

## UI Testing with Swift Cheat Sheet by joemasilotti via cheatography.com/122486/cs/22749/

## Testing if an element exists

XCTAssert(app.staticTexts["Welcome"].exists)

## Waiting for an element to appear

let goLabel = app.staticTexts["Go!"]

XCTAssertFalse(goLabel.exists)

app.buttons["Ready, set..."].tap()

XCTAssert(goLabel.waitForExistence(timeout: 5))

"Waiting" is now built into XCTest.

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