Why UI Test?

- Provide more test verification beyond what is possible with unit tests
- Validate the user interface on a device or the simulator actually running the app
- Offers additional certainty that changes made to an application do not break functionality
- Potentially can be used for demonstration purposes
UI Tests

- A test that exercises the user interface of an application just as a user would
- Typically tests an entire feature of the application
- Can test and validate across multiple different device types

App Access

- UI Tests run in a separate process from the application and can control the application process
- Possible to record while using the application to generate a basis for a test case
- Must access the application and its view hierarchy via a proxy
- View hierarchy inspected/manipulated via accessibility information
**XCTest**

Tests written in a subclass of XCTestCase

Methods that will be run as tests must have names that begin with the prefix text, such as: ‘func testStuff()’

Can override setUp and tearDown methods to write common code that must be run before or after all tests in a given test case

Can create helper functions that perform other common behavior, so long as their names don’t begin with the word test

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**Documentation**

“Testing with Xcode”

“Recording UI Tests”