ADDITIONAL CONTENT

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Exercise 23 – Create a WHILE Statement

Objective

By the end of this exercise, you will be able to implement a WHILE Statement within a TestStep.

Why is this important?

A WHILE Statement allows the TestCase to execute an action repeatedly until a condition is no longer met.

Instructions

1.	In Tosca, create a new workplace, select the option "Use workspace Template", and use the "AS1_Additional_Material_Base.tsu".
2.	In the Library, create a Reusable TestStepBlock named "Empty Shopping Cart". Add the following Modules: • "WebShop | Top Menu", rename it to "Navigate to Cart" • "WebShop | Top Menu" again, rename it to "Log Out" • "WebShop | Top Menu" again, rename it to "Wait Until Logged Out" • "CloseBrowser", rename it to "Close Web Shop"
3.	Within the Reusable TestStepBlock "Empty Shopping Cart", enter the values in the TestSteps that will perform the actions as per the table below:

TestStep	TestStepValue	Value	ActionMode
Navigate to Cart	Shopping cart	X	Input
Log Out	Log out	X	Input
Wait Until Logged Out	Log in	Visible==True	WaitOn
Close Web Shop	Title	Demo*	Input

4.	Within the ReusableTestStepBlock "Empty Shopping Cart", create a WHILE Statement between the TestSteps "Navigate to Cart" and "Log Out".
5.	Within the WHILE Statement, add the Module "Webshop | Shopping Cart" both in the Condition and in the Loop. Rename the TestStep in the Condition to "Verify Table Exists", and the TestStep in the Loop to "Empty Cart". Add the values to the TestSteps to complete the following actions:

Condition: TestStep	TestStepValue	Value	ActionMode
Verify Table Exists	Shopping cart Products table	Exists==True	Verify
Loop:TestStep	**TestStepValue**	**Value**	**ActionMode**
Empty Cart	Shopping cart Producs table		Select
	Row: $1		Select
	Cell: Remove		Select
	Remove Checkbox	True	Input
	Update shopping cart	X	Input

6.	Manually add multiple items to the Web Shop cart, then run the Reusable TestStep Block "Empty Shopping Cart" in the ScratchBook.
7.	Save your work.

Hints

» Use the Control Flow Diagram to get a visual representation of the WHILE Statement.

» A Condition verifies that something meets the set state (exists, visible, has a value of, etc.)

» A Loop instructs Tosca to steer a process, which then continues until the condition is no longer met or the maximum number of repetitions is reached.