UI Testing

(XCTest)

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 `test`, 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`.

**Documentation**

“Testing with Xcode”
“Recording UI Tests”