

#08 - Eventos II

Roteiro

- Eventos
 - Teclado
 - Mouse
 - o Drag
- ActionChains



TECLADO



Keyboard Events

https://developer.mozilla.org/en-US/docs/Web/API/KeyboardEvent



Eventos de teclado

Existem 3* tipos de eventos disparados por teclado

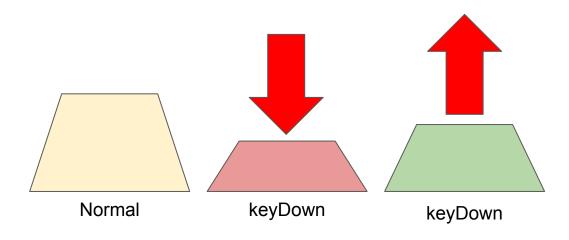
- keyup
- keydown
- accesskey
- keypress (obsoleto)



Eventos de teclado

Existem 3* tipos de eventos disparados por teclado

- keyup
- keydown
- accesskey
- keypress (obsoleto)





Vamos testar + Codar

https://selenium.dunossauro.live/keyboard



Eventos de teclado

Existem 3* tipos de eventos disparados por teclado

- keyup
- keydown
- accesskey
- keypress (obsoleto)

E também temos vários atributos, dos quais vou destacar 3 que considero mais importantes

- key (Valor da tecla)
- Atributos de teclas
 - shiftKey
 - altKey
 - metaKey
 - ctrlKey
- getModifierState()
 - CapsLock
 - o shift
 - o meta
 - o os



Selenium + Eventos parte 2



Selenium + Eventos

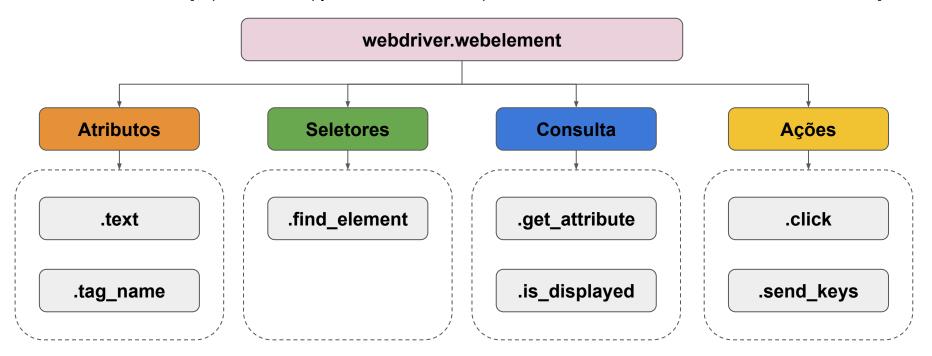
Eventos, em grande maioria, dependem de interações do usuário.

Nós podemos interagir com o browser de várias maneiras:

- Mouse
- Teclado
- Touch*
- ...

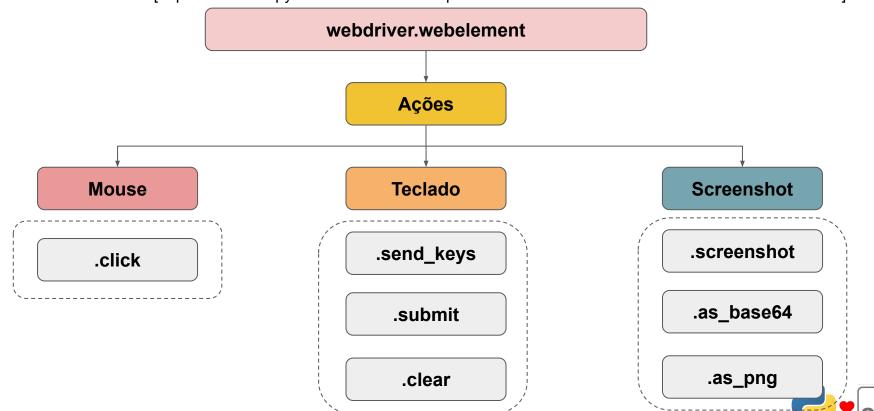


 $\textbf{Selenium} \hspace{0.2cm} \textbf{[https://selenium-python.readthedocs.io/api.html\#module-selenium.webdriver.remote.webelement]} \\$





Selenium [https://selenium-python.readthedocs.io/api.html#module-selenium.webdriver.remote.webelement]



Action Chains

Low-level API



Cadeias de ações [https://selenium-python.readthedocs.io/api.html#module-selenium.webdriver.common.action_chains]

Action Chains são maneiras de automatizar ações de baixo nível.

Por exemplo, como uma tecla é pressionada?

- key Down
- key Up



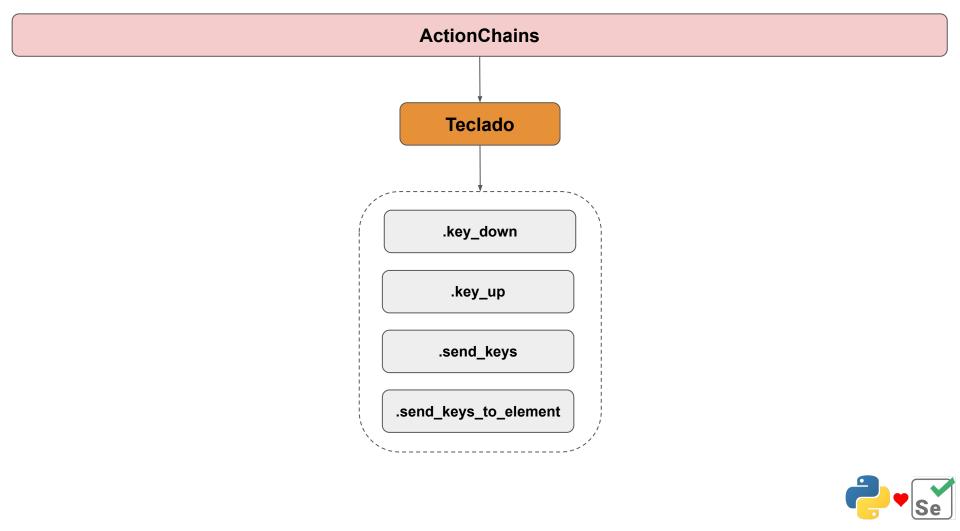
Descrevendo ações

```
1. nome = browser.find_element_by_id('nome')
```

2. nome.send_keys('eduardo')

1. nome = find_element(by.ID, 'nome')
2.a move_to_element(nome)
2.b key_down('e')
2.c key_up('e')
2.d key_down('d')
2.e key_up('d')
2.f key_down('u')
...





Voltando ao início

https://selenium.dunossauro.live/aula_08_a



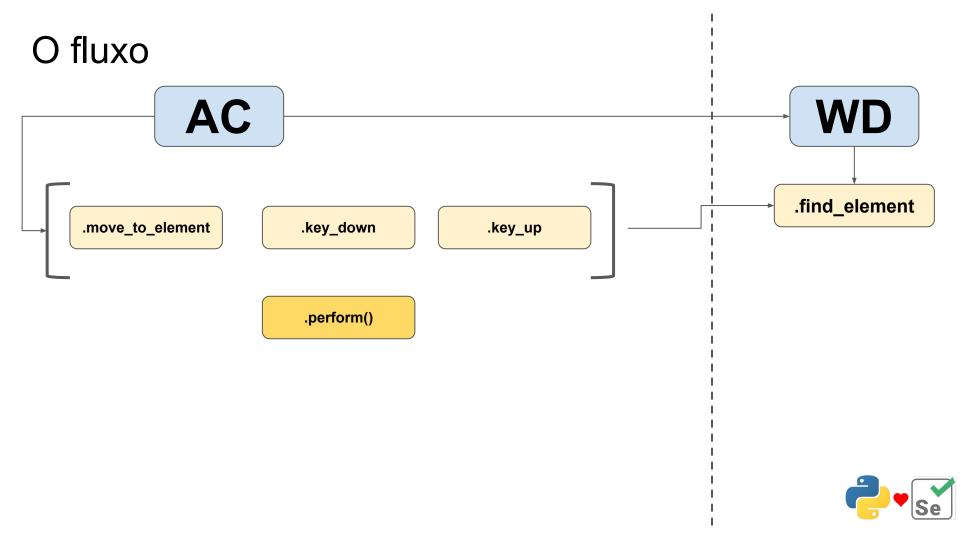
```
from selenium.webdriver import Firefox
url = 'https://selenium.dunossauro.live/aula 08 a'
texto = 'eduardo'
browser = Firefox()
browser.get(url)
# Hi-level
elemento = browser.find element by name('texto')
elemento.send keys(texto)
```



```
from selenium.webdriver import Firefox
url = 'https://selenium.dunossauro.live/aula 08 a'
texto = 'eduardo'
browser = Firefox()
                               # Low-level
                               from selenium.webdriver.common.action chains import ActionChains
browser.get(url)
                                low level = ActionChains(browser)
# Hi-level
elemento = browser.find element
                                low level.move to element(elemento)
elemento.send keys(texto)
                                for letra in texto:
                                    low level.key down(letra)
                                    low level.key up(letra)
                                low level.perform()
```

```
from selenium.webdriver import Firefox
url = 'https://selenium.dunossauro.live/aula 08 a'
texto = 'eduardo'
browser = Firefox()
                               # Low-level
                               from selenium.webdriver.common.action chains import ActionChains
browser.get(url)
                               low level = ActionChains(browser)
# Hi-level
                               low level.move to element(elemento)
elemento = browser.find element
elemento.send keys(texto)
                               for letra in texto:
                                    low level.key down(letra)
                                    low level.key up(letra)
                                low level.perform()
```

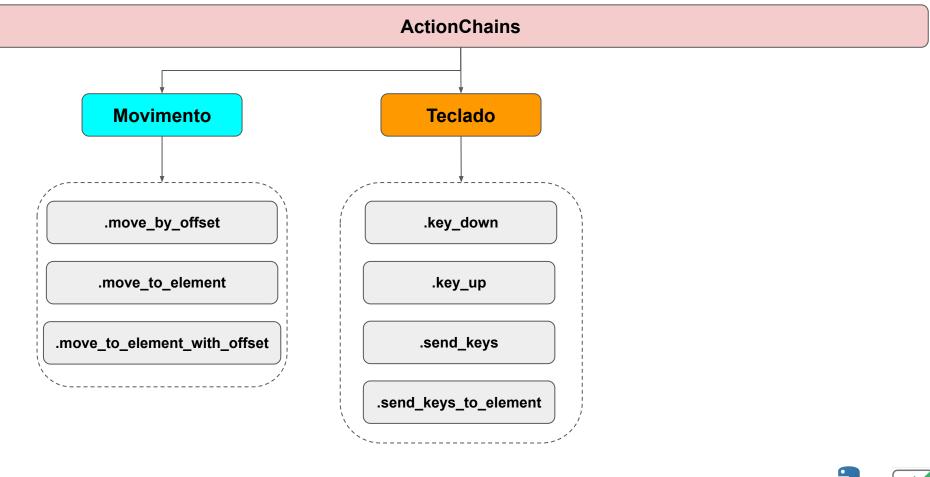
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from selenium.webdriver import Firefox
url = 'https://selenium.dunossauro.live/aula 08 a'
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browser = Firefox()
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                               low level.move to element(elemento)
elemento = browser.find element
elemento.send keys(texto)
                               for letra in texto:
                                    low level.key down(letra)
                                    low level.key up(letra)
                                low level.perform()
```



Vamos tentar de novo

https://selenium.dunossauro.live/aula_08_a







Keys

https://selenium-python.readthedocs.io/api.html#module-selenium.webdriver.common.keys ACESSAR, NÃO ESQUECER



```
# Low-level
from selenium.webdriver.common.action chains import ActionChains
from selenium.webdriver.common.keys import Keys
low level = ActionChains(browser)
low level.move to element(elemento)
low level.key up(Keys.SHIFT)
for letra in texto:
    low level.key down(letra)
    low level.key up(letra)
low level.key down(Keys.SHIFT)
```

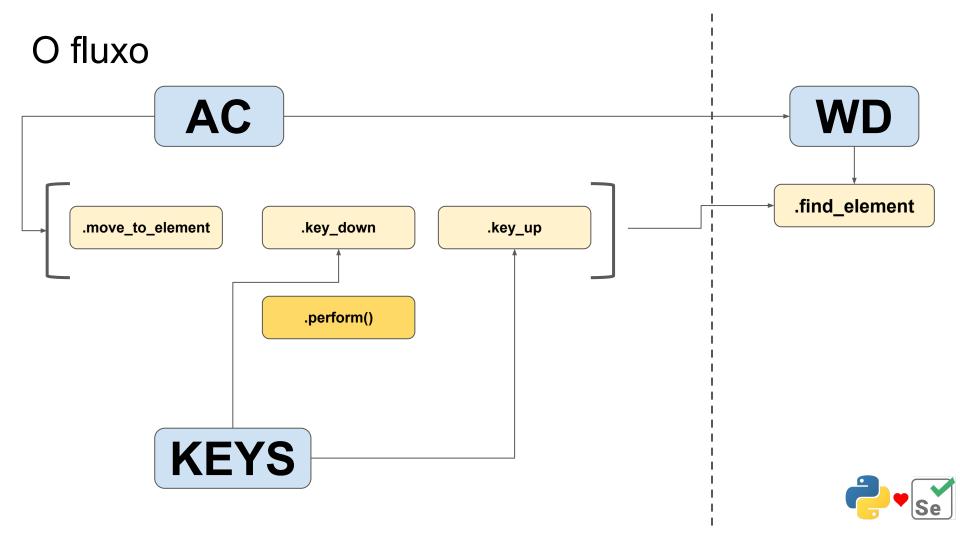
low level.perform()



```
# Low-level
from selenium.webdriver.common.action chains import ActionChains
from selenium.webdriver.common.keys import Keys
low level = ActionChains(browser)
low level.move to element(elemento)
low_level.key_up(Keys.SHIFT)
for letra in texto:
    low level.key down(letra)
    low level.key up(letra)
low_level.key_down(Keys.SHIFT)
```

low level.perform()





Vamos tentar de novo

https://selenium.dunossauro.live/aula_08_a



MOUSE

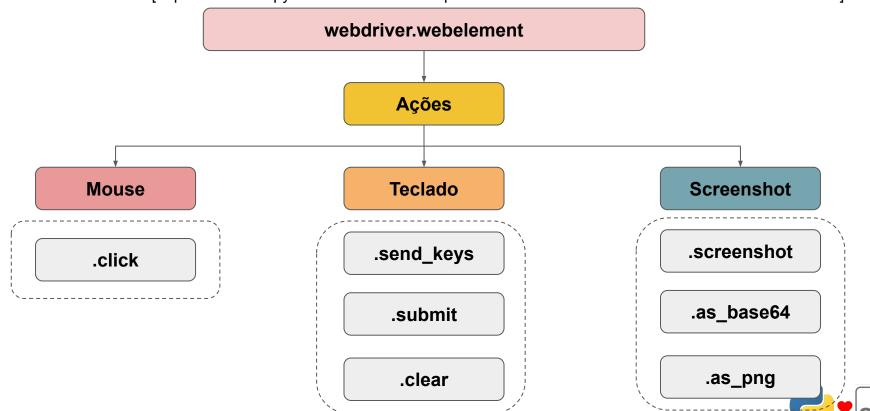


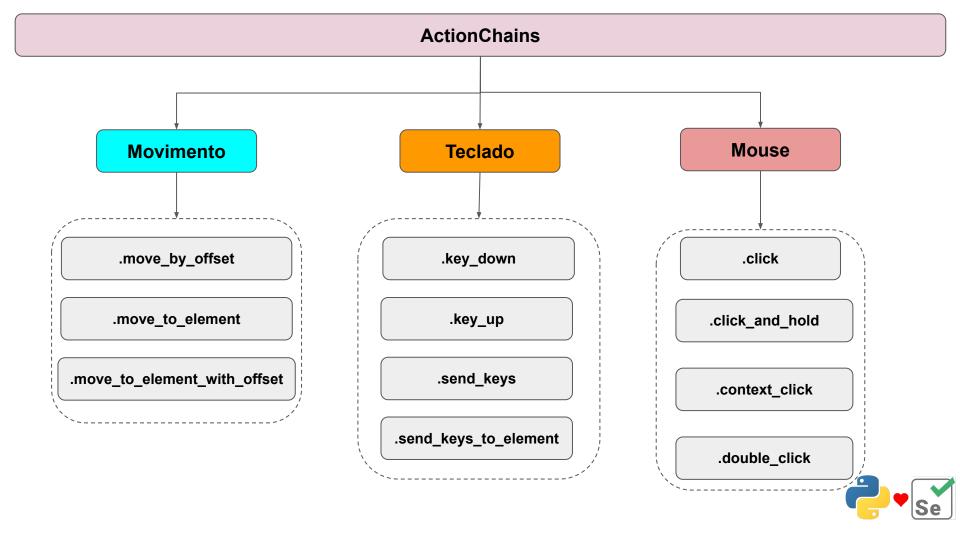
Relembrar é viver

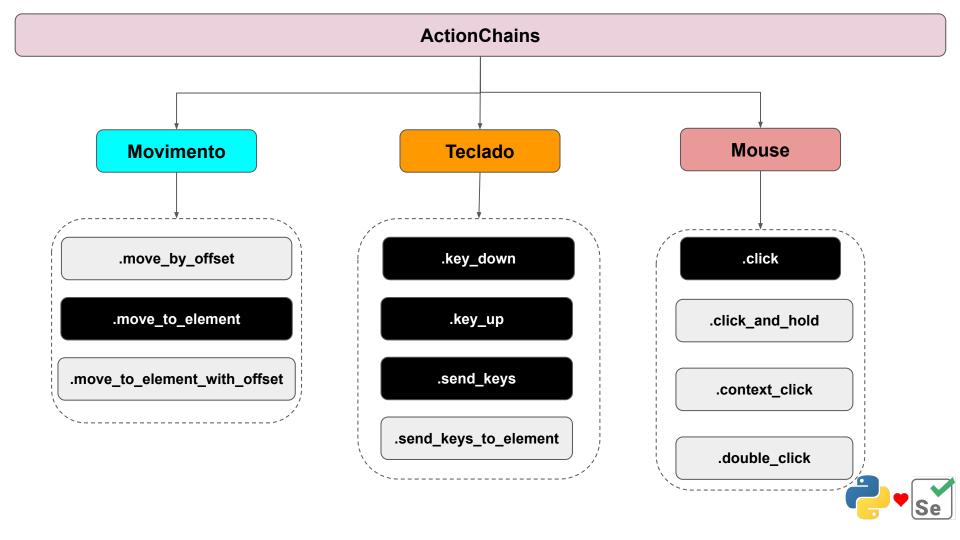
https://selenium.dunossauro.live/caixinha

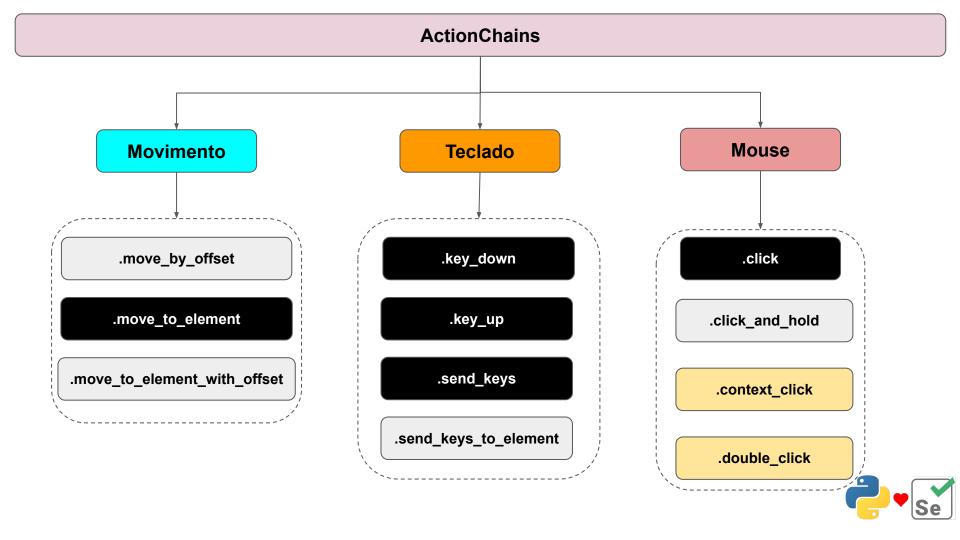


Selenium [https://selenium-python.readthedocs.io/api.html#module-selenium.webdriver.remote.webelement]









Eventos de Mouse

Tipos de eventos disparados por teclado

- mouseenter
- mouseleave
- click
- dblclick
- contextmenu

Atributos de ação

- shiftKey
- altKey
- metaKey
- ctrlKey



Tipos de eventos disparados por teclado

.move_to_element

- mouseenter)
 mouseleave)
- click
- dblclick
- contextmenu

- shiftKey
- altKey
- metaKey
- ctrlKey

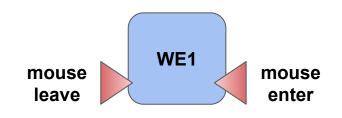


Tipos de eventos disparados por teclado

 $.move_to_element$

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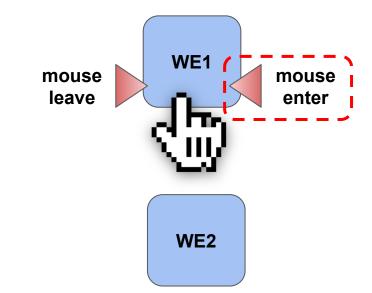


Tipos de eventos disparados por teclado

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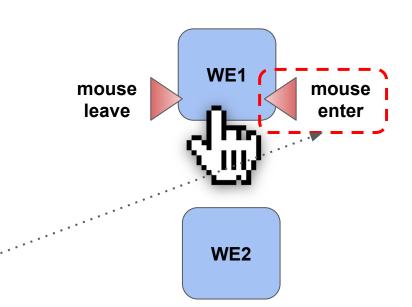


Tipos de eventos disparados por teclado

.move_to_element

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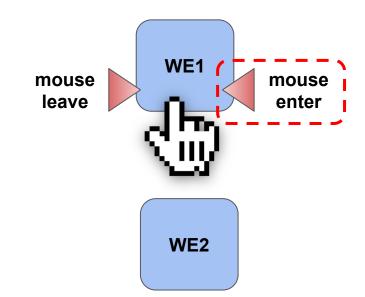


Tipos de eventos disparados por teclado

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- ctrlKey



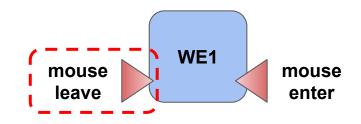


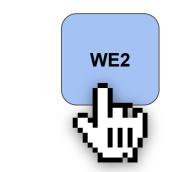
Tipos de eventos disparados por teclado

.move_to_element

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- altKey
- metaKey
- ctrlKey





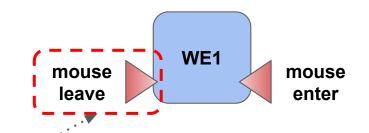


Tipos de eventos disparados por teclado

.move_to_element

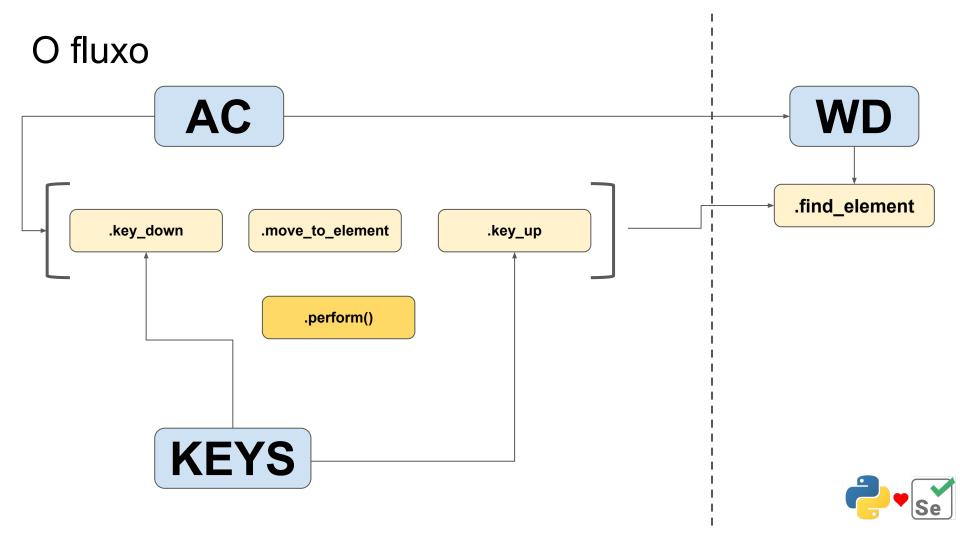
- mouseenter
- mouseleave
- click
- dblclick
- contextmenu

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Agora vai

https://selenium.dunossauro.live/caixinha

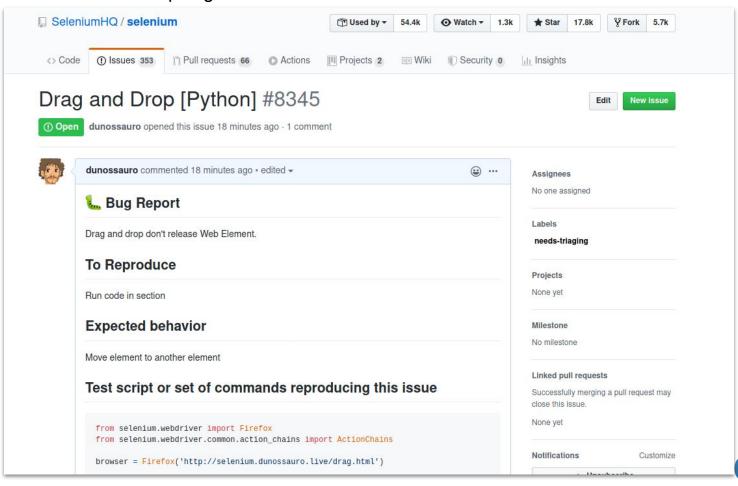


DRAG and DROP

(DnD)



https://github.com/SeleniumHQ/selenium/issues/8345



Exercício 8

https://selenium.dunossauro.live/caixinha

Dizer todas as cores possíveis da caixinha

