Automation testing Assignment

import org.testng.Assert;

import org.testng.annotations.AfterClass;

import org.testng.annotations.BeforeClass;

import org.testng.annotations.Test;

public class ECommerceTest {

// Initialize necessary objects or variables

@BeforeClass

public void setup() {

// Perform setup activities like launching the browser or initializing the website

}

@Test(priority = 1)

public void loginTest() {

// Step 1: Login to an e-commerce website

// Perform login actions and assertions

Assert.assertTrue(true, "Login successful");

}

@Test(priority = 2, dependsOnMethods = "loginTest")

public void searchItemTest() {

// Step 2: Search an item

// Perform search actions and assertions

Assert.assertTrue(true, "Item search successful");

}

@Test(priority = 3, dependsOnMethods = "searchItemTest")

public void printProductsTest() {

// Step 3: Print all the products on the first page

// Perform printing actions and assertions

Assert.assertTrue(true, "Product printing successful");

}

@Test(priority = 4, dependsOnMethods = "printProductsTest")

public void addProductTest() {

// Step 4: Add a product

// Perform add product actions and assertions

Assert.assertTrue(true, "Product addition successful");

}

@Test(priority = 5, dependsOnMethods = "addProductTest")

public void updateProductTest() {

// Step 5: Update a product

// Perform update product actions and assertions

Assert.assertTrue(true, "Product update successful");

}

@Test(priority = 6, dependsOnMethods = "updateProductTest")

public void deleteProductTest() {

// Step 6: Delete the product

// Perform delete product actions and assertions

Assert.assertTrue(true, "Product deletion successful");

}

@Test(priority = 7, dependsOnMethods = "deleteProductTest")

public void logoutTest() {

// Step 7: Logout

// Perform logout actions and assertions

Assert.assertTrue(true, "Logout successful");

}

@AfterClass

public void tearDown() {

// Perform teardown activities like closing the browser or cleaning up resources

}

}