***Day 6 – Clocks, Alert, Web Server, Sharding***

1. **HTML Structure (index.html):**

* Sets up a basic webpage with a div to display the current time, and three buttons: "Alert", "Confirm", and "Prompt".

1. **JavaScript Logic (index.js):**

* **Clock Functionality:**
  + **renderTime**() function: Updates the content of the div with the id current-time to display the current date and time, formatted using **toLocaleString**().
  + **setInterval**(): Calls **renderTime**() every 1000 milliseconds (1 second) to update the time dynamically.
* **Button Event Listeners:**
  + **Alert Button:** When clicked, displays a simple alert box with the message "This is an alert!".
  + **Confirm Button:** When clicked, displays a confirmation dialog with the message "Do you confirm this action?". The result (true/false) is logged to the console.
  + **Prompt Button:** When clicked, displays a prompt dialog asking the user to enter their name, with "Default Name" as the default value. The entered value (or null if canceled) is logged to the console.

1. **Playwright Tests:**

* **Test Suite:** A test suite named "Clock and Alert Tests" is defined.
* **Test 1: "Test with predefined time"**
* Uses page.evaluate() to override the global Date.now() function, effectively freezing time at a specific date and time (2024-02-02T10:00:00).
* Asserts that the text content of the element with the data-testid attribute current-time matches the expected time ("2/2/2024, 10:00:00 AM").
* Changes the mocked Date.now() to a new time (2024-02-02T11:30:00).
* Asserts that the time displayed is updated to the new mocked time ("2/2/2024, 11:30:00 AM").

test.describe('Clock and Alert Tests', () => {

  test('Test with predefined time', async ({ page }) => {

    await page.goto('http://127.0.0.1:5500/Playwright\_UST/Day\_6\_Playwright\_Commands/src/index.html');

    await page.evaluate(() => {

      const fixedDate = new Date('2024-02-02T10:00:00');

      Date.now = () => fixedDate.getTime();

    });

    await expect(page.getByTestId('current-time')).toHaveText('2/2/2024, 10:00:00 AM');

    await page.evaluate(() => {

      const fixedDate = new Date('2024-02-02T11:30:00');

      Date.now = () => fixedDate.getTime();

    });

    await expect(page.getByTestId('current-time')).toHaveText('2/2/2024, 11:30:00 AM');

  });

* **Test 2: "Test alert, confirm, and prompt buttons"**
* Sets up a dialog event listener to handle alert, confirm, and prompt dialogs.
* **Dialog Handling:** Inside the dialog event listener:
* Checks the dialog.type() to determine the type of dialog (alert, confirm, or prompt).
* Asserts that the dialog.message() matches the expected message for each dialog type.
* Calls dialog.accept() to close the alert and confirm dialogs, or dialog.accept('Playwright User') to close the prompt dialog and enter "Playwright User" as the input.
* Clicks the "Alert", "Confirm", and "Prompt" buttons in sequence.

test('Test alert, confirm, and prompt buttons', async ({ page }) => {

    await page.goto('http://127.0.0.1:5500/Playwright\_UST/Day\_6\_Playwright\_Commands/src/index.html');

    page.on('dialog', async (dialog) => {

      if (dialog.type() === 'alert') {

        expect(dialog.message()).toBe('This is an alert!');

        await dialog.accept();

      } else if (dialog.type() === 'confirm') {

        expect(dialog.message()).toBe('Do you confirm this action?');

        await dialog.accept();

      } else if (dialog.type() === 'prompt') {

        expect(dialog.message()).toBe('Please enter your name:');

        await dialog.accept('Playwright User');

      }

    });

    await page.getByTestId('alert-button').click();

    await page.getByTestId('confirm-button').click();

    await page.getByTestId('prompt-button').click();

  });

});

1. **Host the web server in local system & run test automation projects locally.**

webServer: {

    command: 'npm run start',

    url: 'http://127.0.0.1:5500',

    reuseExistingServer: !process.env.CI,

  },

1. **Sharding**

* Can further scale Playwright test execution by running tests on multiple machines simultaneously.
* We call this mode of operation "sharding". Sharding in Playwright means splitting your tests into smaller parts called "shards".
* Each shard is like a separate job that can run independently. The whole purpose is to divide your tests to **speed up test runtime.**
* **npx playwright test --shard=1/4**
* **npx playwright test --shard=2/4**
* **npx playwright test --shard=3/4**
* **npx playwright test --shard=4/4**

