Tosca - Text Expressions and Random Values

Syntax: {<Command>[<Parameter>]}

Text Expressions

Name of Expression	Description	Example
Buffer	Buffer allows us to temporarily save values or control properties. We will re-use the buffered part in later Steps.	**{B[Buffername]}** Example:{B[Automobile]} This Buffer recalls the value saved under the name "Automobile" and enters it into the TestCase.
XBuffer	Used for reading out & buffering dynamic parts of a string	**{XB[<Buffername>]}** Note: It may include numbers but must not consist only of numbers.
Test configuration parameters	Apply specific values to test configuration parameters it can simplify the maintenance of tests & avoid repetitions	{CP[Testconfigurationparameter]}

Random Values: Numbers and Texts

Integer Random Values

Integer values are defined using either one or two parameters.

Syntax 1 - {RND[Length of random number]}

Above mentioned parameter defines the length of the random number.

Example: {RND[7]} – Create a 7-digit number

Note: Maximum number of digits: 18

Syntax 2 - {RND[Lower limit][Upper limit]}

If two parameters are specified, they define the upper and lower limit of the random numbers. Negative values are also applicable.

Example: {RND[-789][123]} - Creates an integer number between -789 and 123

Or {RND[3][9]} – Creates random number between 3 and 9

Decimals Random values

There are two different ways to specify random numbers containing decimal places.

Syntax 1 - {RNDDECIMAL[Length of random number][Decimal places]}

In the syntax above one parameter specifies the length of the random number, the other specifies the number of decimal places.

Example : {RNDDECIMAL[5][2]} - Creates a 5-digit random number with two decimal places.

Syntax 2 - {RNDDECIMAL[Decimal places][Lower limit][Upper limit]}

In the syntax above, the first parameter defines the number of decimal place, the second and the third parameters specify the lower and the upper limit, respectively.

Example: {RNDDECIMAL[4][130][200]}
Creates an integer number between 130 and 200 with four decimal places.

Random Strings

Random strings are created by using parameters that specify the length of the string. It generates numbers and letters The maximum length of the string is limited to **1024.**

Syntax - {RANDOMTEXT[String length]}

Advanced: Random Strings Containing Regular Expressions

Random character strings can be generated which are limited by regular expressions.
The regular expressions must be specified within double quotation marks.

Syntax - {RANDOMREGEX["Regular expression"]}

Example - {RANDOMREGEX["^[A-Z][a-z]+[0-9]{4}$"]}
Creates a value that starts with a capital letter between A and Z, followed by any number of lower-case letters and exactly four digits between 0 and 9. The ^ character marks the beginning of the line, and $ marks the end of the line.