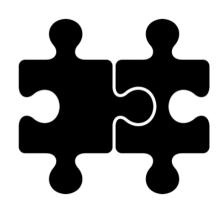
# SELENIUM CHEAT SHEETS C# Edition



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# **Local Configuration**

#### Chrome

- 1. Download the latest ChromeDriver binary from here
- 2. Add it to your system path (or tell Selenium where to find it)
- 3. Create an instance of Chrome

```
using OpenQA.Selenium.Chrome;
Driver = new ChromeDriver(VendorDirectory);
```

#### For more info see:

- Selenium Wiki page for ChromeDriver
- Google's ChromeDriver documentation

#### **Firefox**

Available out of the box.

```
using OpenQA.Selenium.Firefox;
Driver = new FirefoxDriver();
```

#### For more info see:

• Selenium Wiki page for FirefoxDriver

# **Internet Explorer**

Only available on Microsoft Windows.

- 1. Download the latest IEDriverServer from here
- 2. Tell Selenium where the IEDriverServer file is location
- 3. Enable the Privacy Mode in Internet Explorer's security settings
- 4. Create an instance of Internet Explorer

```
using OpenQA.Selenium.IE;
Driver = new InternetExplorerDriver(VendorDirectory);
```

#### For more info see:

• Selenium Wiki page for InternetExplorerDriver

# Safari

Available out of the box as of version 2.21 of Selenium.

```
using OpenQA.Selenium.Safari;
Driver = new SafariDriver();
```

#### For more info see:

- Selenium wiki page for SafariDriver
- A tip on how to use SafariDriver if you run into issues

# **Cloud Configuration**

#### Sauce Labs

#### **Initial Setup**

- 1. Create an App.config file with the values you want for a specific browser/OS combination
- 2. Grab the values from App.config and store them in field variables
- 3. Specify the browser and operating system you want through Selenium's DesiredCapabilities
- 4. Create an instance of RemoteWebDriver using Sauce Labs' end-point -- providing your credentials and DesiredCapabilities
- 5. Store the instance in a field variable for use in your tests

```
using OpenQA.Selenium.Remote;
public static string ApplicationBaseUrl;
private static string VendorDirectory;
private static string BrowserName;
private static string Host;
private static string BrowserVersion;
private static string Platform;
var configReader
                   = new AppSettingsReader();
Host
                    = (string)configReader.GetValue("Host", typeof(string));
BrowserName
                    = (string)configReader.GetValue("BrowserName", typeof(string));
                    = (string)configReader.GetValue("BrowserVersion", typeof(string));
BrowserVersion
                    = (string)configReader.GetValue("Platform", typeof(string));
Platform
ApplicationBaseUrl = (string)configReader.GetValue("ApplicationBaseUrl", typeof(string
));
DesiredCapabilities caps = new DesiredCapabilities();
caps.SetCapability(CapabilityType.BrowserName, BrowserName);
caps.SetCapability(CapabilityType.Version, BrowserVersion);
caps.SetCapability(CapabilityType.Platform, Platform);
caps.SetCapability("username", System.Environment.GetEnvironmentVariable(
"SAUCE USERNAME"));
caps.SetCapability("accessKey", System.Environment.GetEnvironmentVariable(
"SAUCE ACCESS KEY"));
Driver = new RemoteWebDriver(new Uri("http://ondemand.saucelabs.com:80/wd/hub"), caps);
```

#### For more info see:

- Sauce Labs Available Platforms page
- Sauce Labs Automated Test Configurator

#### Setting the Test Name

- 1. Pull the test name out of NUnit's TestContext
- 2. Pass the name to Sauce Labs using the "name" capability in DesiredCapabilities

```
caps.SetCapability("name", TestContext.CurrentContext.Test.Name);
```

### Setting the Job Status

- 1. Check the test result after the test completes
- 2. Use the JavaScript executor to pass the result onto Sauce Labs
- 3. BONUS POINTS: Output the Sauce Labs job URL to the console

```
bool testPassed = TestContext.CurrentContext.Result.Outcome.Status.Equals(TestStatus.
Passed);
((IJavaScriptExecutor)Driver).ExecuteScript("sauce:job-result=" + (testPassed ?
"passed" : "failed"));
Console.WriteLine("https://saucelabs.com/beta/tests/" + ((RemoteWebDriver)Driver).
SessionId);
```

# **Common Actions**

# Visit a page

```
Driver.Navigate().GoToUrl("http://the-internet.herokuapp.com");
```

#### Find an element

Works using locators, which are covered in the next section.

```
// find just one, the first one Selenium finds
Driver.FindElement(locator);

// find all instances of the element on the page
Driver.FindElements(locator);

// returns a collection
```

## Work with a found element

```
// chain actions together
Driver.FindElement(locator).Click();

// store the element
IWebElement Element = Driver.FindElement(locator);
Element.click();
```

#### Perform an action

# Ask a question

Each of these returns a Boolean.

```
Element.Displayed;  // is it visible to the human eye?
Element.Enabled;  // can it be selected?
Element.Selected;  // is it selected?
```

# Retrieve information

Each of these returns a String.

```
// by attribute name
Element.GetAttribute("href");

// directly from an element
Element.Text;
```

#### For more info see:

• <u>Selenium IWebElement API Documentation</u>

# Chapter 4 Locators

# **Guiding principles**

#### Good Locators are:

- unique
- descriptive
- unlikely to change

#### Be sure to:

- 1. Start with ID and Class
- 2. Use CSS selectors (or XPath) when you need to traverse
- 3. Talk with a developer on your team when the app is hard to automate
  - 1. tell them what you're trying to automate
  - 2. work with them to get more semantic markup added to the page

#### ID

```
Driver.FindElement(By.Id("username"));
```

#### Class

```
driver.findElement(By.ClassName("dues"));
```

#### **CSS Selectors**

```
Driver.FindElement(By.CssSelector("#username"));
Driver.FindElement(By.CssSelector(".dues"));
```

Approach	Locator	Description
ID	#example	# denotes an ID
Class	.example	. denotes a Class
Classes	.flash.success	use . in front of each class for multiple
Direct child	div > a	finds the element in the next child
Child/subschild	div a	finds the element in a child or child's child
Next sibling	input.username + input	finds the next adjacent element
Attribute values	<pre>form input[name='username']</pre>	a great alternative to id and class matches
Attribute values	<pre>input[name='continue'][type='button']</pre>	can chain multiple attribute filters together
Location	li:nth-child(4)	finds the 4th element only if it is an li
Location	li:nth-of-type(4)	finds the 4th li in a list
Location	*:nth-child(4)	finds the 4th element regardless of type
Sub-string	a[id^='beginning_']	finds a match that starts with (prefix)
Sub-string	a[id\$='_end']	finds a match that ends with (suffix)
Sub-string	a[id*='gooey_center']	finds a match that contains (substring)
Inner text	a:contains('Log Out')	an alternative to substring matching

NOTE: Older browser (e.g., Internet Explorer 8) don't support CSS Pseudo-classes, so some of these locator approaches won't work on them (e.g., Location matches and Inner text matches).

#### For more info see:

- CSS vs. XPath benchmarks
- CSS & XPath Examples by Sauce Labs
- CSS Selector Game
- The difference between nth-child and nth-of-type
- w3schools CSS Selectors Reference
- w3schools XPath Syntax Reference
- How To Verify Your Locators

# **Exception Handling**

- 1. Try the action you want
- 2. Catch the relevant exception and return false instead

```
try {
   return Find(locator).Displayed;
} catch(OpenQA.Selenium.NoSuchElementException) {
   return false;
}
```

#### For more info see:

Selenium WebDriverException API Documentation

# Chapter 6 Waiting

## **Implicit Wait**

- Only needs to be configured once
- Tells Selenium to wait for a specified amount of time before raising an exception (typically a NoSuchElementException)
- Less flexible than explicit waits

```
Driver.Manage().Timeouts().ImplicitlyWait(TimeSpan.FromSeconds(10));
```

## **Explicit Waits**

- Recommended way to wait in your tests
- Specify an amount of time and an action
- Selenium will try the action repeatedly until either:
  - the action can be accomplished, or
  - the amount of time has been reached (and throw a TimeoutException)

```
WebDriverWait Wait = new WebDriverWait(Driver, System.TimeSpan.FromSeconds(10));
Wait.Until(ExpectedConditions.ElementIsVisible(locator));
return true;
```

#### For more info see:

- The case against using Implicit and Explicit Waits together
- Explicit vs. Implicit Waits

# Cookies

#### Retrieve a cookie

```
Driver.Manage().Cookies.GetCookieNamed("cookieName");
```

#### Add a cookie

```
Driver.Manage().Cookies.AddCookie(new Cookie("cookieName", "cookieValue"));
```

## Delete a cookie

```
Driver.Manage().Cookies.DeleteCookieNamed("cookieName");
```

### Delete all cookies

```
// Only deletes cookies for the domain Selenium visits
Driver.Manage().Cookies.DeleteAllCookies();
```

#### For more info see:

Selenium ICookieJar API Documentation

# Chapter 8 Dropdowns

- 1. Find the dropdown list
- 2. Select the item you want from the list by either its visible text or value number

```
Driver.Navigate().GoToUrl("http://the-internet.herokuapp.com/dropdown");
SelectElement Dropdown = new SelectElement(Driver.FindElement(By.Id("dropdown")));
Dropdown.SelectByText("Option 1");
```

# File Transfers

# **Upload**

- 1. Find the form input field for uploading the file
- 2. Use SendKeys to input the full path of the file you want to upload
- 3. Submit the form

```
string File = "SomeFile.txt";
string FilePath = @"C:\Temp\" + File;
Driver.Navigate().GoToUrl("http://the-internet.herokuapp.com/upload");
Driver.FindElement(By.Id("file-upload")).SendKeys(FilePath);
Driver.FindElement(By.Id("file-submit")).Click();
```

#### Download with Selenium

- 1. Create a uniquely named temporary folder to store downloaded files
- 2. Configure a browser profile to download files without prompting
- 3. Create a new instance of Selenium and pass in the profile
- 4. Perform checks on the file after downloading to verify it is the correct type and size
- 5. Delete the file and folder when done

#### Download without Selenium

- 1. Get the URL of the file you want to download
- 2. Perform a header (a.k.a. HEAD) request on the URL with an HTTP library
- 3. Check the content type and content length of the response to make sure the file is what you expected

```
Driver.Navigate().GoToUrl("http://the-internet.herokuapp.com/download");
string FileURL = Driver.FindElement(By.CssSelector(".example a")).GetAttribute("href");
var Request = (HttpWebRequest)WebRequest.Create(FileURL);
Request.Method = "HEAD";
WebResponse Response = Request.GetResponse();
Assert.That(Response.ContentType.Equals("application/octet-stream"));
Assert.Greater(Response.ContentLength, 0);
```

# Frames

In order to access elements in frames, you need to switch to them.

If the element you want is nested inside of 2 or more frames, you first need to switch to the parent frame, then the child frame.

```
Driver.SwitchTo().Frame("frame-top");
Driver.SwitchTo().Frame("frame-middle");
```

You can quickly switch back to the top of the page with a single command, rather than traversing backwards.

```
Driver.SwitchTo().DefaultContent();
```

# Chapter 11 JavaScript Alerts

- 1. Switch to the alert window
- 2. Accept or dismiss the alert

```
IAlert Popup = Driver.SwitchTo().Alert();
Popup.Accept();
// or Popup.Dismiss();
```

#### For more info see:

• <u>Selenium IAlert API Documentation</u>

# Chapter 12 Keyboard Keys

#### Option 1:

- 1. Find a target element
- 2. Send keys to that element

```
Driver.FindElement(By.Id("content")).SendKeys(Keys.Space);
```

#### Option 2:

1. Use the <u>Selenium Action Builder</u> to send keys to the element currently in focus

```
Actions Builder = new Actions(Driver);
Builder.SendKeys(Keys.Left).Build().Perform();
```

# **Multiple Windows**

Some browsers list window handles in the order opened, others alphabetically. Here's a ubiquitous approach to switching between windows:

- 1. Find and store the initial window handle
- 2. Trigger the new window to appear
- 3. Find all window handles and iterate through them, looking for the new window handle
- 4. Store the new window handle
- 5. Switch freely between the initial and new windows

```
Driver.Navigate().GoToUrl("http://the-internet.herokuapp.com/windows");
string FirstWindow = Driver.CurrentWindowHandle;
string SecondWindow = "";

Driver.FindElement(By.CssSelector(".example a")).Click();

var Windows = Driver.WindowHandles;
foreach(var Window in Windows)
{
    if (Window != FirstWindow)
        SecondWindow = Window;
}

Driver.SwitchTo().Window(FirstWindow);
Assert.That(Driver.Title != "New Window");

Driver.SwitchTo().Window(SecondWindow);
Assert.That(Driver.Title.Equals("New Window"));
```

# Screenshots on Failure

- 1. In the test teardown, check to see if the test failed
- 2. If it has, then capture a screenshot with Selenium, storing it to local disk