

Automating “BuyMe” App:

System description

An app that offers an immediate and innovative service for purchasing and sending gift voucher by email or text message.

Using the app connects a huge variety of brands and stores from different fields and saves a lot of valuable time.

The “BuyMe” system is directly connected to hundreds of stores and dozens of chains throughout the country.

Everywhere and anytime you can browse the site, choose a store, load an online voucher (Gift Card) and send to someone dear.

Project goal:

“BuyMe” app sanity test.

Solution architecture:

General:

Development platform: Automation will be developed in Java.

IDE: IntelliJ idea.

Third-Party usage: Selenium web-driver, JUnit, Appium, Extent Report, Maven.

Distribution type: Private.

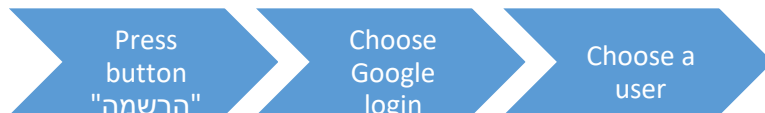
Networking type: None (offline).

Guidelines:

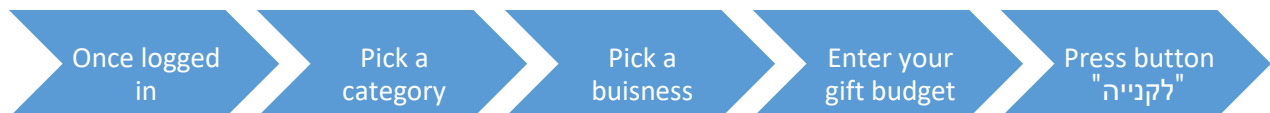
1. Project will be Maven based.
2. All tests steps will be documented inside an extent report file, with a screenshot at every page.
3. Project has to work with POM.
4. The test will run using Junit framework.
5. Use the correct way to wait for elements.
6. Choose "safe" locators as much as possible.
7. App package, app activity name and report path, will be dynamic and stored inside an external XML file.
8. Use constants only – hardcoded strings are not allowed.
9. Each method will have documentation.
10. Phone registration will be done manually
11. All methods and variables need to have valuable names

Steps:

A. Intro & Registration screen



B. Home Screen



C. Sender & Receiver information screen



D. How to send screen



Extras:

Choose category screen -

Instead of pressing on the category use swiping gesture to choose category.

Choose gift screen

Choose the most expensive gift.

Settings screen

1. Enter settings menu (left bottom).
2. Press on "BuyMe על" button.
3. Print text to screen.

General:

Record the entire test and include it inside the report

**** App package and activity are:**

```
capabilities.setCapability("appPackage", "il.co.mintapp.buyme");  
capabilities.setCapability("appActivity",  
"il.co.mintapp.buyme.activities.common.SplashScreen");
```