769 D EGL_emulation: eglMakeCurrent: 0x7bc5078ae0: ver 3 0 (tinfo 0x7bc5018ea0)

12-15 21:43:25.329 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496

12-15 21:43:25.361 1000 369 395 I ActivityTaskManager: Displayed com.example.teamauction/.GameChActivity: +282ms

12-15 21:43:25.427 10121 1086 1723 D EGL_emulation: eglMakeCurrent: 0x7b48e6b760: ver 3 0 (tinfo 0x7b48e51080)

12-15 21:43:25.428 10103 716 1282 D EGL_emulation: eglMakeCurrent: 0x7bc5057ac0: ver 3 0 (tinfo 0x7bc50d61e0)

12-15 21:43:25.463 10152 24735 24766 D EventInjectionStrategy: Creating injection strategy with input manager.

12-15 21:43:25.463 10152 24735 24766 W ple.teamauctio: Accessing hidden method Landroid/hardware/input/InputManager;->getInstance()Landroid/hardware/input/InputManager; (greylist, reflection, allowed)

12-15 21:43:25.463 10152 24735 24766 W ple.teamauctio: Accessing hidden method Landroid/hardware/input/InputManager;->injectInputEvent(Landroid/view/InputEvent;I)Z (greylist, reflection, allowed)

12-15 21:43:25.463 10152 24735 24766 W ple.teamauctio: Accessing hidden field Landroid/hardware/input/InputManager;->INJECT_INPUT_EVENT_MODE_WAIT_FOR_FINISH:I (greylist, reflection, allowed)

12-15 21:43:25.464 10121 1086 24540 I PBSessionCacheImpl: Deleted sessionId[4777918062149284] from persistence.

12-15 21:43:25.466 10121 1086 1477 W SearchServiceCore: Abort, client detached.

12-15 21:43:25.469 10152 24735 24766 W ple.teamauctio: Accessing hidden method Landroid/view/ViewConfiguration;->getDoubleTapMinTime()I (greylist, reflection, allowed)

12-15 21:43:25.471 10152 24735 24735 W ple.teamauctio: Accessing hidden method Landroid/os/MessageQueue;->next()Landroid/os/Message; (greylist, reflection, allowed)

12-15 21:43:25.471 10152 24735 24735 W ple.teamauctio: Accessing hidden field Landroid/os/MessageQueue;->mMessages:Landroid/os/Message; (greylist, reflection, allowed)

12-15 21:43:25.471 10152 24735 24735 W ple.teamauctio: Accessing hidden method Landroid/os/Message;->recycleUnchecked()V (greylist, reflection, allowed)

12-15 21:43:25.472 10152 24735 24735 W ple.teamauctio: Accessing hidden method Landroid/view/WindowManagerGlobal;-

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```
linking, allowed)
12-15 21:43:25.473 10152 24735 24766 W ple.teamauctio: Accessing hidden method Lsun/misc/Unsafe;->objectFieldOffset(Ljava/lang/reflect/Field;)J (greylist,core-
platform-api, linking, allowed)
12-15 21:43:25.473 10152 24735 24766 W ple.teamauctio: Accessing hidden method Lsun/misc/Unsafe;-
>compareAndSwapObject(Ljava/lang/Object;JLjava/lang/Object;Ljava/lang/Object;)Z (greylist, linking, allowed)
12-15 21:43:25.473 10152 2
```

ButtonClick2

passed 961 ms

```
----- beginning of main
12-15 21:43:26.329 10152 24735 24766 I TestRunner: started: ButtonClick2(com.example.teamauction.GameChActivityTest)
----- beginning of system
12-15 21:43:26.331 1000 369 1834 I ActivityTaskManager: START u0 {flg=0x10000000 cmp=com.example.teamauction/.GameChActivity (has extras)} from uid 10152
12-15 21:43:26.334 1000 369 1137 W InputReader: Device has associated, but no associated display id.
12-15 21:43:26.334 1000 369 1137 I chatty : uid=1000(system) Binder:369_D identical 38 lines
12-15 21:43:26.334 1000 369 1137 W InputReader: Device has associated, but no associated display id.
12-15 21:43:26.335 10152 24735 24735 W ActivityThread: handleWindowVisibility: no activity for token android.os.BinderProxy@36f4067
12-15 21:43:26.339 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@6257c03 in: PRE_ON_CREATE
12-15 21:43:26.345 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:26.353 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@6257c03 in: CREATED
12-15 21:43:26.353 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@6257c03 in: STARTED
12-15 21:43:26.354 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@6257c03 in: RESUMED
12-15 21:43:26.363 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:26.364 1000 369 391 W InputReader: Device has associated, but no associated display id.
12-15 21:43:26.364 1000 369 391 I chatty : uid=1000(system) android.anim identical 8 lines
12-15 21:43:26.364 1000 369 391 W InputReader: Device has associated, but no associated display id.
12-15 21:43:26.367 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:26.368 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:26.372 10152 24735 24769 D EGL_emulation: eglMakeCurrent: 0x7bc5078ae0: ver 3 0 (tinfo 0x7bc5018ea0)
12-15 21:43:26.376 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:26.377 10115 526 781 D EGL_emulation: eglMakeCurrent: 0x7bc5058240: ver 3 0 (tinfo 0x7bc5116160)
12-15 21:43:26.391 10115 526 781 D EGL_emulation: eglMakeCurrent: 0x7bc5058240: ver 3 0 (tinfo 0x7bc5116160)
12-15 21:43:26.392 1000 369 395 I ActivityTaskManager: Displayed com.example.teamauction/.GameChActivity: +60ms
12-15 21:43:26.394 10115 526 781 D EGL_emulation: eglMakeCurrent: 0x7bc5058240: ver 3 0 (tinfo 0x7bc5116160)
12-15 21:43:26.510 10115 526 781 I chatty : uid=10115(com.android.systemui) RenderThread identical 14 lines
12-15 21:43:26.512 10115 526 781 D EGL_emulation: eglMakeCurrent: 0x7bc5058240: ver 3 0 (tinfo 0x7bc5116160)
12-15 21:43:26.646 10152 24735 24766 W ple.teamauctio: Accessing hidden method Lsun/misc/Unsafe;-
```

GameChActivityTest: 5 total, 1 failed, 4 passed

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```
view.getId() is <2131296545/com.example.teamauction:id/listview2>
12-15 21:43:26.669 10121 1086 24540 I PBSessionCacheImpl: Deleted sessionId[4777918062149289] from persistence.
12-15 21:43:26.671 10121 1086 1477 W SearchServiceCore: Abort, client detached.
12-15 21:43:26.927 10152 24735 24735 I ViewInteraction: Performing 'single click' action on view view.getId() is
<2131296686/com.example.teamauction:id/select_game_character>
12-15 21:43:26.974 1041 180 1856 W audio_hw_generic: Not supplying enough data to HAL, expected position 14839503 , only wrote 14839450
12-15 21:43:27.047 1000 369 1834 I ActivityTaskManager: START u0 {cmp=com.example.teamauction/.MainActivity (has extras)} from uid 10152
12-15 21:43:27.052 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@6257c03 in: PAUSED
12-15 21:43:27.052 1000 369 1834 W InputReader: Device has associated, but no associated display id.
12-15 21:43:27.053 1000 369 1834 I chatty : uid=1000(system) Binder:369_F identical 48 lines
12-15 21:43:27.053 1000 369 1834 W InputReader: Device has associated, but no associated display id.
12-15 21:43:27.065 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 339968
12-15 21:43:27.066 1000 189 219 I chatty : uid=1000(system) HwBinder:189_1 identical 1 line
12-15 21:43:27.066 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 339968
12-15 21:43:27.067 10152 24735 24769 D EGL_emulation: eglMakeCurrent: 0x7bc5078ae0: ver 3 0 (tinfo 0x7bc5018ea0)
12-15 21:43:27.070 10152 24735 24769 D EGL_emulation: eglMakeCurrent: 0x7bc5078ae0: ver 3 0 (tinfo 0x7bc5018ea0)
12-15 21:43:27.070 10152 24735 24735 W ActivityThread: handleWindowVisibility: no activity for token android.os.BinderProxy@4c324c1
12-15 21:43:27.077 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.MainActivity@e477343 in: PRE_ON_CREATE
12-15 21:43:27.094 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.MainActivity@e477343 in: CREATED
12-15 21:43:27.095 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.MainActivity@e477343 in: STARTED
12-15 21:43:27.095 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.MainActivity@e477343 in: RESUMED
12-15 21:43:27.103 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:27.104 1000 189 219 I chatty : uid=1000(system) HwBinder:189_1 identical 1 line
12-15 21:43:27.105 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:27.106 10152 24735 24769 D EGL_emulation: eglMakeCurrent: 0x7bc5078ae0: ver 3 0 (tinfo 0x7bc5018ea0)
12-15 21:43:27.111 10152 24735 24769 D EGL_emulation: eglMakeCurrent: 0x7bc5078ae0: ver 3 0 (tinfo 0x7bc5018ea0)
12-15 21:43:27.114 1000 369 391 W InputReader: Device has associated, but no associated display id.
12-15 21:43:27.114 1000 369 391 I chatty : uid=1000(system) android.anim identical 18 lines
12-15 21:43:27.114 1000 369 391 W InputReader: Device has associated, but no associated display id.
12-15 21:43:27.116 10152 24735 24769 D EGL_emulation: eglMakeCurrent: 0x7bc5078ae0: ver 3 0 (tinfo 0x7bc5018ea0)
12-15 21:43:27.129 10152 24735 24769 I chatty : uid=10152(com.example.teamauction) RenderThread identical 1 line
12-15 21:43:27.255 10152 24735 24769 D EGL_emulation: eglMakeCurrent: 0x7bc5078ae0: ver 3 0 (tinfo 0x7bc5018ea0)
12-15 21:43:27.269 10152 24735 24735 I ViewInteraction: Checking 'androidx.test.espresso.assertion.ViewAssertions$DoesNotExistViewAssertion@f215e42' assertion
on view view.getId() is <2131296686/com.example.teamauction:id/select_game_character>
12-15 21:43:27.270 1000 369 1834 W ActivityTaskManager: Duplicate finish request for ActivityRecord{4f12d68 u0 com.example.teamauction/.GameChActivity t189 f}
12-15 21:43:27.270 10152 24735 24766 I TestRunner: finished: ButtonClick2(com.example.teamauction.GameChActivityTest)
```


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```
12-15 21:43:27.845 1000 369 1127 I chatty : uid=1000(system) Binder:369_C identical 38 lines
12-15 21:43:27.845 1000 369 1127 W InputReader: Device has associated, but no associated display id.
12-15 21:43:27.846 10152 24735 24735 W ActivityThread: handleWindowVisibility: no activity for token android.os.BinderProxy@7e22f66
12-15 21:43:27.848 1000 189 17615 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:27.853 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@251dbf2 in: PRE_ON_CREATE
12-15 21:43:27.867 1000 369 391 W InputReader: Device has associated, but no associated display id.
12-15 21:43:27.867 1000 369 391 I chatty : uid=1000(system) android.anim identical 8 lines
12-15 21:43:27.867 1000 369 391 W InputReader: Device has associated, but no associated display id.
12-15 21:43:27.875 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@251dbf2 in: CREATED
12-15 21:43:27.876 1000 189 17615 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:27.876 10115 526 781 D EGL_emulation: eglMakeCurrent: 0x7bc5058240: ver 3 0 (tinfo 0x7bc5116160)
12-15 21:43:27.882 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@251dbf2 in: STARTED
12-15 21:43:27.882 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@251dbf2 in: RESUMED
12-15 21:43:27.886 10115 526 781 D EGL_emulation: eglMakeCurrent: 0x7bc5058240: ver 3 0 (tinfo 0x7bc5116160)
12-15 21:43:27.895 10115 526 781 D EGL_emulation: eglMakeCurrent: 0x7bc5058240: ver 3 0 (tinfo 0x7bc5116160)
12-15 21:43:27.897 1000 189 17615 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:27.898 1000 189 17615 I chatty : uid=1000(system) HwBinder:189_3 identical 1 line
12-15 21:43:27.899 1000 189 17615 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:27.900 10152 24735 24769 D EGL_emulation: eglMakeCurrent: 0x7bc5078ae0: ver 3 0 (tinfo 0x7bc5018ea0)
12-15 21:43:27.903 10115 526 781 D EGL_emulation: eglMakeCurrent: 0x7bc5058240: ver 3 0 (tinfo 0x7bc5116160)
12-15 21:43:27.904 1000 369 395 I ActivityTaskManager: Displayed com.example.teamauction/.GameChActivity: +67ms
12-15 21:43:27.911 10115 526 781 D EGL_emulation: eglMakeCurrent: 0x7bc5058240: ver 3 0 (tinfo 0x7bc5116160)
12-15 21:43:28.011 10115 526 781 I chatty : uid=10115(com.android.systemui) RenderThread identical 12 lines
12-15 21:43:28.013 10115 526 781 D EGL_emulation: eglMakeCurrent: 0x7bc5058240: ver 3 0 (tinfo 0x7bc5116160)
12-15 21:43:28.147 10152 24735 24766 W ple.teamauctio: Accessing hidden method Lsun/misc/Unsafe;-
>compareAndSwapObject(Ljava/lang/Object;JLjava/lang/Object;Ljava/lang/Object;)Z (greylist, linking, allowed)
12-15 21:43:28.148 10152 24735 24735 I ViewInteraction: Performing 'load adapter data' action on view view.getId() is
<2131296545/com.example.teamauction:id/listview2>
12-15 21:43:28.160 10103 716 1282 D EGL_emulation: eglMakeCurrent: 0x7bc5057ac0: ver 3 0 (tinfo 0x7bc50d61e0)
12-15 21:43:28.161 10121 1086 1723 D EGL_emulation: eglMakeCurrent: 0x7b48e6b760: ver 3 0 (tinfo 0x7b48e51080)
12-15 21:43:28.162 10152 24735 24735 I ViewInteraction: Performing 'single click' action on view displaying data matching: ANYTHING within adapter view matching:
view.getId() is <2131296545/com.example.teamauction:id/listview2>
12-15 21:43:28.178 10121 1086 24541 I PBSessionCacheImpl: Deleted sessionId[4777918062149294] from persistence.
12-15 21:43:28.179 10121 1086 1477 W SearchServiceCore: Abort, client detached.
12-15 21:43:28.427 1000 369 1127 W InputReader: Device has associated, but no associated display id.
12-15 21:43:28.427 1000 369 1127 I chatty : uid=1000(system) Binder:369_C identical 8 lines
```

GameChActivityTest: 5 total, 1 failed, 4 passed

3.67 s

[Collapse](#) | [Expand](#)

```
cmp=com.google.android.as/com.google.android.apps.miphone.aiai.app.AiAiPredictionService } using flags 67108865
12-15 21:43:28.431 1000 369 1127 I chatty : uid=1000(system) Binder:369_C identical 8 lines
12-15 21:43:28.431 1000 369 1127 W InputReader: Device has associated, but no associated display id.
12-15 21:43:28.444 10152 24735 24766 I TestRunner: finished: ListCheck1(com.example.teamauction.GameChActivityTest)
```

ListCheck2

passed 635 ms

```
----- beginning of system
12-15 21:43:28.961 1000 369 3861 I ActivityTaskManager: START u0 {flg=0x10000000 cmp=com.example.teamauction/.GameChActivity (has extras)} from uid 10152
----- beginning of main
12-15 21:43:28.964 1000 369 3861 W InputReader: Device has associated, but no associated display id.
12-15 21:43:28.965 1000 369 3861 I chatty : uid=1000(system) Binder:369_19 identical 38 lines
12-15 21:43:28.965 1000 369 3861 W InputReader: Device has associated, but no associated display id.
12-15 21:43:28.965 10152 24735 24735 W ActivityThread: handleWindowVisibility: no activity for token android.os.BinderProxy@51b9bc2
12-15 21:43:28.970 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@20bb20e in: PRE_ON_CREATE
12-15 21:43:28.978 1000 189 17615 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:28.984 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@20bb20e in: CREATED
12-15 21:43:28.986 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@20bb20e in: STARTED
12-15 21:43:28.986 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@20bb20e in: RESUMED
12-15 21:43:28.991 1000 369 391 W InputReader: Device has associated, but no associated display id.
12-15 21:43:28.991 1000 369 391 I chatty : uid=1000(system) android.anim identical 8 lines
12-15 21:43:28.991 1000 369 391 W InputReader: Device has associated, but no associated display id.
12-15 21:43:28.996 1000 189 17615 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:28.997 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:28.997 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:28.998 10152 24735 24769 D EGL_emulation: eglMakeCurrent: 0x7bc5078ae0: ver 3 0 (tinfo 0x7bc5018ea0)
12-15 21:43:29.011 10115 526 781 D EGL_emulation: eglMakeCurrent: 0x7bc5058240: ver 3 0 (tinfo 0x7bc5116160)
12-15 21:43:29.013 10115 526 781 D EGL_emulation: eglMakeCurrent: 0x7bc5058240: ver 3 0 (tinfo 0x7bc5116160)
12-15 21:43:29.014 1000 369 395 I ActivityTaskManager: Displayed com.example.teamauction/.GameChActivity: +50ms
12-15 21:43:29.029 10115 526 781 D EGL_emulation: eglMakeCurrent: 0x7bc5058240: ver 3 0 (tinfo 0x7bc5116160)
12-15 21:43:29.050 1000 369 4406 W NotificationService: Toast already killed. pkg=com.example.teamauction
callback=android.app.ITransientNotification$Stub$Proxy@bbc4e66
12-15 21:43:29.142 10115 526 781 I chatty : uid=10115(com.android.systemui) RenderThread identical 14 lines
12-15 21:43:29.144 10115 526 781 D EGL_emulation: eglMakeCurrent: 0x7bc5058240: ver 3 0 (tinfo 0x7bc5116160)
12-15 21:43:29.277 10152 24735 24766 W ple.teamauctio: Accessing hidden method Lsun/misc/Unsafe;-
>compareAndSwapObject(Ljava/lang/Object;JLjava/lang/Object;Ljava/lang/Object;)Z (greylist, linking, allowed)
12-15 21:43:29.278 10152 24735 24735 I ViewInteraction: Performing 'load adapter data' action on view view.getId() is
```

GameChActivityTest: 5 total, 1 failed, 4 passed

3.67 s

[Collapse](#) | [Expand](#)

```
12-15 21:43:29.313 10121 1086 1477 W SearchServiceCore: Abort, client detached.
12-15 21:43:29.562 1000 369 1127 W InputReader: Device has associated, but no associated display id.
12-15 21:43:29.562 1000 369 1127 I chatty : uid=1000(system) Binder:369_C identical 8 lines
12-15 21:43:29.562 1000 369 1127 W InputReader: Device has associated, but no associated display id.
12-15 21:43:29.565 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@20bb20e in: PAUSED
12-15 21:43:29.566 1000 369 1127 W InputReader: Device has associated, but no associated display id.
12-15 21:43:29.570 1000 369 369 W ActivityManager: Unable to start service Intent { act=android.service.appprediction.AppPredictionService
cmp=com.google.android.as/com.google.android.apps.miphone.aiai.app.AiAiPredictionService } U=0: not found
12-15 21:43:29.570 1000 369 369 W RemoteAppPredictionService: could not bind to Intent { act=android.service.appprediction.AppPredictionService
cmp=com.google.android.as/com.google.android.apps.miphone.aiai.app.AiAiPredictionService } using flags 67108865
12-15 21:43:29.566 1000 369 1127 I chatty : uid=1000(system) Binder:369_C identical 8 lines
12-15 21:43:29.566 1000 369 1127 W InputReader: Device has associated, but no associated display id.
12-15 21:43:29.577 10152 24735 24766 I TestRunner: finished: ListCheck2(com.example.teamauction.GameChActivityTest)
12-15 21:43:29.581 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:29.582 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:29.583 10103 716 1282 D EGL_emulation: eglMakeCurrent: 0x7bc5057ac0: ver 3 0 (tinfo 0x7bc50d61e0)
```

[GoBack](#)

passed 732 ms

```
----- beginning of main
12-15 21:43:30.093 10152 24735 24766 I TestRunner: started: GoBack(com.example.teamauction.GameChActivityTest)
----- beginning of system
12-15 21:43:30.095 1000 369 4406 I ActivityTaskManager: START u0 {flg=0x10000000 cmp=com.example.teamauction/.GameChActivity (has extras)} from uid 10152
12-15 21:43:30.098 1000 369 1127 W InputReader: Device has associated, but no associated display id.
12-15 21:43:30.099 1000 369 1127 I chatty : uid=1000(system) Binder:369_C identical 38 lines
12-15 21:43:30.099 1000 369 1127 W InputReader: Device has associated, but no associated display id.
12-15 21:43:30.100 10152 24735 24735 W ActivityThread: handleWindowVisibility: no activity for token android.os.BinderProxy@95966d7
12-15 21:43:30.104 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@a639973 in: PRE_ON_CREATE
12-15 21:43:30.108 1041 180 180 W audio_hw_generic: Not supplying enough data to HAL, expected position 15113909 , only wrote 14977599
12-15 21:43:30.112 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:30.117 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@a639973 in: CREATED
12-15 21:43:30.119 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@a639973 in: STARTED
12-15 21:43:30.119 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@a639973 in: RESUMED
12-15 21:43:30.127 1000 369 391 W InputReader: Device has associated, but no associated display id.
12-15 21:43:30.127 1000 369 391 I chatty : uid=1000(system) android.anim identical 8 lines
12-15 21:43:30.127 1000 369 391 W InputReader: Device has associated, but no associated display id.
12-15 21:43:30.135 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
```


GameChActivityTest: 5 total, 1 failed, 4 passed

3.67 s

[Collapse](#) | [Expand](#)

```
12-15 21:43:30.279 10115 526 781 I chatty : uid=10115(com.android.systemui) RenderThread identical 15 lines
12-15 21:43:30.281 10115 526 781 D EGL_emulation: eglMakeCurrent: 0x7bc5058240: ver 3 0 (tinfo 0x7bc5116160)
12-15 21:43:30.412 10152 24735 24766 W ple.teamauctio: Accessing hidden method Lsun/misc/Unsafe;-
>compareAndSwapObject(Ljava/lang/Object;JLjava/lang/Object;Ljava/lang/Object;)Z (greylist, linking, allowed)
12-15 21:43:30.413 10152 24735 24735 I ViewInteraction: Performing 'single click' action on view view.getId() is
<2131296370/com.example.teamauction:id/cancel_account_add>
12-15 21:43:30.426 10103 716 1282 D EGL_emulation: eglMakeCurrent: 0x7bc5057ac0: ver 3 0 (tinfo 0x7bc50d61e0)
12-15 21:43:30.426 10121 1086 1723 D EGL_emulation: eglMakeCurrent: 0x7b48e6b760: ver 3 0 (tinfo 0x7b48e51080)
12-15 21:43:30.430 1000 369 2585 D HostConnection: HostConnection::get() New Host Connection established 0x7b093710e0, tid 2585
12-15 21:43:30.430 1000 369 2585 D HostConnection: HostComposition ext ANDROID_EMU_CHECKSUM_HELPER_v1 ANDROID_EMU_native_sync_v2
ANDROID_EMU_native_sync_v3 ANDROID_EMU_native_sync_v4 ANDROID_EMU_dma_v1 ANDROID_EMU_direct_mem ANDROID_EMU_host_composition_v1
ANDROID_EMU_host_composition_v2 ANDROID_EMU_vulkan ANDROID_EMU_deferred_vulkan_commands ANDROID_EMU_vulkan_null_optional_strings
ANDROID_EMU_vulkan_create_resources_with_requirements ANDROID_EMU_YUV_Cache ANDROID_EMU_async_unmap_buffer
ANDROID_EMU_vulkan_ignored_handles ANDROID_EMU_vulkan_free_memory_sync ANDROID_EMU_vulkan_shader_float16_int8
ANDROID_EMU_vulkan_async_queue_submit ANDROID_EMU_sync_buffer_data GL_OES_EGL_image_external_essl3 GL_OES_vertex_array_object
GL_KHR_texture_compression_astc_ldr ANDROID_EMU_host_side_tracing ANDROID_EMU_async_frame_commands ANDROID_EMU_gles_max_version_3_0
12-15 21:43:30.430 1000 369 2585 W OpenGLRenderer: Failed to choose config with EGL_SWAP_BEHAVIOR_PRESERVED, retrying without...
12-15 21:43:30.431 1000 369 2585 D EGL_emulation: eglCreateContext: 0x7b09371180: maj 3 min 0 rcv 3
12-15 21:43:30.431 1000 369 2585 D EGL_emulation: eglMakeCurrent: 0x7b09371180: ver 3 0 (tinfo 0x7b690f9a20)
12-15 21:43:30.439 10121 1086 1477 W SearchServiceCore: Abort, client detached.
12-15 21:43:30.439 10121 1086 24540 I PBSessionCacheImpl: Deleted sessionId[4777918062149304] from persistence.
12-15 21:43:30.457 1000 369 1127 I ActivityTaskManager: START u0 {cmp=com.example.teamauction/.GameLoginActivity (has extras)} from uid 10152
12-15 21:43:30.458 1041 180 1856 W audio_hw_generic: Not supplying enough data to HAL, expected position 14977650 , only wrote 14977599
12-15 21:43:30.463 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameChActivity@a639973 in: PAUSED
12-15 21:43:30.464 1000 369 1127 W InputReader: Device has associated, but no associated display id.
12-15 21:43:30.464 1000 369 1127 I chatty : uid=1000(system) Binder:369_C identical 48 lines
12-15 21:43:30.464 1000 369 1127 W InputReader: Device has associated, but no associated display id.
12-15 21:43:30.466 10152 24735 24735 W ActivityThread: handleWindowVisibility: no activity for token android.os.BinderProxy@4fe4bb5
12-15 21:43:30.468 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameLoginActivity@7bd4297 in: PRE_ON_CREATE
12-15 21:43:30.531 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameLoginActivity@7bd4297 in: CREATED
12-15 21:43:30.532 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameLoginActivity@7bd4297 in: STARTED
12-15 21:43:30.532 10152 24735 24735 D LifecycleMonitor: Lifecycle status change: com.example.teamauction.GameLoginActivity@7bd4297 in: RESUMED
12-15 21:43:30.539 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:30.540 1000 189 219 I chatty : uid=1000(system) HwBinder:189_1 identical 1 line
12-15 21:43:30.540 1000 189 219 D gralloc_ranchu: gralloc_alloc: Creating ashmem region of size 8298496
12-15 21:43:30.541 10152 24735 24769 D EGL_emulation: eglMakeCurrent: 0x7bc5078ae0: ver 3 0 (tinfo 0x7bc5018ea0)
```

GameChActivityTest: 5 total, 1 failed, 4 passed

3.67 s

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```
12-15 21:43:30.577 10152 24735 24769 I chatty : uid=10152(com.example.teamauction) RenderThread identical 2 lines
12-15 21:43:30.580 10152 24735 24769 D EGL_emulation: eglMakeCurrent: 0x7bc5078ae0: ver 3 0 (tinfo 0x7bc5018ea0)
12-15 21:43:30.802 10152 24735 24735 I ViewInteraction: Checking 'androidx.test.espresso.assertion.ViewAssertions$DoesNotExistViewAssertion@3c5bac5' assertion
on view view.getId() is <2131296370/com.example.teamauction:id/cancel_account_add>
12-15 21:43:30.802 1000 369 1127 W ActivityTaskManager: Duplicate finish request for ActivityRecord{f3de08 u0 com.example.teamauction/.GameChActivity t192 f}
12-15 21:43:30.802 10152 24735 24766 I TestRunner: finished: GoBack(com.example.teamauction.GameChActivityTest)
```

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