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.