**Javascript Alerts (alert, confirm, prompt):**

There are three types of alerts in javascript – alert, confirm and prompt

Alert boxes show you some information.

Confirm boxes ask for your confirmation.

Prompt boxes ask you for some information and you can enter that and click ok.

When an alert is present first you need to switch to that alert for performing any operations.

driver.switchTo().alert();

You can then perform operations like

dismiss() or accept() or getText() or sendKeys().

**package** Selenium;

**import** org.openqa.selenium.By;

**import** org.openqa.selenium.WebDriver;

**import** org.openqa.selenium.firefox.FirefoxDriver;

**public** **class** AlertsExample {

**public** **static** **void** main(String[] args) **throws** InterruptedException {

System.*setProperty*("webdriver.gecko.driver", "C:\\BrowserDrivers\\geckodriver.exe");

WebDriver driver = **new** FirefoxDriver();

driver.get("file:///D:/Selenium%20Course/Java/index.html");

//Javascript alert box

Thread.*sleep*(2000);

driver.findElement(By.*xpath*("//button[@id='check']")).click();

String str = driver.switchTo().alert().getText();

System.***out***.println(str);

Thread.*sleep*(2000);

driver.switchTo().alert().dismiss();

Thread.*sleep*(2000);

//Javascript confirm box

driver.findElement(By.*xpath*("//button[@id='submit']")).click();

Thread.*sleep*(2000);

driver.switchTo().alert().accept();

Thread.*sleep*(2000);

//Javascript prompt box

driver.findElement(By.*xpath*("//button[@id='reset']")).click();

Thread.*sleep*(2000);

driver.switchTo().alert().sendKeys("Welcome to selenium");

Thread.*sleep*(2000);

driver.switchTo().alert().accept();

Thread.*sleep*(2000);

driver.quit();

}

}