UI Testing

In the simplest terms, UI testing is about checking two things: **how your application handles user actions performed via mouse, keyboard, and other input devices**. whether the visual elements (buttons, links, text fields, images, and so on) are displayed correctly and work as intended. We will explain the UI testing code of our project SHOPIZER step by step.

**Line 65: PersistableAddress address = new PersistableAddress();**

In this line, the object of the address are created.

**Line 66: address.setAddress("121212 simple address");**

**Line 67: address.setPostalCode("12345");**

**Line 68: address.setCountry("US");**

**Line 69: address.setCity("FT LD");**

**Line 70: address.setStateProvince("FL");**

In all the codes, the various values of address are setting and add by using function.

**Line 72: PersistableMerchantStore createdStore = new PersistableMerchantStore();**

In this, the object of creating a store are created.

**Line 73: createdStore.setCode(TEST\_STORE\_CODE);**

**Line 74: createdStore.setCurrency(CURRENCY);**

**Line 75: createdStore.setDefaultLanguage(DEFAULT\_LANGUAGE);**

**Line 76: createdStore.setEmail("test@test.com");**

**Line 77: createdStore.setName(TEST\_STORE\_CODE);**

**Line 78: createdStore.setPhone("444-555-6666");**

**Line 79: createdStore.setSupportedLanguages(Arrays.asList(DEFAULT\_LANGUAGE));**

**Line 80: createdStore.setAddress(address);**

In all the code, the values are set that was entered by the user in the object of creating a store that was created before.

Important to Note: Some variable is called global so that it is easily accessible.