

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.



By joemasilotti

cheatography.com/joemasilotti/

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