**If there is some element whose locator changes everyday - then how do we locate it in automation code?**

We can use link text or partial link text , or build xpath accordingly using any of below ways:

\*\*FIND ELEMENT USING PARENT NODE:

WebElement parentElement = driver.findElement(By.name("Amazon Sign In"));

List<WebElement> childElements = parentElement.findElements(By.className("android.view.View"));

WebElement mainElement = **childElements**.get(4);

mainElement.findElement(By.className("android.widget.EditText")).sendKeys("Your\_USerName");

Identify Element with reference of a closest stable element- driver.findElementByXPath("//android.view.View[@content-desc='Password']

/**following-sibling**::android.view.View/android.widget.EditText").sendKeys("test");

Identify Element by stable preceding Text

//label1/following::input

Identify using JavaScript functions like “starts-with” or “contains” in our element

locators to separate the dynamic part of locator from static part.

XPath: //input[**contains**(@class, 'suggest')].

XPath: //button[**starts-with**(@id, 'Submit-')]

http://www.testerlogic.com/handling-dynamic-elements-in-selenium-webdriver/

**Other tools used?**

**java experience?**

**Maven experience?IDE's used?**

**SQl - joins, inner joins, outer joins, sub queries?**

**What diff challenges have you faced white testing Mobile web app.?**

Mobile application testing requires special test cases and techniques. The wide variety of mobile technologies, platforms, networks and devices presents a challenge when developing efficient strategies to test mobile software.

A mobile device is much more restricted compared to desktops – the underlying OS typically sandboxes each application and allows very limited inter process access, unless a phone is ‘rooted’. Controlling the UI navigation of a mobile device is harder – in addition to lack of control mentioned in the previous point, mobile UIX response times are harder to predict than desktop equivalents and hence makes screen grab based predictions of pass/fail harder. Mobile devices, by definition are not statically located entities – depending on where the device is, the network may introduce many challenges that completely break down a prior tested use-case The proliferation of different screen sizes and form factors make UI based testing more challenging as well

**What is Quality?**

Assure satisfaction to customers…Something which get returns to company

Functionality

Usability

Performance

Compatibility

Accesbility – localization

**Exploiratory testing?**

No proper o/p or documentation

Defining by Using or testing by using it

Defining expectations based on my prev experience, buss standards