**TASK1**

**If we don’t logout while playing it will continue in logged in state after we restart the game**

1. **Login**

Username: Chico1111

Password: Codeon@123

Using Appium Desktop

Usually Appium by default uses Select Element present in top layout so that element recognized can be used for further automation but here Login button coordinates is present behind the coordinates of Username so when we use Select element and tap , automatically username edittext element is recognized. So, we try Tap by Coordinates, if we use this type for automating, Login button is recognized and Login happens.

Using Send keys in appium desktop, we can pass values to usertextinput fields.

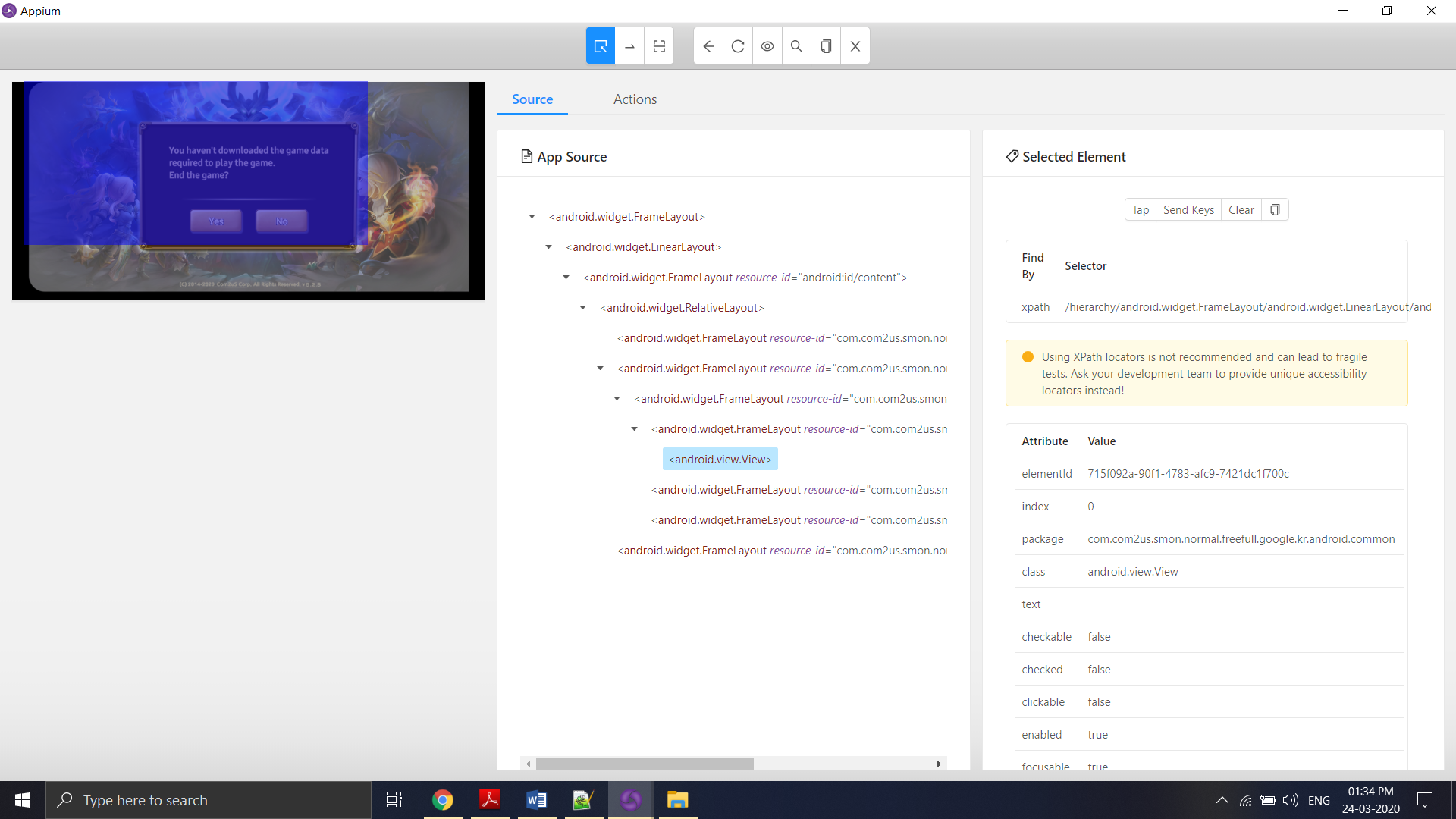
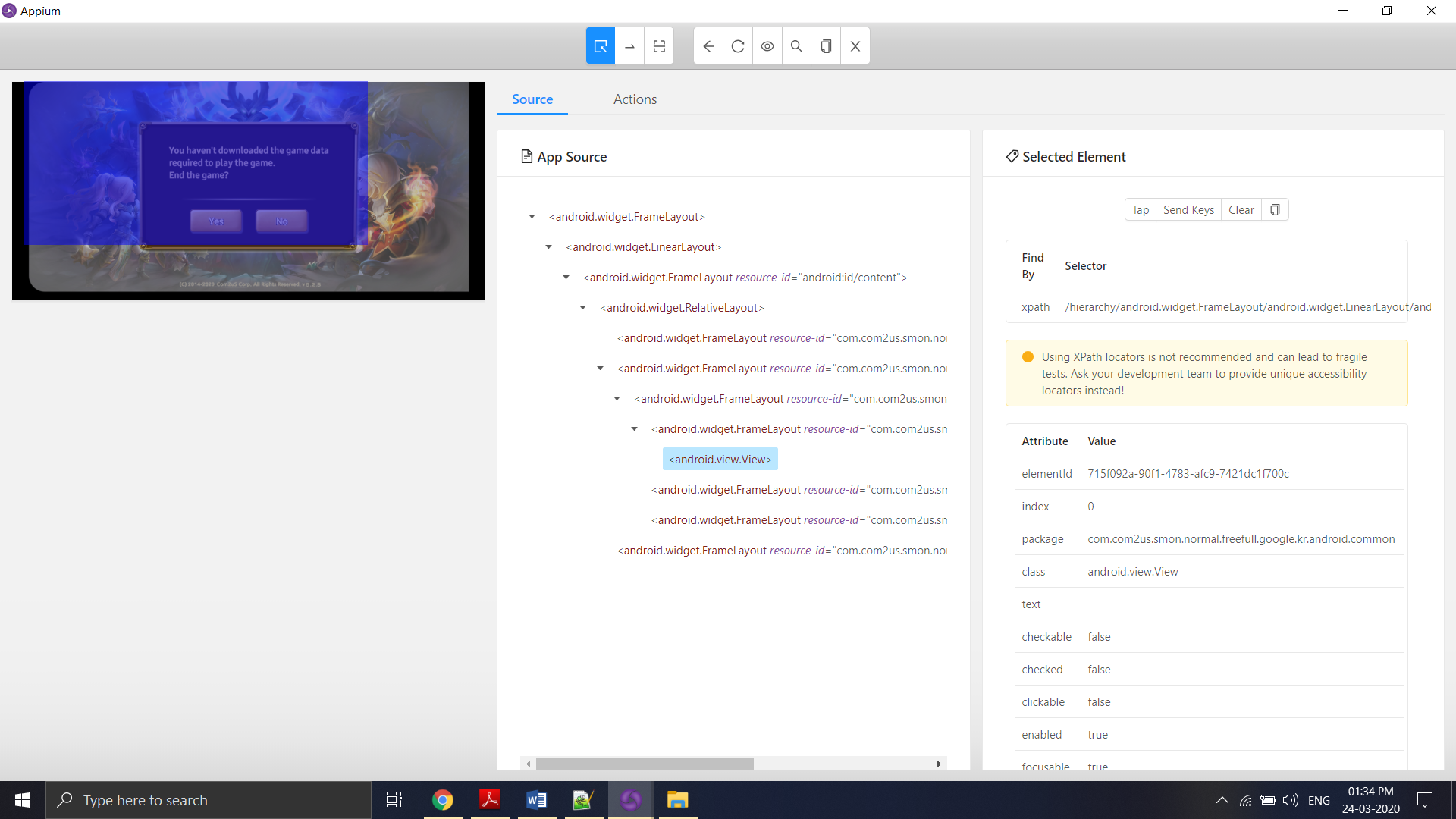


Figure 1.1

Figure 1.1 is default top bar of appium which is in Select elements. We need to change to  by clicking on this icon so that elements are tapped based on their coordinates.

**Selected Elements Attribute and their values:**

**Id: recent\_id, value: “Chico1111”**

{"key":"text","value":"Chico1111","name":"text"},

{"key":"resource-id","value":"recent\_id","name":"resource-id"},

**Id:password, value:”Codeon@123”**

{"key":"text","value":"Password","name":"text"},

{"key":"resource-id","value":"password","name":"resource-id"},

[If a page opens , it should be closed – the elements in this window is not recognized at all and it not displayed In XML App source so using Tap by elements, we can proceed to Game]

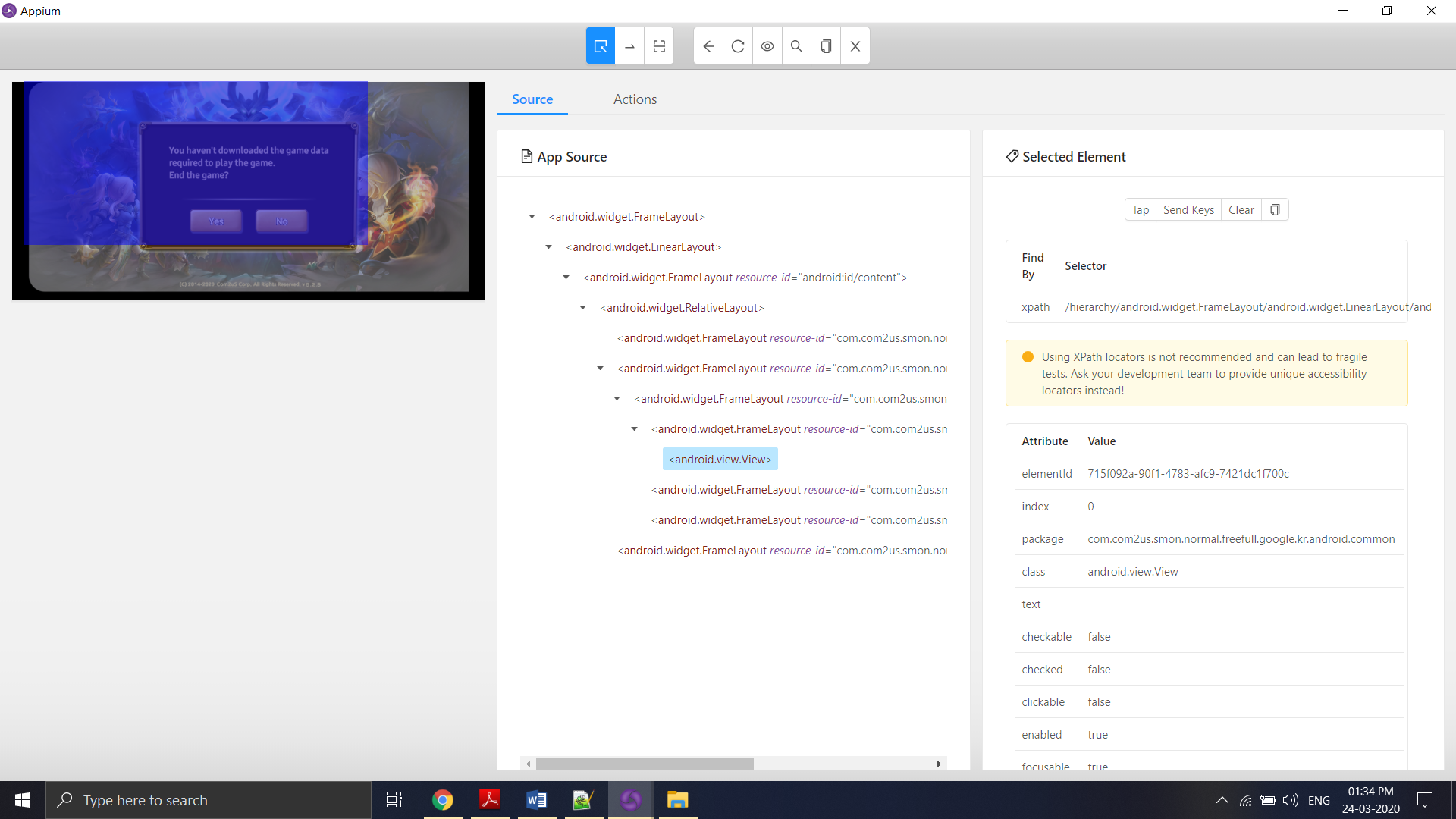


Figure 1.2

Figure 1.2 shows that elements are recognized and shown in XML App source.

Similarly for all other, the XML elements are not recognized at all. So using Tap by Coordinates, we can perform all the tasks.