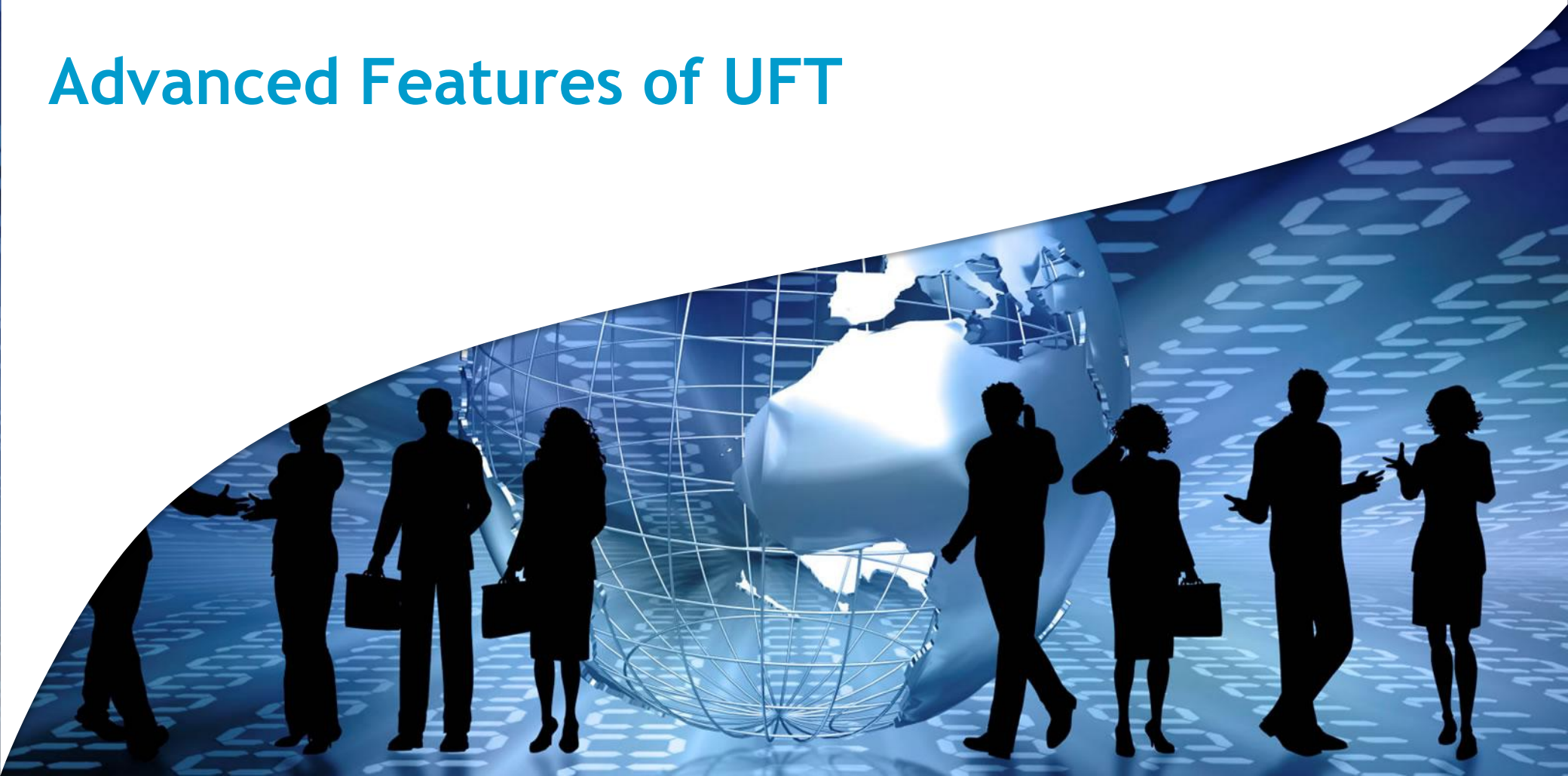




Advanced Features of UFT





Contents

Script Debugging

Object Repository

Descriptive Programming

Regular Expression

Virtual Objects

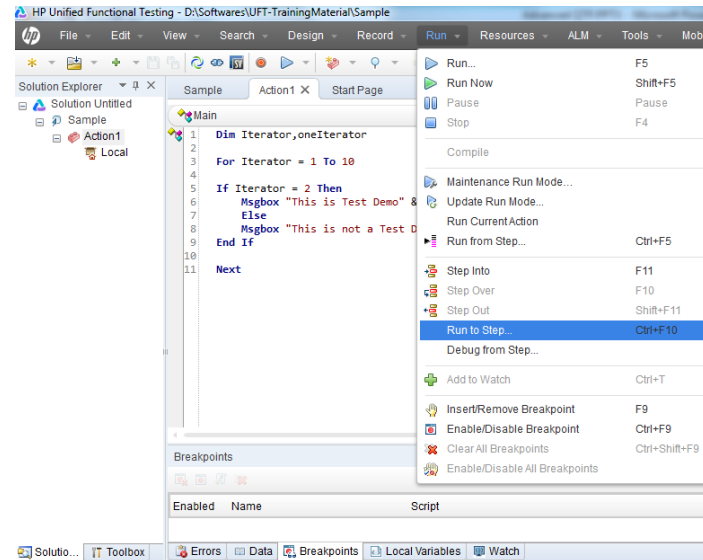
Recovery Scenarios

ALM Integration



Script Debugging

Script debugging



- Script debugging is a process, involving careful examination of the code line by line while executing the script with an objective to see the actions performed by the script at every step.
- This is required to fix a script which does not perform as expected.
- Debugging is a process of eliminating the bugs in UFT scripts.
- For starting the debugging process, go to “Run” menu and select the desired debug process.
- We can start debugging from the existing position of the cursor or we can execute the script up to the cursor position in the debug mode



Script debugging

There are three types of debugging processes:

1) Debugging by "Step Into": When we select "Step Into" option, we can see if a function being executed is performing as expected.

This will open the function desired to be debugged in "Read Only" mode and we can keep on hitting the "F11" key on the keyboard to view the execution of every line of the function.

2) Debugging by "Step Over": This option is selected when we are sure that the function is performing as expected & we don't want to view the execution of the function.

We can hit "F10" key to execute the entire function without stopping and will stop for our next command at the beginning of the next line after the function call.

3) Debugging by "Step Out": This option is selected when we are in the function debug and we are sure that the function is performing as expected & we don't want to debug the execution of the entire function.

We can hit Shift + "F10" keys to execute the remaining statements in the function without stopping and will stop for our next command at the beginning of the next line after the function call.



Debug Commands

- **Run to Step :**
You can instruct QuickTest to run from the beginning of the test or action (Expert View only)—or from the current location in the test or action—and to stop at a particular step. This is similar to adding a temporary breakpoint to a step. For example, if you want to begin debugging your test or action from a particular step, you may want to run your test or action to that step, as this opens your application to the relevant location
- **Debug from Step :**
You can instruct QuickTest to begin your debug session from a particular step instead of beginning the run at the start of the test or action. Before you start debugging from a specific step, make sure that the application is open to the location where you want to start debugging. You can begin debugging from a specific step in your test or action when editing a test or action
- **Run from Step :**
You can use the Run from Step option to run a selected part of your component from the selected step to the end of the component. This enables you to check a specific section of your application or to confirm that a certain part of your component runs smoothly

Debug Viewer

The Debug Viewer pane includes the following tabs:

- **Watch Tab:**

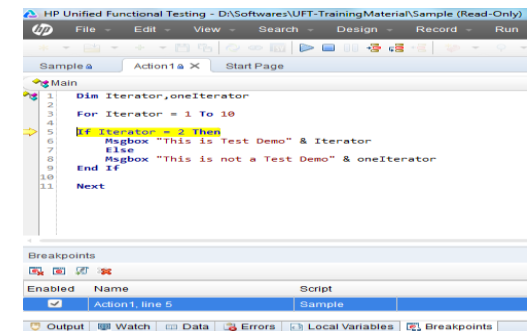
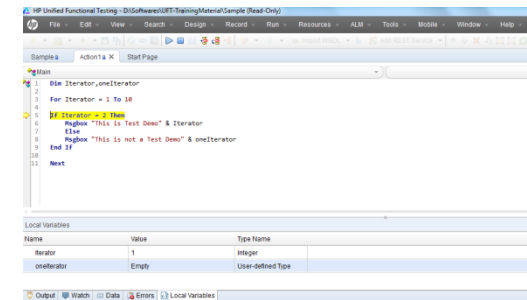
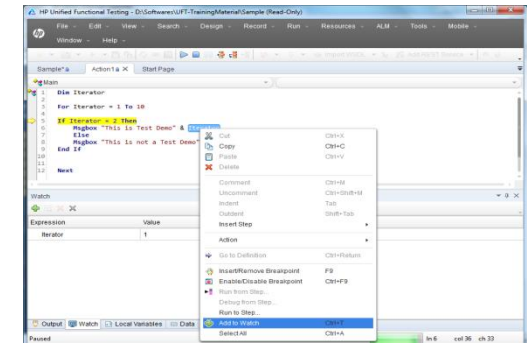
Displays the current values and types of variables and VBScript expressions that you add to the Watch tab, and enables you to modify the values of displayed variables and properties.

- **Local Variables Tab:**

This debug pane displays the current values and types of all variables in current the context of your document.

- **Breakpoints Tab:**

This debug pane enables you to view information about breakpoints inserted into your GUI actions, scripted GUI components, function libraries or user code files and navigate directly to the breakpoint location in the relevant document.





Debug Menu Commands

- **Pause :**
Pauses the Run/debug session
- **Add to Watch :**
Adds the selected item to the Watch tab.
- **Insert/Remove Breakpoint :**
Sets or clears a breakpoint in the test
- **Enable/Disable Breakpoint :**
Enables or disables a breakpoint in the test
- **Clear All Breakpoints :**
Deletes all breakpoints in the test
- **Enable/Disable All Breakpoints :**
Enables or disables all breakpoints in the test



Object Repository

How Quick Test Recognizes Objects

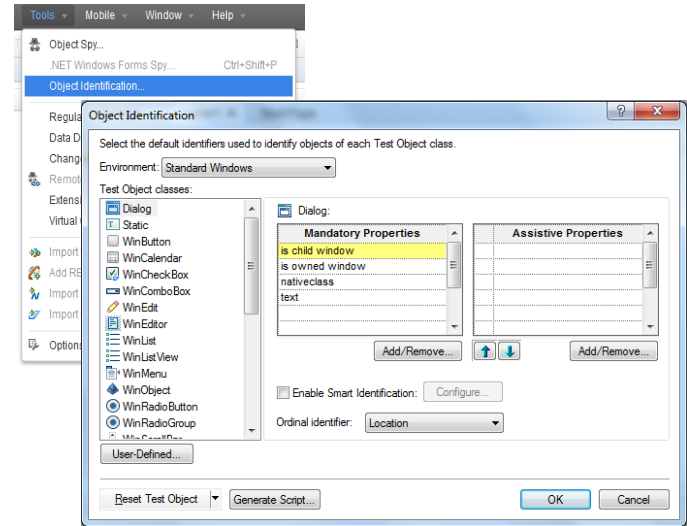
For each object class, UFT has a default set of properties that it always learns

1. Mandatory Properties.
2. Assistive properties.
3. Ordinal Identifier.

Usually, only a few properties are needed to uniquely identify an object.

Visual Relation Identifier

Visual Relation Identifiers allow you to identify fields in your application based on other objects that are always near them



Object Properties	
Name:	edtUsername
Class:	WebEdit
Test object details	
Name	Value
[-] Description properties	
type	text
name	userName
html tag	INPUT
[-] Visual relation identifier	
Visual relation identifier settings	[None. Click to add]
[-] Ordinal Identifier	
Type , Value	None
[-] Additional details	
Enable Smart Identification	True
Comment	



Object Identification

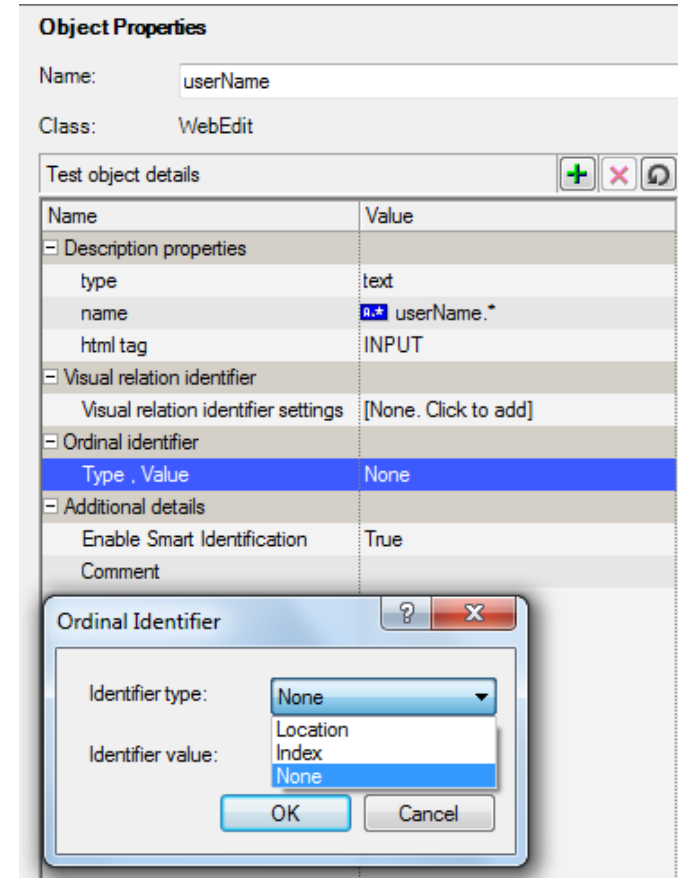
Object Identification dialog box is used for following

- Set/Configure mandatory and assistive properties for Test Objects
 - If you expect that the values of the properties currently used in the object description may change, you can modify the mandatory and assistive properties that QuickTest learns when it learns an object of a given class
- Select the ordinal identifier for Test Objects
 - The ordinal identifier assigns the object a numerical value that indicates its order relative to other objects with an otherwise identical description
 - This ordered value enables QuickTest to create a unique description when the mandatory and assistive properties are not sufficient to do so
- Enable/Disable the Smart Identification mechanism for each test object
 - If the learned description does not enable QuickTest to identify the specified object in a step, and a Smart Identification definition is defined (and enabled) for the object, then QuickTest tries to identify the object using the Smart Identification mechanism
 - Smart Identification is invoked on 2 cases
 - > No Object Matches the Learned Description
 - > Multiple Objects Match the Learned Description
- Define user-defined object classes and map them to Standard Windows object classes
 - The Object Mapping dialog box enables you to map an object of an unidentified or custom class to a Standard Windows class
 - You should map an object that cannot be identified only to a Standard Windows class with comparable behavior. For example, do not map an object that behaves like a button to the edit class

Ordinal Identifier

QuickTest can use the following types of ordinal identifiers to identify an object:

- **Index:** Indicates the order in which the object appears in the application code relative to other objects with an otherwise identical description.
- **Location:** Indicates the order in which the object appears within the parent window, frame, or dialog box relative to other objects with an otherwise identical description.
- **CreationTime:** (Browser object only.) Indicates the order in which the browser was opened relative to other open browsers with an otherwise identical description.



Object Properties

Name:

Class:

Test object details

Name	Value
Description properties	
type	text
name	userName.*
html tag	INPUT
Visual relation identifier	
Visual relation identifier settings	[None. Click to add]
Ordinal identifier	
Type . Value	None
Additional details	
Enable Smart Identification	True
Comment	

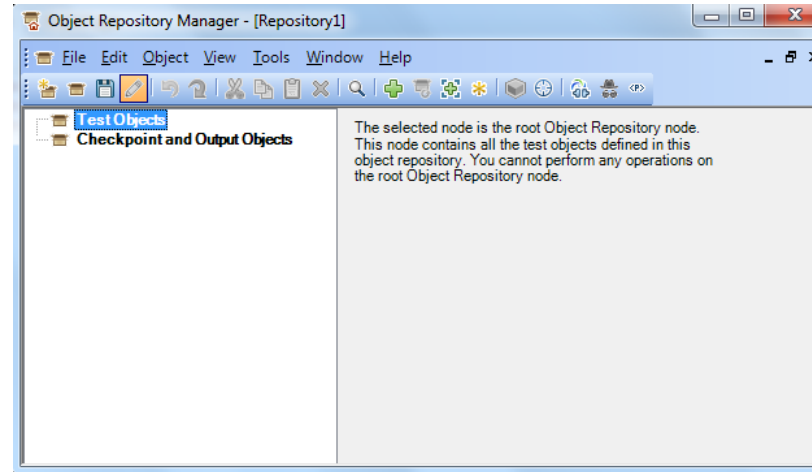
Ordinal Identifier

Identifier type:

Identifier value:

OK Cancel

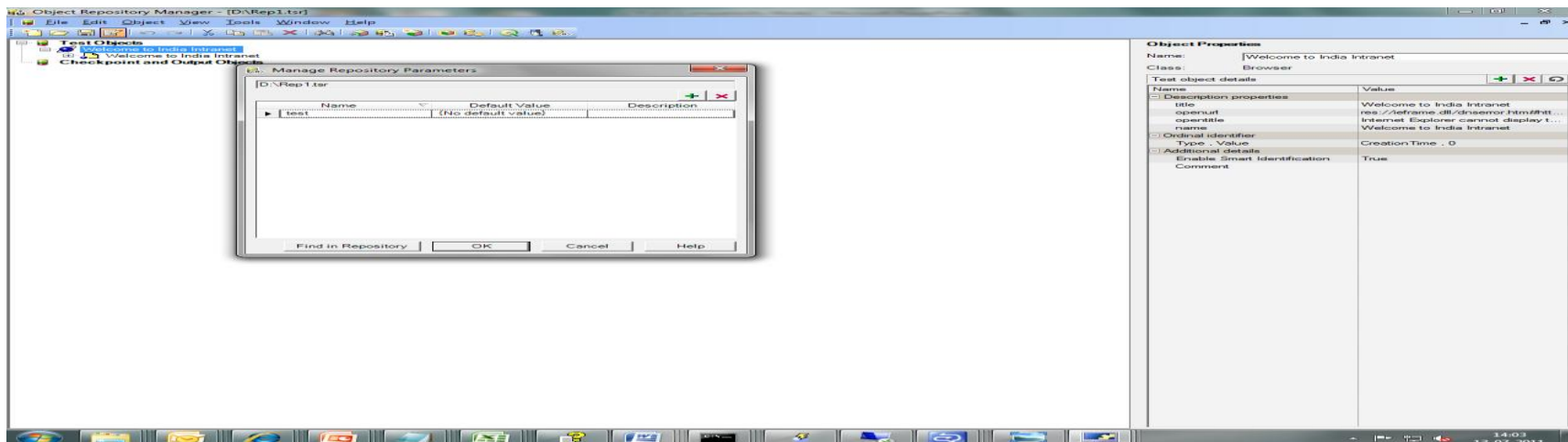
Object Repository Manager



- The Object Repository Manager enables you to open multiple shared object repositories and modify them as needed.
- You can open shared object repositories both from the file system and from a Quality Center project.
- The Object Repository Manager enables you to perform the following operations:
 - Creating New Object Repositories
 - Opening Object Repositories
 - Saving Object Repositories
 - Closing Object Repositories
 - Managing Objects in Shared Object Repositories
 - Managing Repository Parameters
 - Modifying Object Details
 - Locating Test Objects
 - Performing Merge Operations
 - Performing Import and Export Operations

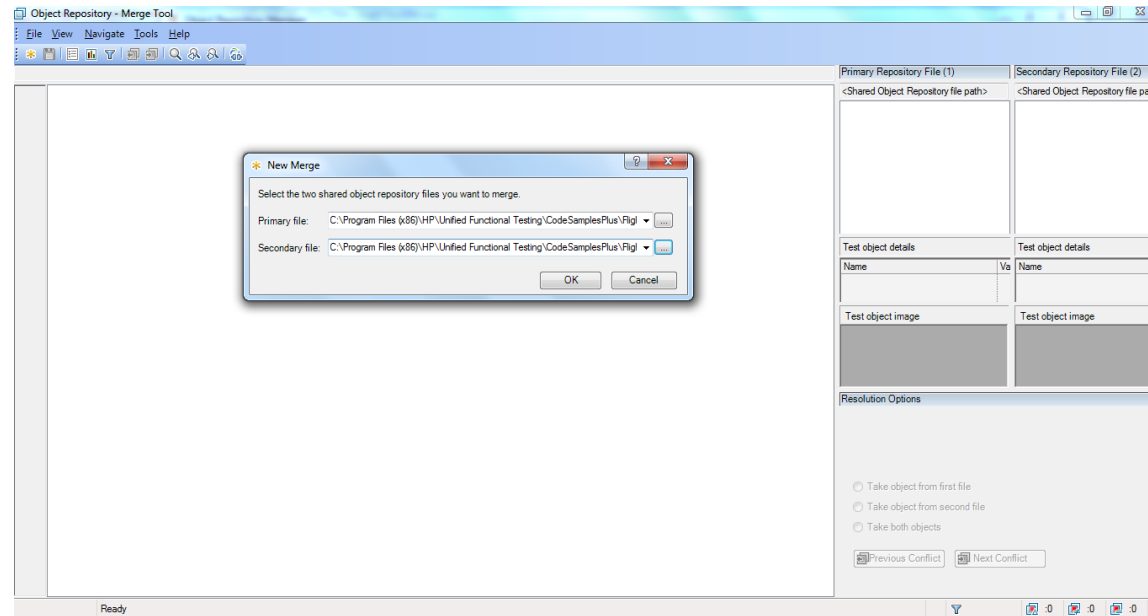
Managing Repository Parameters

- Repository parameters enable you to specify the certain property values should be parameterized, but leave the actual parameterization to be defined in each test that is associated with the object repository that contains the parameterized identification property values
- Repository parameters are useful when you want to create and run tests on an object that changes dynamically. An object may change dynamically if it is frequently updated in the application, or if its property values are set using dynamic content, for example, from a database
- You define all the repository parameters for a specific object repository using the Manage Repository Parameters dialog box. You define each repository parameter together with an optional default value and meaningful description
- When you open a test that uses an object repository with a repository parameter that has no default value, an indication that there is a repository parameter that needs mapping is displayed in the Missing Resources pane.
- You can then map the repository parameter as needed in the test. You can also map repository parameters that have default values, and change mappings for repository parameters that are already mapped



Object Repository Merge tool

- The object Repository Merge tool is used to merge two shared object repositories into a single shared object repository
- It is also used to merge objects from the local object repository of one or more actions into a shared object repository
- Once after merging you can view the merge statistics.
- Merge Statistics describes how the files were merged, and the number and type of any conflicts that were resolved during the merge





Object Repository Comparison Tool

- UFT enables you to compare two shared object repositories using the Object Repository Comparison Tool, and view the differences in their objects, such as different object names, different object descriptions, and so on
- After the compare process, the Comparison Tool provides a graphic presentation of the objects in the object repositories, which are shown as nodes in a hierarchy.
- Objects that have differences, as well as unique objects that are included in one object repository only, can be identified according to a color configuration that you can select.
- Objects that are included in one object repository only are identified in the other object repository by the text "Does not exist". You can also view the properties and values of each object that you select in either object repository



Performing Import and Export Operations

- You can import and export object repositories from and to XML files
- XML provides a structured, accessible format that enables you to make changes to object repositories using the XML editor of your choice and then import them back into QuickTest
- You can import and export files either from and to the file system or a Quality Center project (if QuickTest is connected to Quality Center).



Contents

Descriptive Programming



Descriptive Programming

What is Descriptive Programming?

- Descriptive Programming (also known as Programmatic Description) provides a way to perform operations on objects that are not present in object repository.
- Programmatic description to instruct UFT to perform methods on objects without referring to the object repository.
- To do this, you provide QuickTest with a list of properties and values that QuickTest can use to identify the object or objects on which you want to perform a method.



Descriptive programming – when and why?

Consider using DP in following cases:

- One of the very useful places where you can use Descriptive Programming is when the object properties in the Application Under Test (AUT) are dynamic in nature and need special handling to identify the object.
- Another place where DP can be of significant importance is when you are creating functions in an external file. You can use these function in various actions directly , eliminating the need of adding object(s) in object repository for each action. [If you use local object repository].

Example:

- Link Logout <User Name>
- Same objects on every page
Example: Buttons - Next, Back, Cancel, OK
- Lots of similar objects on one page
Example: table with many First & Last name text boxes



How to use DP?

There are two ways to use DP:

- **Static Descriptive Programming**
- **Dynamic descriptive Programming**

First Method...

```
'***** Static Descriptive Programming *****'  
  
'Launch google  
systemutil.Run "iexplore.exe","http:\\www.google.com"  
  
'Wait till browser loads  
Browser("title:=Google").Page("title:=Google").Sync  
  
' Enter capgemini text in to text Field  
Browser("title:=Google").Page("title:=Google").WebEdit("name:=q").Set "Capgemini"  
  
'Click on Google Search button  
Browser("title:=Google").Page("title:=Google").WebButton("name:=Google Search").click
```

It's the good example you know.

It's the property:=value identification string



First Method...

That's kinda restrictive

What if I want to use multiple identification properties?

Yes

No



First Method...

NO PROBLEM 😊

```
Browser("title:=Google", "name:=Google").Page("title:=Google").WebEdit("name:=q", "html  
tag:=INPUT").Set "Capgemini"
```

You can use as many properties as you like



Second Method...

2

Throw the properties & values into a description object, and use it into the syntax.

Second Method...

Here also, all the values are interpreted as regular expressions. To turn it off, use

`oDesc("Property1").RegularExpression = False`

```
'Launch google
systemutil.Run "iexplore.exe","http:\\www.google.com"

'Descriptive object to identify Browser with a particular title
Set Dbrowser=description.Create
Dbrowser("micclass").value="Browser"
Dbrowser("title").value="Google"

'Descriptive object to identify Web page with a particular title
Set Dpage=description.Create
Dpage("micclass").value="Page"
Dpage("title").value="Google"

'Descriptive object to identify a particular Web Button
Set Dbutton=description.Create
Dbutton("micclass").value="WebButton"
Dbutton("name").value="Google Search"

'Descriptive object to identify Web Text Box
Set Dedit=description.Create
Dedit("micclass").value="WebEdit"
Dedit("name").value="q"

'Wait till browser loads
Browser(Dbrowser).Page(Dpage).Sync

'Enter capgemini text in to text Field
Browser(Dbrowser).Page(Dpage).WebEdit(Dedit).Set "Capgemini"

'Click on Google Search button
Browser(Dbrowser).Page(Dpage).WebButton(Dbutton).Click
```



Descriptive Programming...

You can store the objects in collections.

When UFT finds two object which match the same description,
it freezes 😞



Different ways to work with objects

Child Objects method - using Collection Object

The screenshot displays the HP Unified Functional Testing (UFT) interface. The main window shows a test script for Action1, which is titled 'Start Page'. The script is written in VBScript and uses the Child Objects method to interact with a web browser. The script includes comments and code for launching the browser, identifying objects, and performing actions.

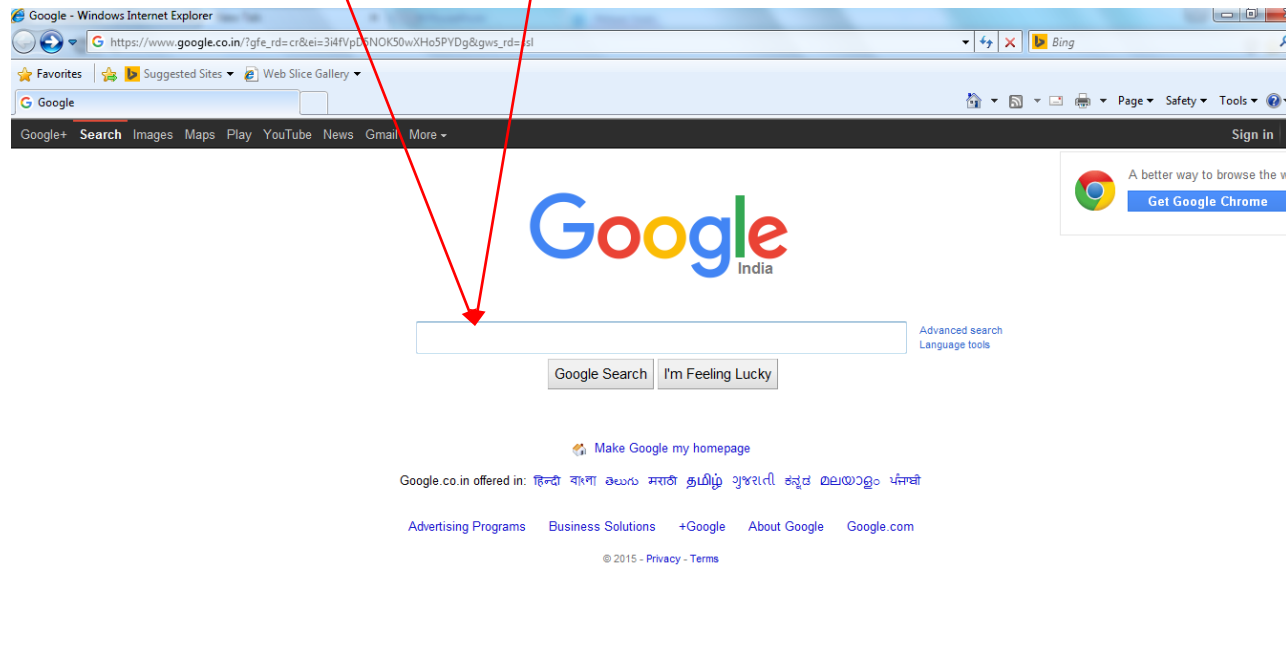
```
53  
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86  
87  
88
```

The Properties pane on the right shows the following settings for Action1:

Action Setting	Value
Action Name	Action1
Location	D:\Softwares\UFT-TrainingMaterial\DPSample\Action1
Description	
Reusable	<input checked="" type="checkbox"/>

ChildObjects method - using Collection Object

Search field is populated



1: VBWindow("title:=.*AdvancedQTP.*").Maximize

Run Error



The "[VbWindow]" object's description matches more than one of the objects currently displayed in your application. Add additional properties to the object description in order to uniquely identify the object.

Stop

Retry

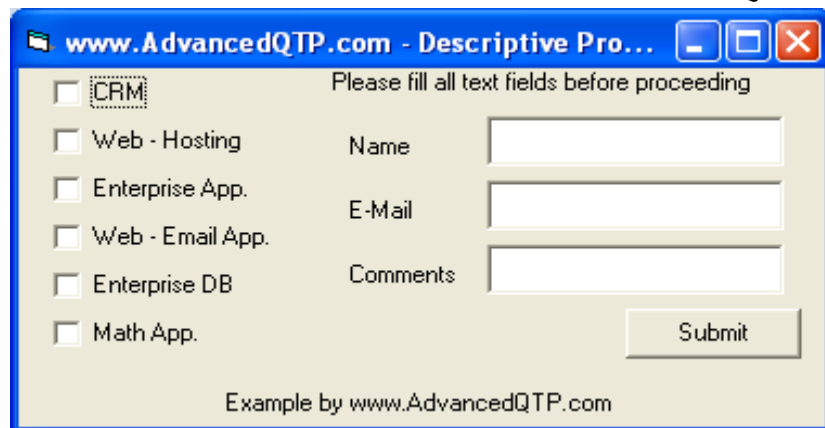
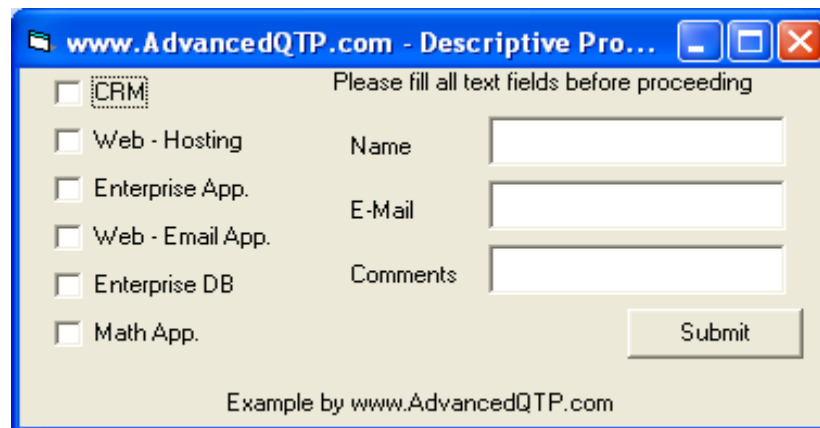
Skip

Debug

Help

Details >>

1: VBWindow("title:=.*AdvancedQTP.*", "index=0").Maximize

DP has a magic property: “index”, which allows us to tell the double objects apart

Index is a zero-based counter



TO, RO and .Object

- **.GetTOproperty/SetToProperty** refers to the properties stored in OR
- **.GetROProperty** property refers to the AUT Object property (Run-time)
- **.Object.<property/method>** refers to the AUT Object NATIVE properties/methods



Object Repository vs. Descriptive Programming -what to use?

- There really is no “best way”
- Use the method that gives your company the best ROI, whether that be Object Repository (OR), Descriptive Programming (DP) or a mixture of both



OR Pros and Cons

PROS:

- GUI Front end to examine all the objects in the repository
- Highlight in Application feature is great tool to walk the object tree
- No need to modify the script when object properties changes
- Easy to identify objects in AUT by Object Logical names
- Can be created independently from scripts



OR Pros and Cons

CONS:

- Additional layer to maintain
- Unnecessary objects can be created
- Multiple users cannot concurrently save/write to the shared OR
- It won't eliminate the need for Descriptive Programming in most of cases



DP Pros and Cons

PROS:

- It's a white box
- Compatible with different UFT versions
- Code portability is high
- Easy to mass update



DP Pros and Cons

CONS:

- Lower Code Readability and requires more comments, like “what object is accessed”
- Potentially slower to create
- To highlight an object in the application requires utilizing the “Highlight” method



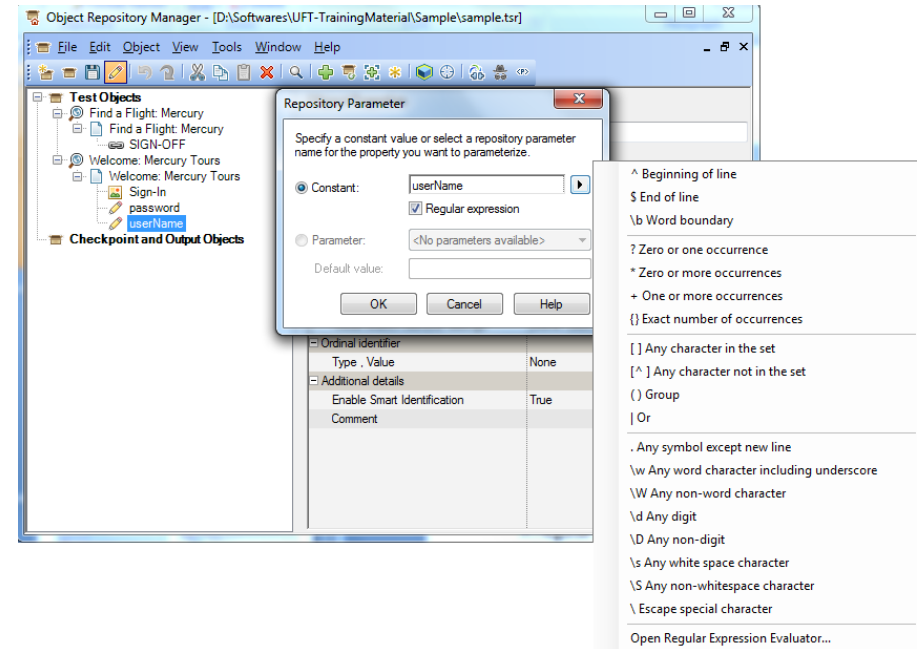
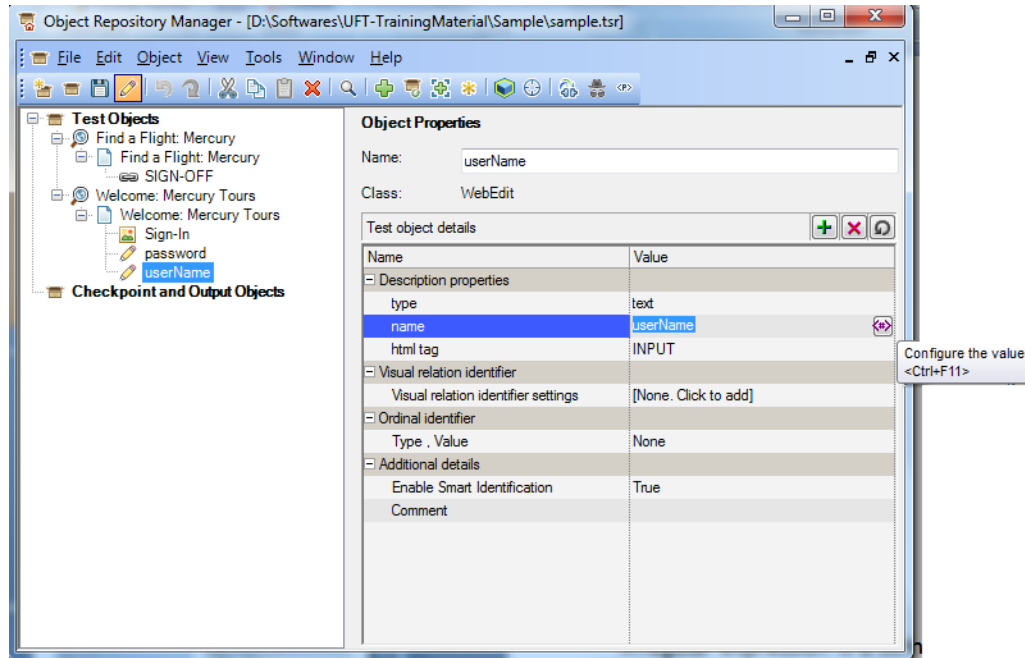
Regular Expressions



Regular Expressions

- Regular Expressions can be used to identify the objects in the application with varying values or names or titles.
- Regular expressions can be added by,
 - Defining the property values of an object in dialog boxes or in programmatic descriptions
 - Parameterize a step
 - Creating checkpoints with varying values
- A Regular Expression is a pattern of text that consists of
 - Alphabets - letters a through z
 - Special characters known as Metacharacters.
 - Numbers
- The pattern describes one or more strings to match when searching a body of text.
- The Regular Expression serves as a template for matching a character pattern to the string being searched.

Regular Expressions



A regular expression is a string that describes or matches a set of strings. It is often called a pattern as it describes set of strings.

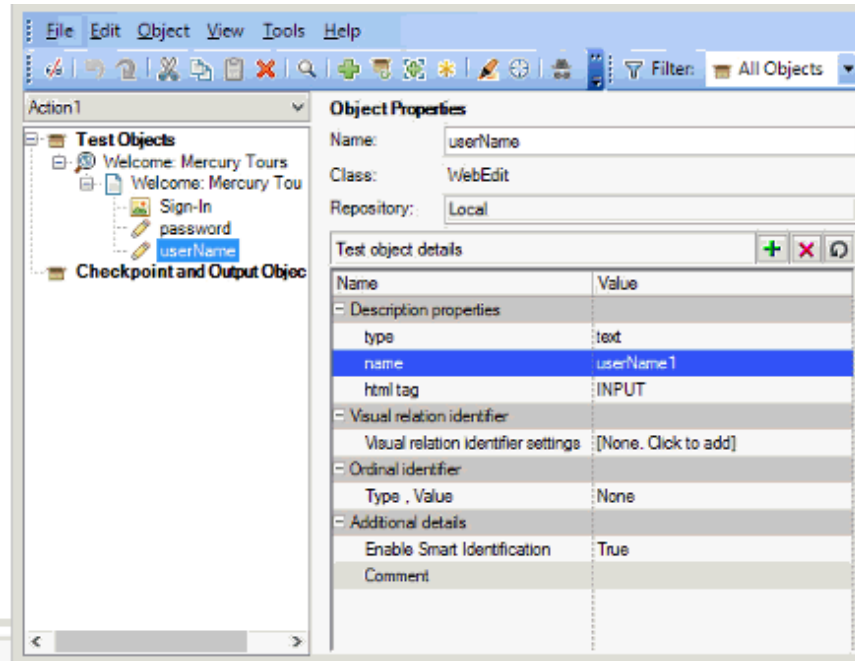
OR

A regular expression is a special text string for describing a search pattern.

Use Of Regular Expressions

It is used to identify "objects" & "text strings" with varying values

- Use Regular Expressions only for values of type string.

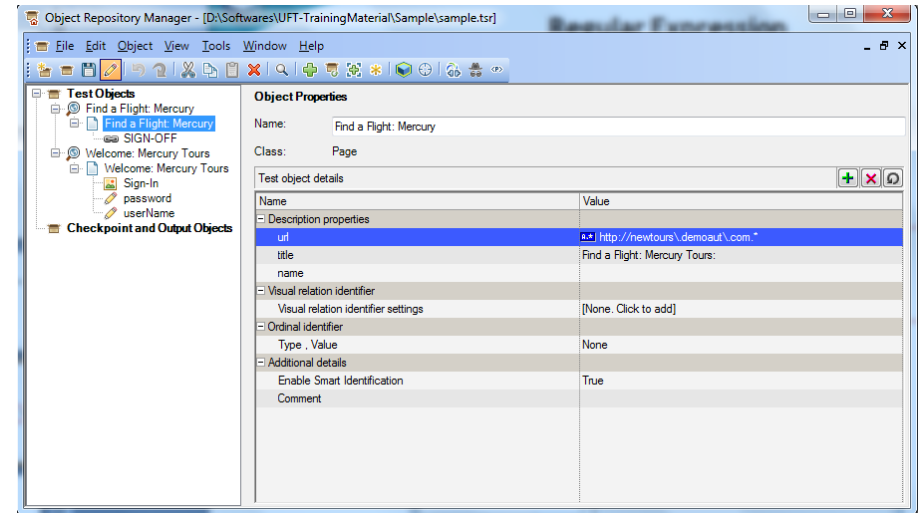
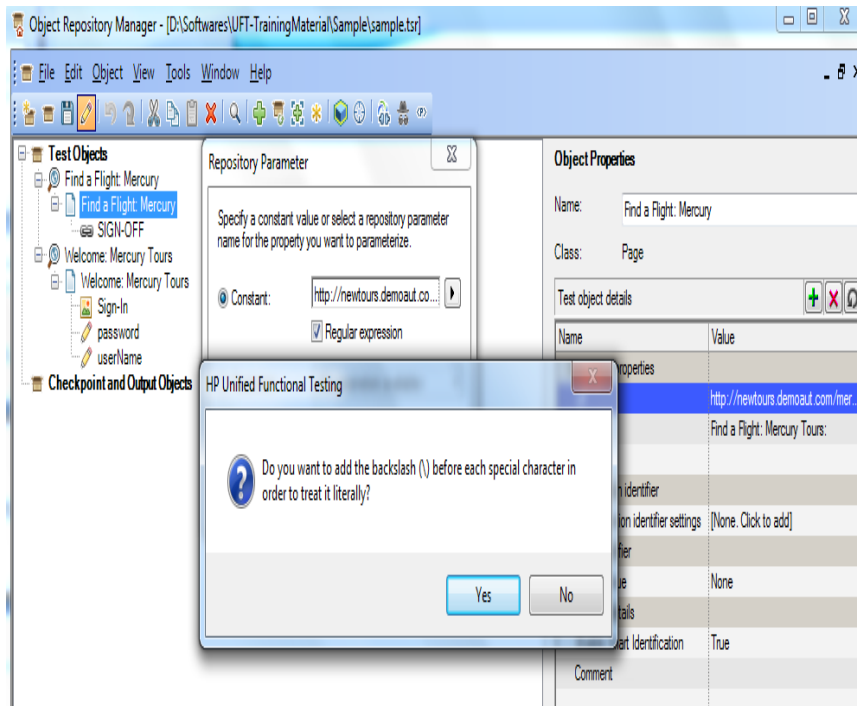


- Use Regular Expressions for Property Values

```
Browser("Welcome:MercuryTours").Page("Welcome:MercuryTours").WebEdit("type:=text","name:=userName.*","html tag:=INPUT").Set "mercury"
```

Regular Expressions - Object Repository

Regular Expressions - for URL

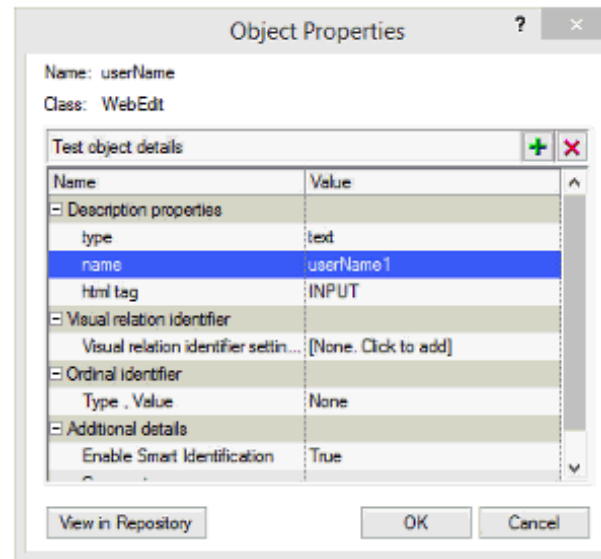


The Object Repository should look like this after making the necessary changes.

Use Of Regular Expressions

- Using Regular Expressions for Checkpoints

```
Browser("Welcome: Mercury Tours").Page("Welcome: Mercury Tours_2").WebEdit("userName").Check CheckPoint("userName")
```



For example,

In the example statement shown in the above, once you have inserted a checkpoint, right click on Checkpoint("username") and go to Checkpoint properties. Highlight the property value which you wish to make a regular expression.



Regular Expressions Characters

Using the Backslash Character (\)

Matching Any Single Character (.)

Matching Any Single Character in a List ([xy])

Matching Any Single Character Not in a List ([^xy])

Matching Any Single Character within a Range ([x-y])

Matching Zero or More Specific Characters (*)

Matching One or More Specific Characters (+)

Matching Zero or One Specific Character (?)

Grouping Regular Expressions (())

Matching One of Several Regular Expressions (|)

Matching the Beginning of a Line (^)

Matching the End of a Line (\$)

Matching Any Alphanumeric Character Including the Underscore(\w)

Matching Any Non-Alphanumeric Character (\W)



Regular Expressions - Object Repository

To handle windows with varying titles

The Fax Order screen in sample Fight Application is an example for a window with varying title.

Insert an order and playback the script.

Follow the steps given below:

- Start Recording
- Insert an Order
- Open the Fax order - File - > Fax Order
- Close the fax order window
- Close the AUT
- Stop the recording
- Run the test

Regular Expressions

The fax order window name changes whenever a new order is inserted.

Fax Order No. 15

Fax

Name:

Order: Flight: Date:

From: Departure: To: Arrival:

Class: # Tickets: Ticket Price: Total:

Fax Number: Agent Signature:

☐ Send Signature with order

Fax Order No. 16

Fax

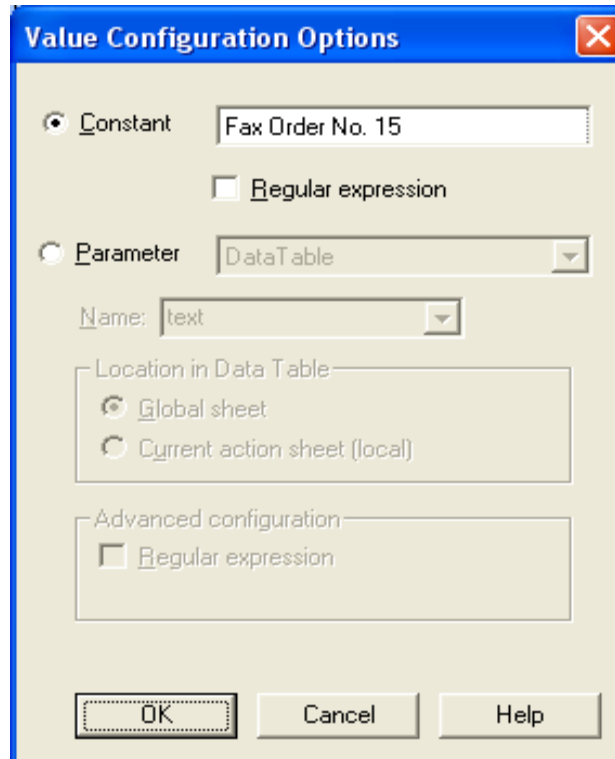
Name:	Order:	Flight:	Date:
<input type="text" value="dfdfdf"/>	<input type="text" value="16"/>	<input type="text" value="15805"/>	<input type="text" value="12/12/12"/>
From:	Departure:	To:	Arrival:
<input type="text" value="Denver"/>	<input type="text" value="12:48 PM"/>	<input type="text" value="Frankfurt"/>	<input type="text" value="01:33 PM"/>
Class:	# Tickets:	Ticket Price:	Total:
<input type="text" value="Economy"/>	<input type="text" value="1"/>	<input type="text" value="100.30"/>	<input type="text" value="100.30"/>
Fax Number:	Agent Signature:		
<input style="width: 150px;" type="text" value="() - "/>	<div style="border: 1px solid black; height: 100px; width: 400px;"></div>		
<input type="checkbox"/> Send Signature with order			

Regular Expression - Object Repository

Select Description Properties - text

Click the Configure value button next to text

The following window will be displayed

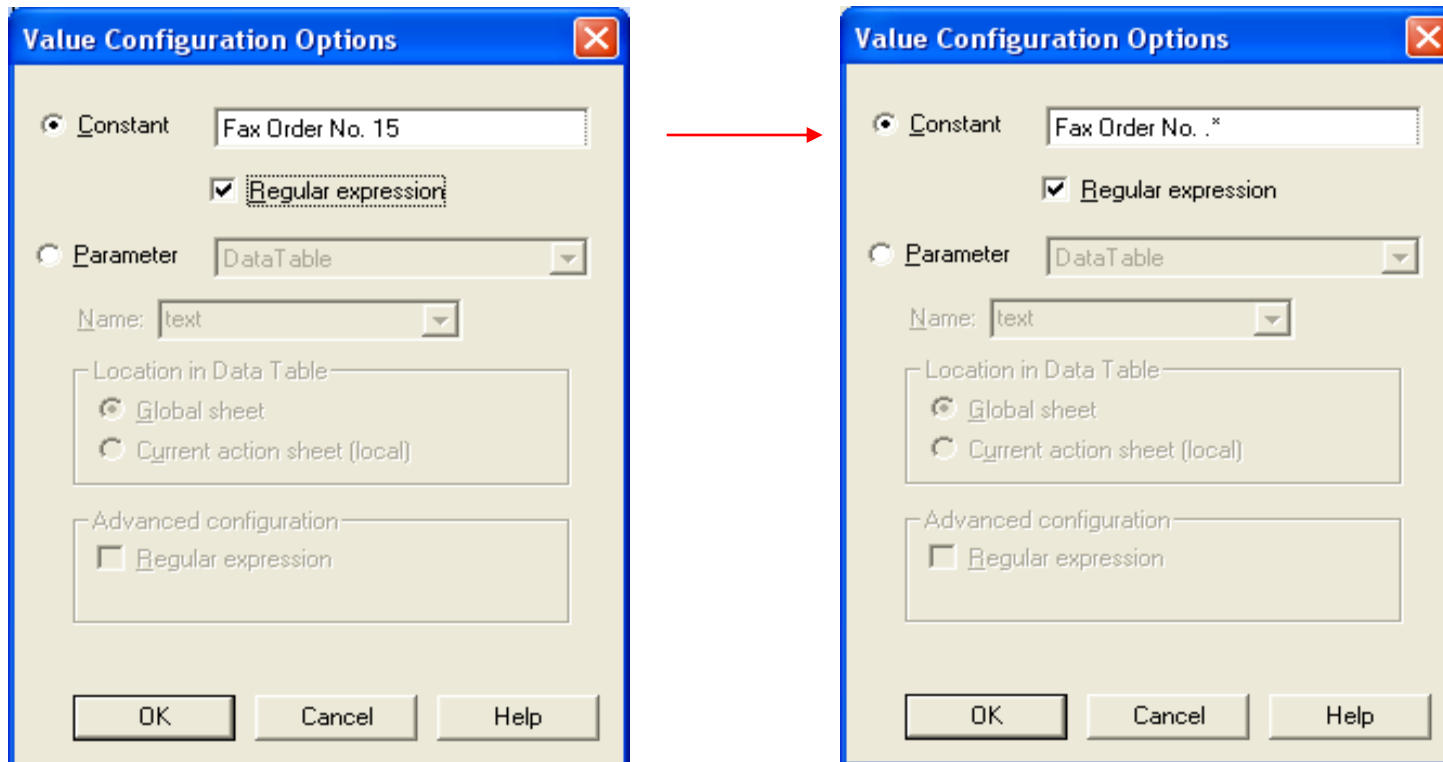


The dialog box titled "Value Configuration Options" has a blue title bar with a close button. It contains two main sections: "Constant" and "Parameter". The "Constant" section is selected with a radio button and includes a text field with "Fax Order No. 15" and an unchecked "Regular expression" checkbox. The "Parameter" section is unselected and includes a dropdown menu showing "DataTable", a "Name:" dropdown showing "text", and a "Location in Data Table" section with "Global sheet" selected and "Current action sheet (local)" unselected. There is also an "Advanced configuration" section with an unchecked "Regular expression" checkbox. At the bottom are "OK", "Cancel", and "Help" buttons.

Regular Expression

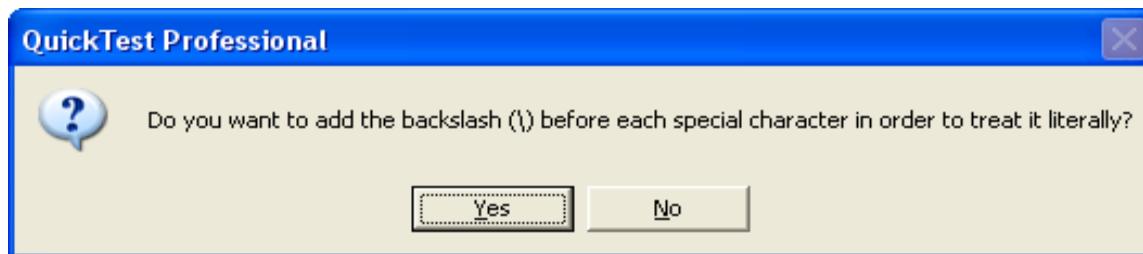
Change the name of the window as Fax Order No. .*

Click the Regular Expression Check box



Regular Expression

Click No in the msgbox displayed after closing the value configuration screen.





Virtual Objects



Virtual Objects

- Virtual Objects are objects that behaves like normal objects, but are not recognized by QuickTest.
- We can define these objects as Virtual Objects and map them to standard classes, such as a button or a check box.
- A Virtual Object collection is a group of virtual objects that is stored in the Virtual Object Manager under a descriptive name.



Defining a Virtual Object

- We define a Virtual Object using the Virtual Object Wizard.
- Using the Virtual Object Wizard, we can map a virtual object to a standard object class, specify the boundaries and the parent of the virtual object, and assign it a name.
- Only those objects can be defined as Virtual Objects on which we can click or double-click and that record a Click or DblClick step. Otherwise, the virtual object is ignored.

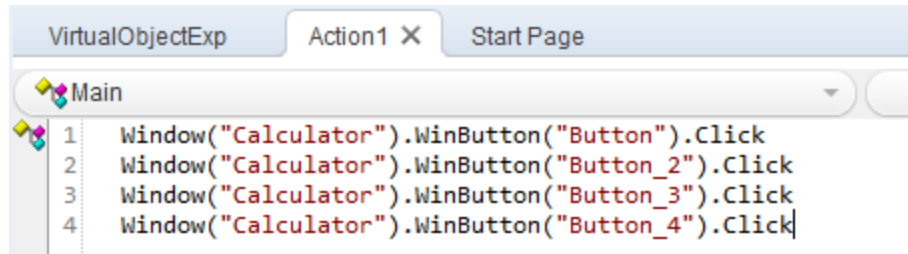


Steps for Creating Virtual Object

- In UFT, choose Tools > Virtual Objects > New Virtual Object.
- Select a standard class to which you want to map your virtual object.
- Click Mark Object button. Use the crosshairs pointer to mark the area of the virtual object.
- An object in the object tree is assigned as the parent of the virtual object.
- Specify a name and a collection for the virtual object.

Case Study of Virtual Object

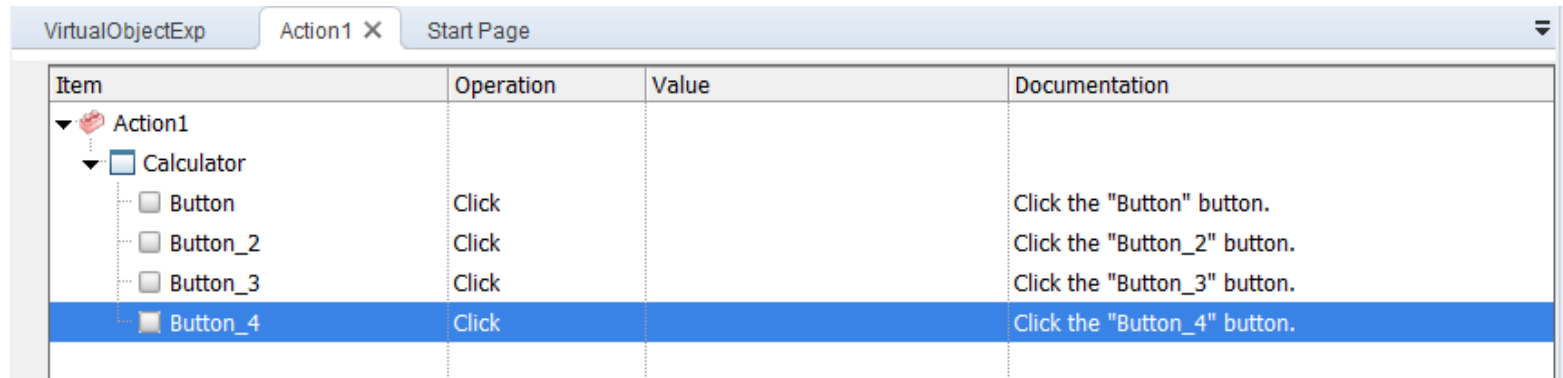
Let us consider the calculator application. Suppose we are recording the calculations that are performed in the calculator. The script will be recorded as follows.



```

VirtualObjectExp  Action1 X  Start Page
Main
1 Window("Calculator").WinButton("Button").Click
2 Window("Calculator").WinButton("Button_2").Click
3 Window("Calculator").WinButton("Button_3").Click
4 Window("Calculator").WinButton("Button_4").Click
  
```

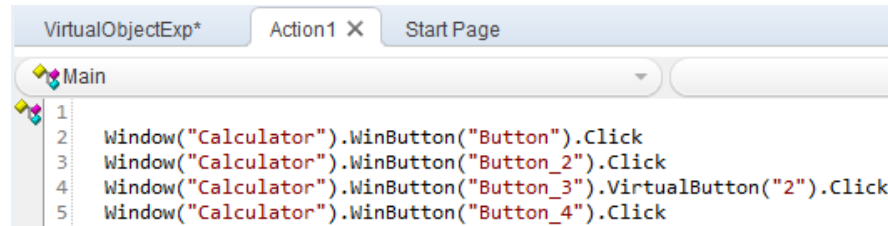
The corresponding Keyword View will be as shown below.



Item	Operation	Value	Documentation
▼ Action1			
▼ Calculator			
Button	Click		Click the "Button" button.
Button_2	Click		Click the "Button_2" button.
Button_3	Click		Click the "Button_3" button.
Button_4	Click		Click the "Button_4" button.

Case Study of Virtual Object (contd.)

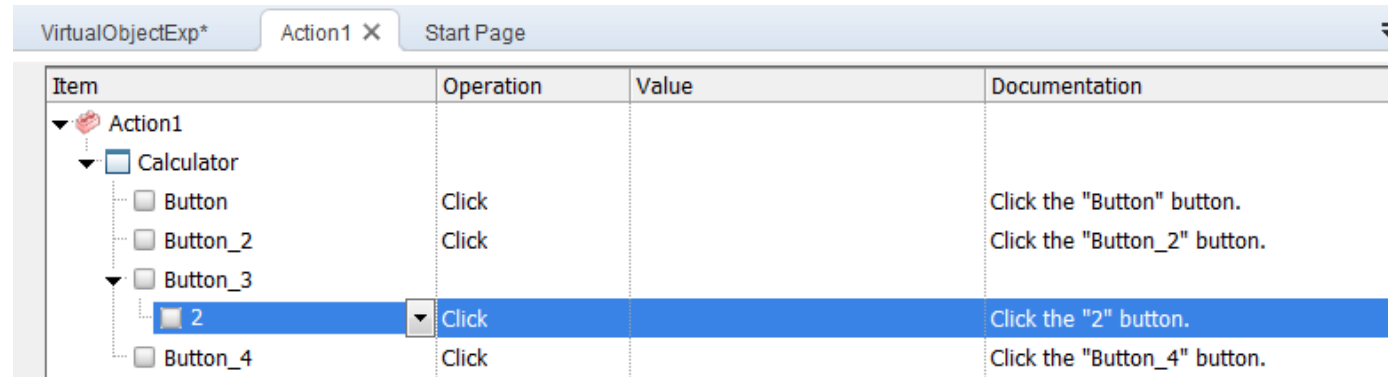
Suppose button 'Button_3' is made a virtual object and we give the name '2'. Now, the script will be displayed as shown below. The button "Button_3" has been assigned as an virtual object.



```

1 Window("Calculator").WinButton("Button").Click
2 Window("Calculator").WinButton("Button_2").Click
3 Window("Calculator").WinButton("Button_3").VirtualButton("2").Click
4 Window("Calculator").WinButton("Button_3").Click
5 Window("Calculator").WinButton("Button_4").Click
  
```

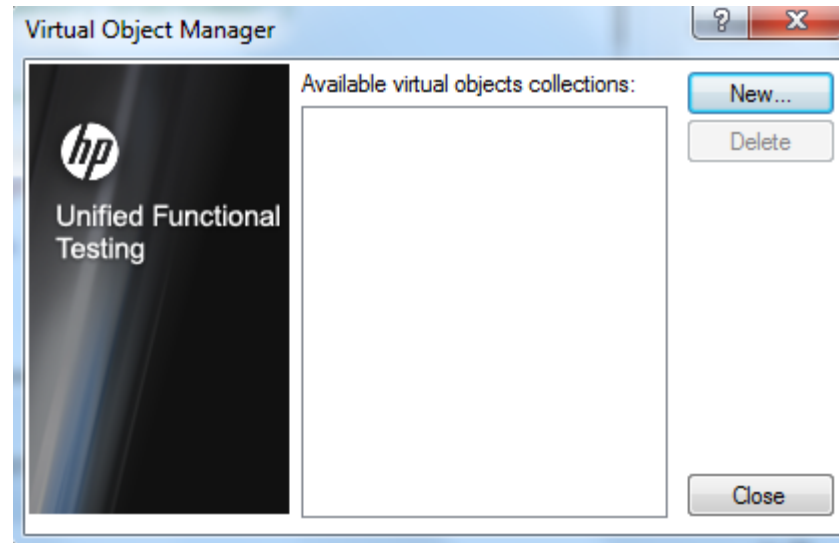
The corresponding Keyword View will be as follows. The virtual object can be identified by the symbol 'v' attached to the object.



Item	Operation	Value	Documentation
▼ Action1			
▼ Calculator			
Button	Click		Click the "Button" button.
Button_2	Click		Click the "Button_2" button.
▼ Button_3			
2	Click		Click the "2" button.
Button_4	Click		Click the "Button_4" button.

Removing Virtual Objects

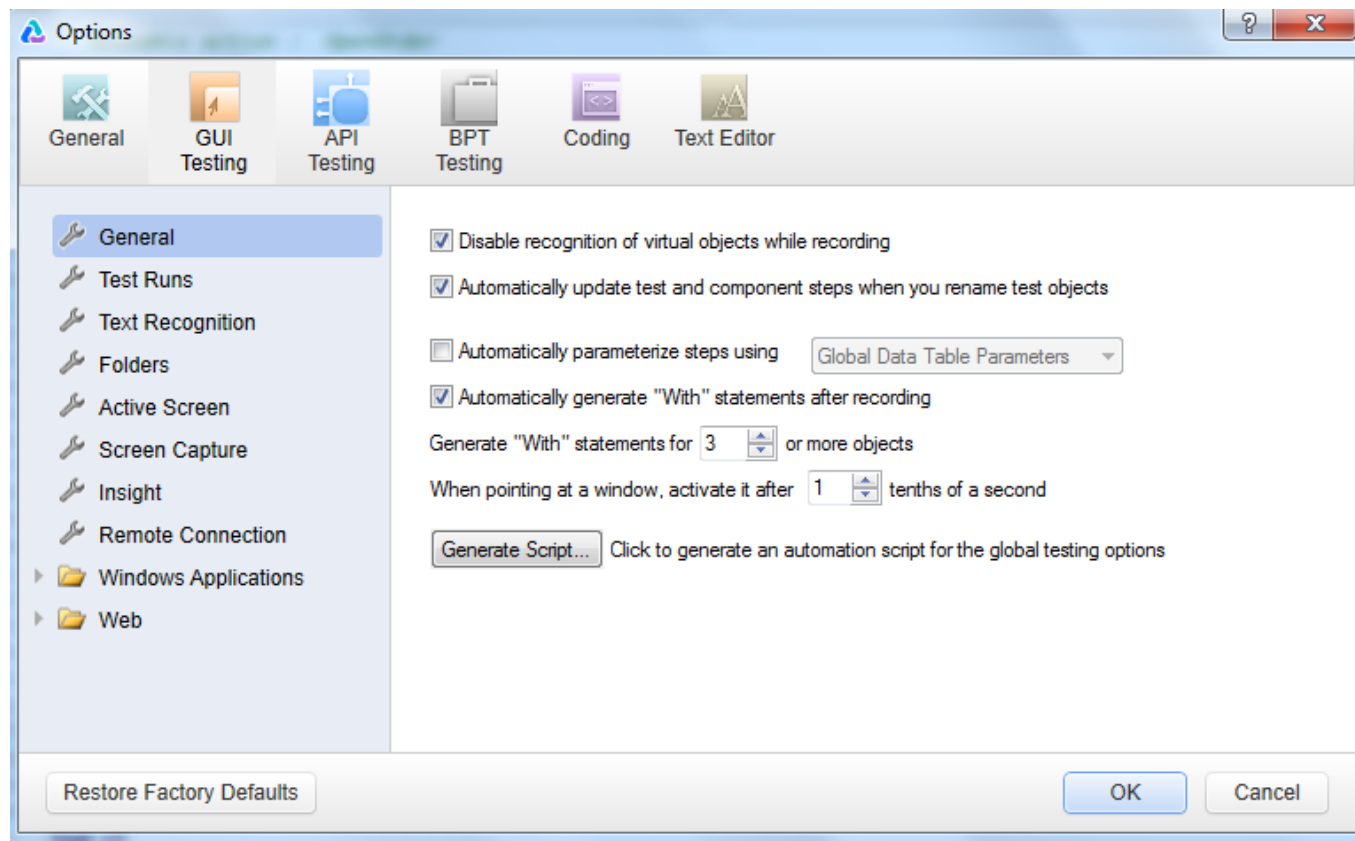
We can remove virtual objects from were test or component by deleting them from Virtual Object Manager that can be accessed from Tools→Virtual Object→ Virtual Object Manager



Disabling Virtual Objects

Choose Tools > Options or click the Options toolbar button. The Options dialog box opens.

In the General tab, select the Disable recognition of Virtual Objects while recording





Virtual Objects Limitations

- You can define Virtual Objects only for objects on which you can click or double-click and that record a Click or DbClick step.
- You can use Virtual Objects only when recording and running a test. You cannot insert any type of checkpoint on a Virtual Object, or use the Object Spy to view its properties.
- UFT does not support Virtual Objects for analog or low-level recording



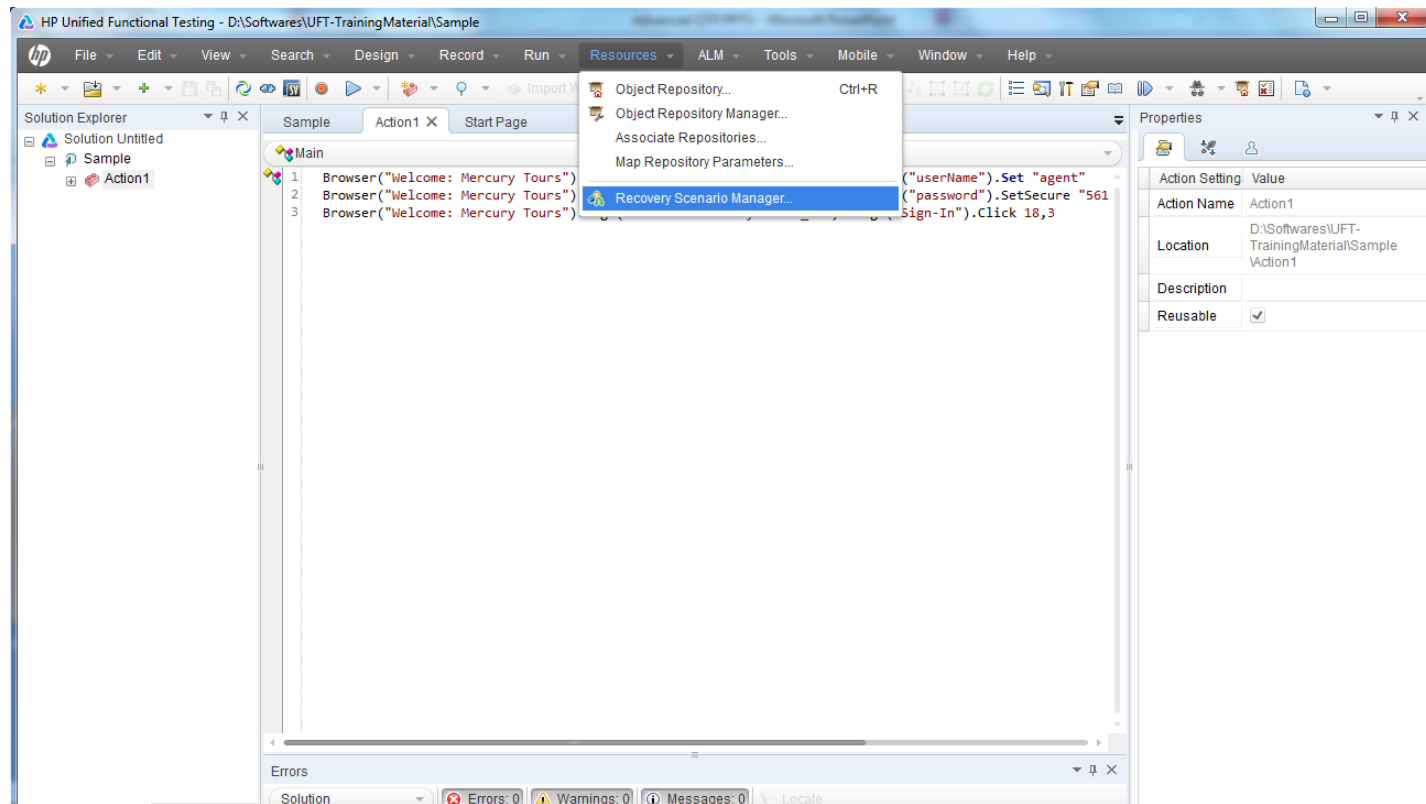
Recovery Scenarios

What is a Recovery Scenario?

- Recovery Scenario is a mechanism by which UFT handles any unexpected windows, pop-ups or application crashes while the test is running so that the test is not interrupted.
- Every type of recovery situation needs to be handled with a separate recovery scenario.
- The recovery scenarios continuously look for the recovery situations occurring in the application as long as the test is running.
- A Recovery scenario consists of 3 Stages
 - a) Trigger Event
 - b) Recovery Operation
 - c) Post Recovery Run Option

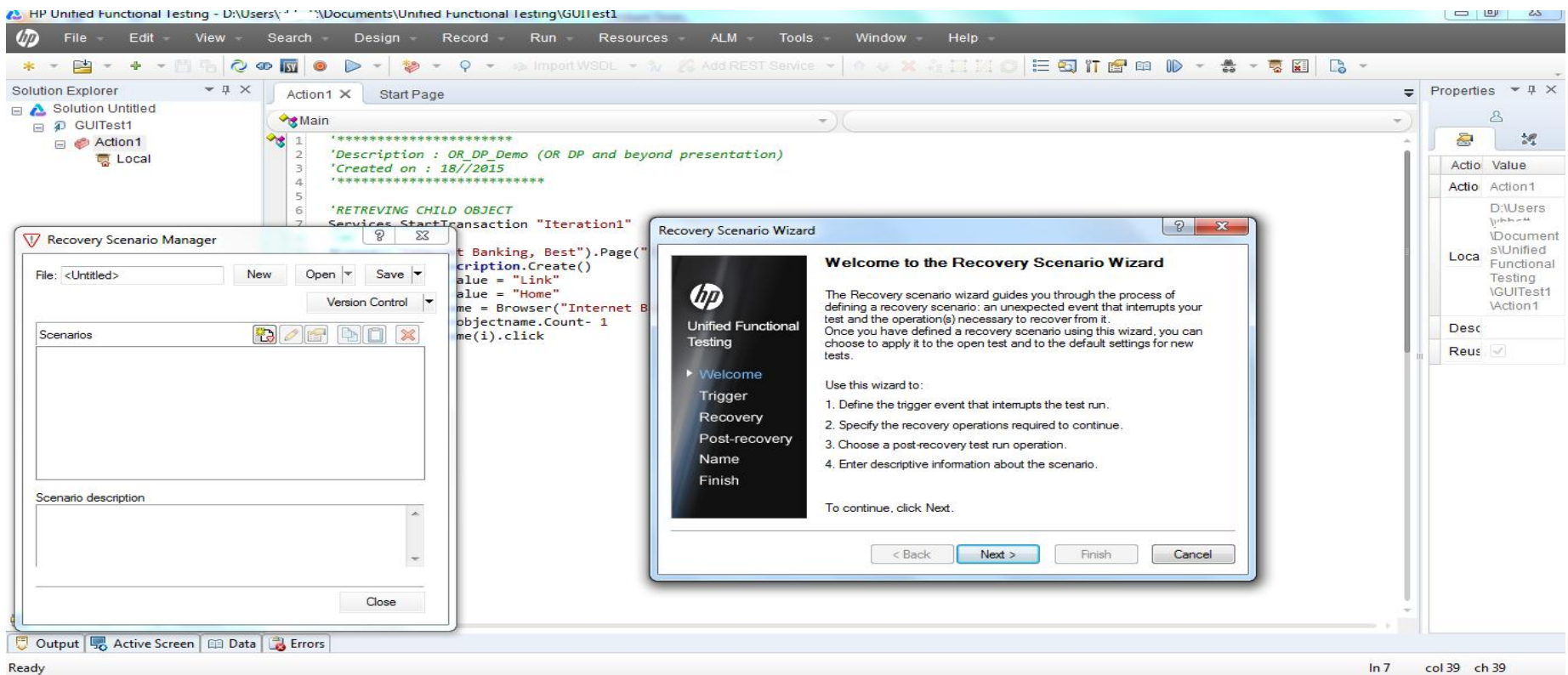
How to create a recovery scenario?

Select “Recovery Scenario Manager” from the "Resources" menu.



How to create a recovery scenario?

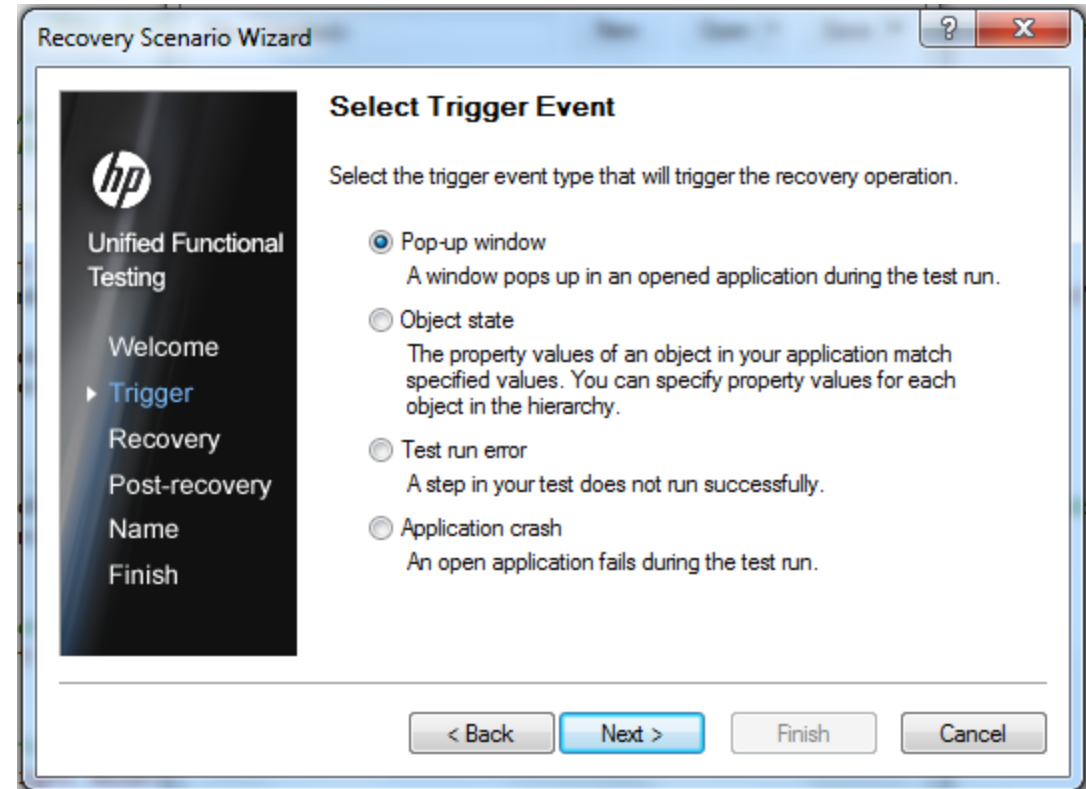
Recovery Scenario Wizards starts. Click Next on this screen.



How to create a Recovery Scenario?

Depending on the desired type of recovery scenario, select the appropriate Radio button.

Recovery scenarios can be defined for unwanted Pop-up window, Object state, Test run error or application crash.



How to create a Recovery Scenario?

Click Next button to define Recovery Scenario for a pop-up window.

For Instance, following Pop-up window may appear while navigating from non-secure to a secure web page and will create Recovery Scenario for the Pop-up



How to create a Recovery Scenario?

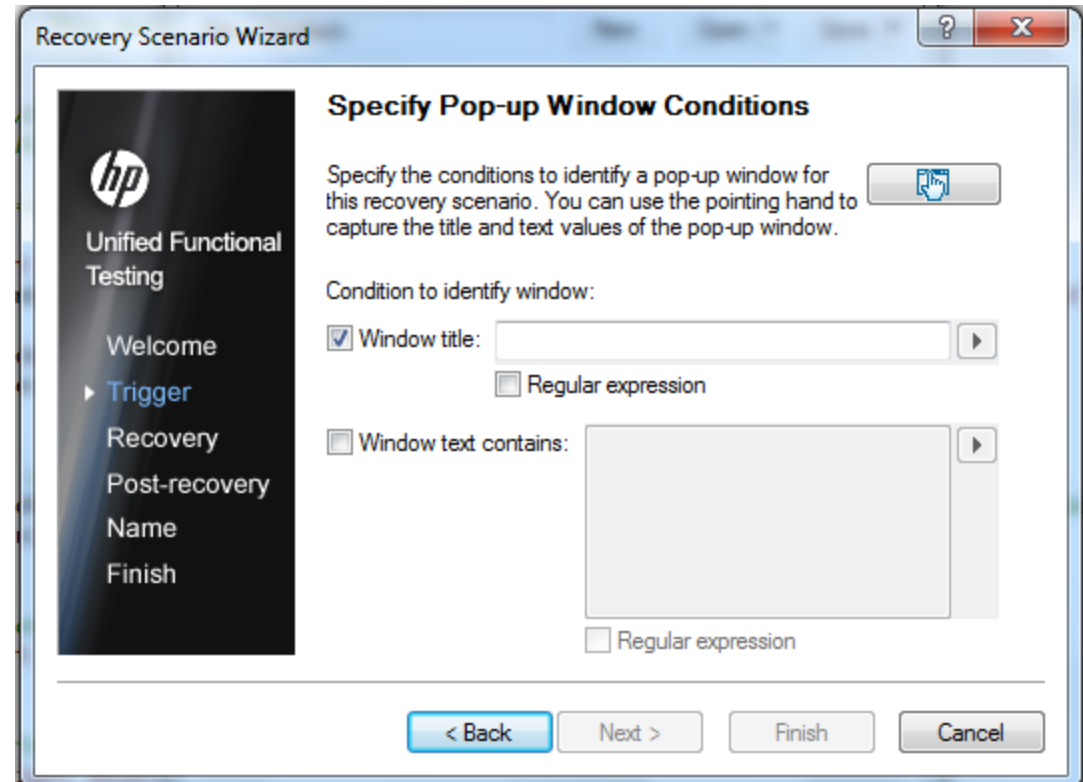
UFT captures the window title and window text.

Uncheck the checkbox "Window text contains".

Now UFT look for any security window with the title Security Information or any generic title.

If the window title changes dynamically with some pattern, Click the checkbox "Regular Expression" and provide the pattern.

Click Next



How to create a Recovery Scenario?

Next screen informs us that we should define the recovery operation to be done in order to handle this window.

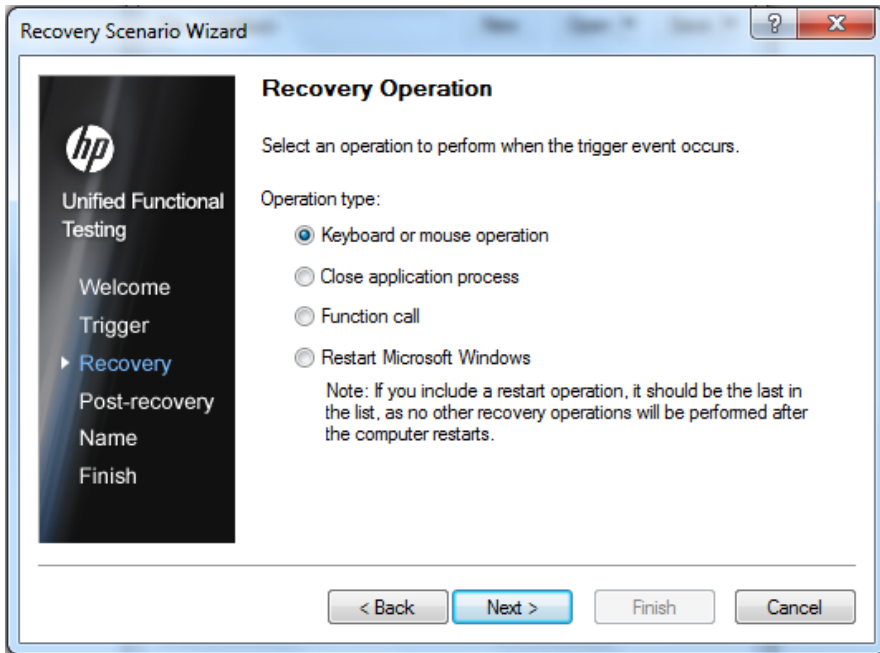


The screenshot shows the 'Recovery Scenario Wizard' window. On the left is a sidebar with the HP logo and 'Unified Functional Testing' text, containing a list of steps: Welcome, Trigger, Recovery (highlighted with a blue arrow), Post-recovery, Name, and Finish. The main area is titled 'Recovery Operations' and contains the text: 'You can define several operations to perform when the trigger event occurs. Use the Move Up and Move Down buttons to set the order in which the operations should be performed.' Below this text is a section labeled 'Recovery operations:' with three buttons (Move Up, Move Down, and Delete) to its right. Underneath is a table with two columns: 'Type' and 'Details'. The table is currently empty. At the bottom of the main area, a red message states: 'You must define at least one operation, press the Next button to define it.' At the very bottom of the window are four buttons: '< Back', 'Next >' (highlighted in blue), 'Finish', and 'Cancel'.

How to create a Recovery Scenario?

Click Next button to view the Recovery Operation window.

Select the appropriate action to be performed.



Recovery Scenario Wizard

Recovery Operation

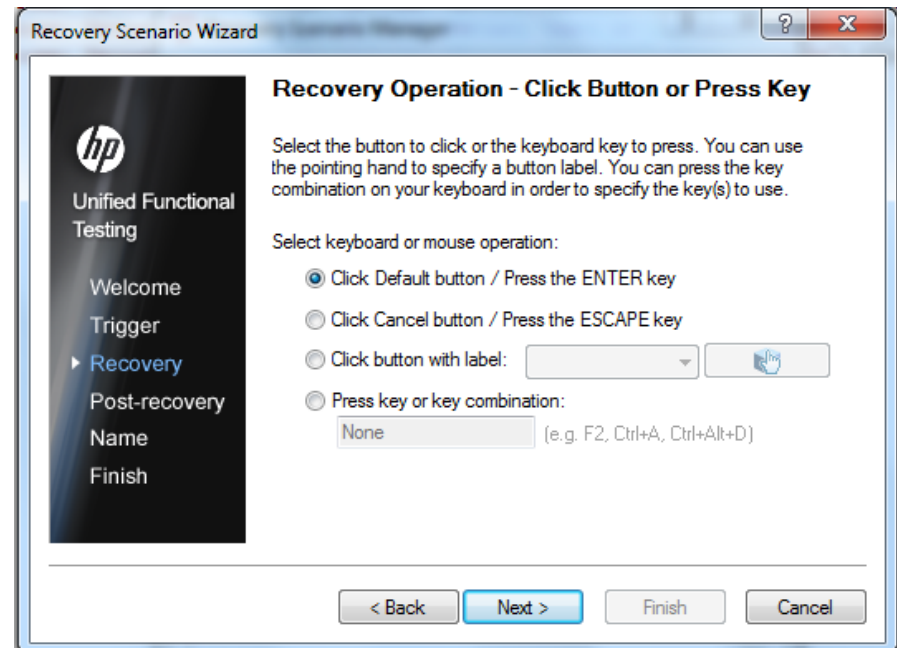
Select an operation to perform when the trigger event occurs.

Operation type:

- ☒ Keyboard or mouse operation
- ☐ Close application process
- ☐ Function call
- ☐ Restart Microsoft Windows

Note: If you include a restart operation, it should be the last in the list, as no other recovery operations will be performed after the computer restarts.

Navigation buttons: < Back, Next >, Finish, Cancel




Recovery Scenario Wizard

Recovery Operation - Click Button or Press Key

Select the button to click or the keyboard key to press. You can use the pointing hand to specify a button label. You can press the key combination on your keyboard in order to specify the key(s) to use.

Select keyboard or mouse operation:

- ☒ Click Default button / Press the ENTER key
- ☐ Click Cancel button / Press the ESCAPE key
- ☐ Click button with label: 
- ☐ Press key or key combination: (e.g. F2, Ctrl+A, Ctrl+Alt+D)

Navigation buttons: < Back, Next >, Finish, Cancel



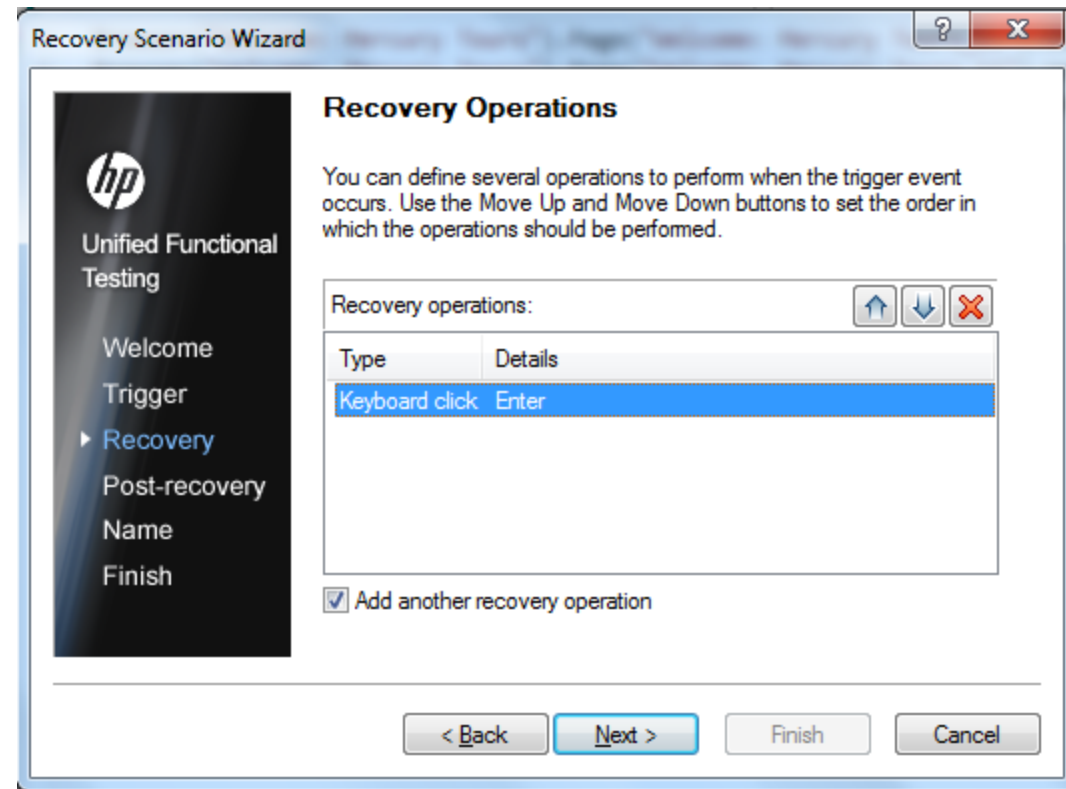
How to create a Recovery Scenario?

- Keyboard or mouse operation allows us to click a button on the screen.
- Close application process allows us to kill the process which starts the unwanted window so we can continue with testing.
- Function call will allow us to write a user-defined function to handle the unwanted window.
- Restart Microsoft Windows allows us to restart the windows all together if needed.

In above example, click on the first radio button "Keyboard or mouse operation".

How to create a Recovery Scenario?

We can show the button we want UFT to click using the hand icon in the following screen and click Next button.

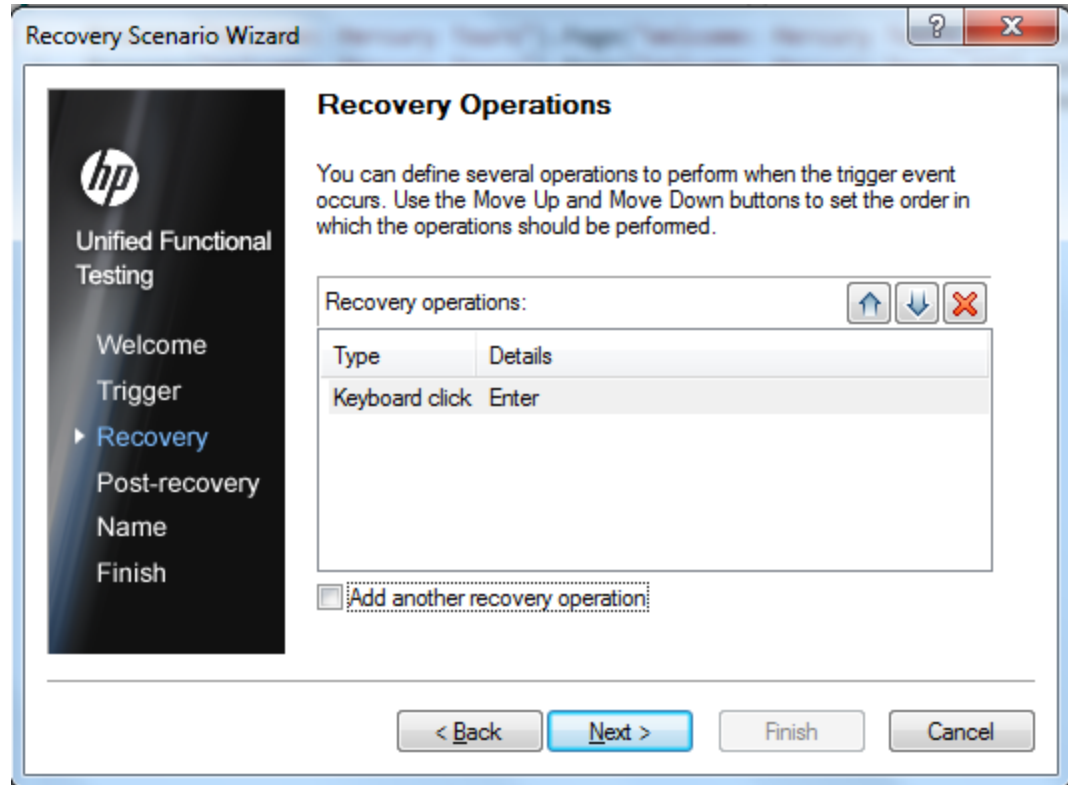


How to create a Recovery Scenario?

We can add another recovery scenario if needed from the following screen.

If we don't want to create another scenario uncheck the checkbox "Add another recovery operation"

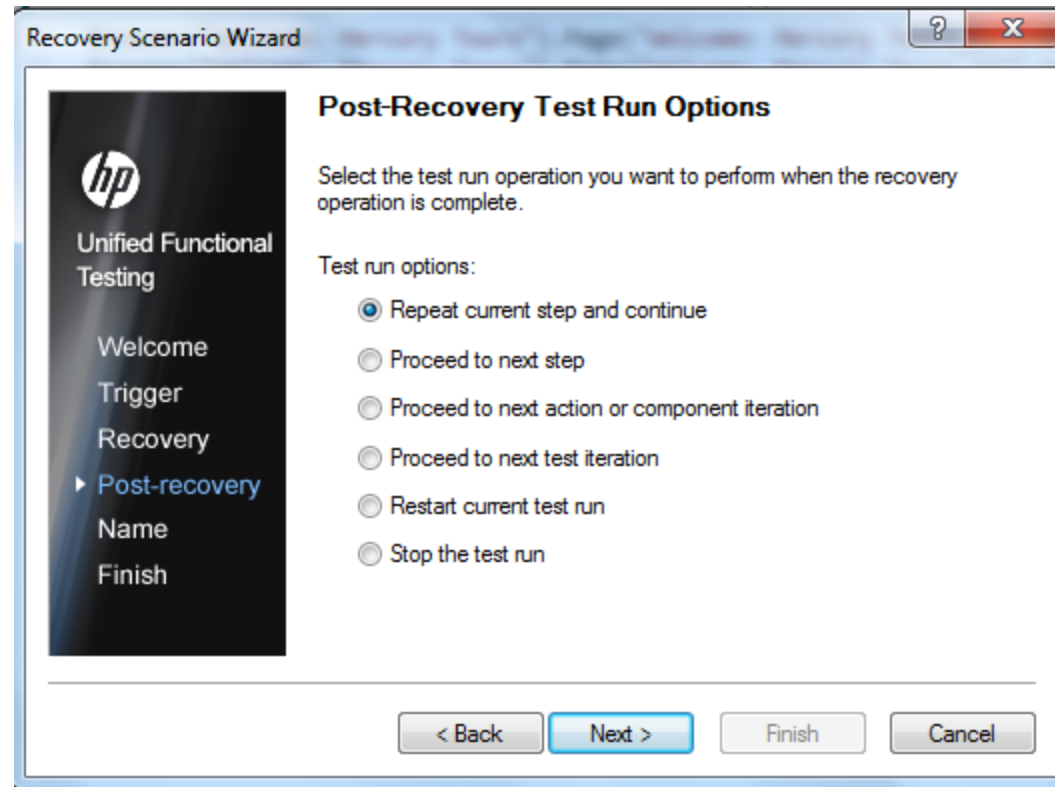
Click "Next"



The screenshot shows the 'Recovery Scenario Wizard' window. On the left is a sidebar with the HP logo and the text 'Unified Functional Testing'. Below this are navigation links: 'Welcome', 'Trigger', 'Recovery' (highlighted with a blue arrow), 'Post-recovery', 'Name', and 'Finish'. The main area is titled 'Recovery Operations' and contains the text: 'You can define several operations to perform when the trigger event occurs. Use the Move Up and Move Down buttons to set the order in which the operations should be performed.' Below this text is a table with the heading 'Recovery operations:'. The table has two columns: 'Type' and 'Details'. It contains one row with 'Keyboard click' in the 'Type' column and 'Enter' in the 'Details' column. To the right of the table are three buttons: 'Move Up' (up arrow), 'Move Down' (down arrow), and 'Remove' (red X). Below the table is a checkbox labeled 'Add another recovery operation'. At the bottom of the window are four buttons: '< Back', 'Next >' (highlighted in blue), 'Finish', and 'Cancel'.

How to create a Recovery Scenario?

Following screen allows us to define the Post-recovery operation to be performed.





How to create a Recovery Scenario?

Since the recovery scenario is kicked off only when the error is about to be thrown since UFT could not find an object because of the unwanted window or object state it is logical to re-execute that particular statement again after the post-recovery operation.

Hence select the option "Repeat current step and continue".

If the situation is different, make the appropriate selection depending on the desired operation.

If the exception does not allow us to test the application anymore in this test run, select the last radio button "Stop the test run"



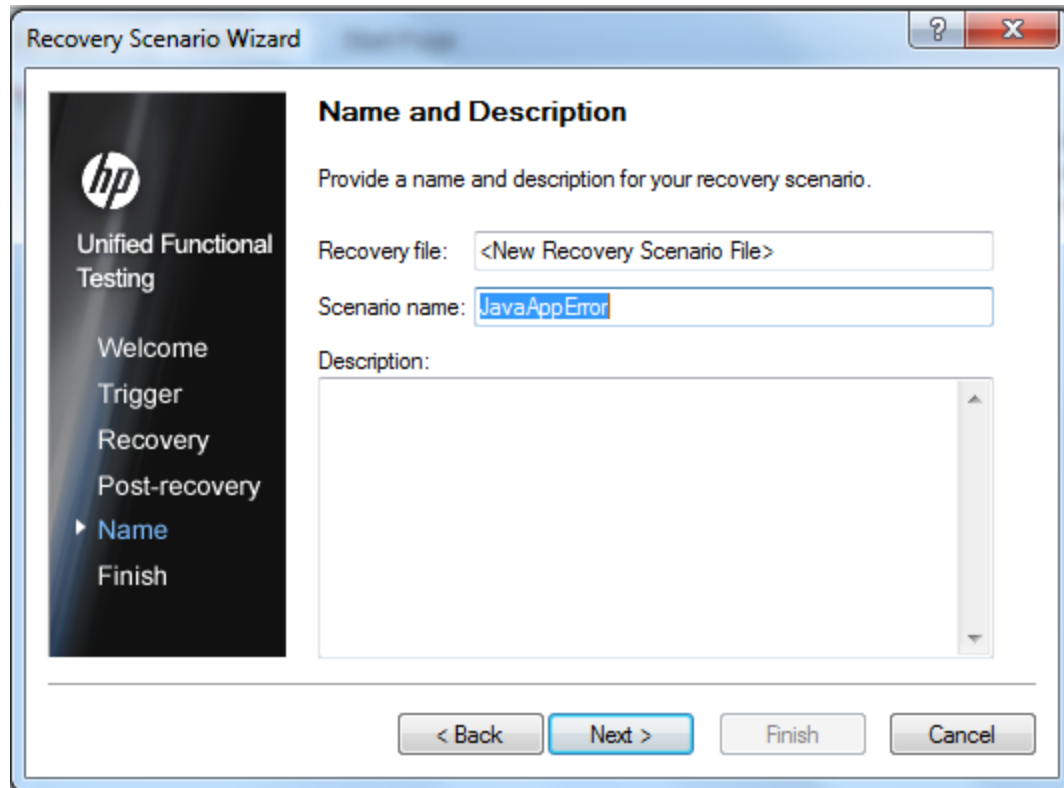
How to create a Recovery Scenario?

- Use “Proceed to next step” if you want to continue with the test.
- Use “Proceed to next action” if you want to skip the current action in the flow and continue with the next action.
- Use “Proceed to next test iteration” if you want to skip the current row of global row and continue with the next row of Global sheet.
- Use “Restart current test run” if you want to start the test altogether.

Click Next.

How to create a Recovery Scenario?

Provide a name for the Recovery Scenario and click "Next".



The screenshot shows the 'Recovery Scenario Wizard' dialog box. On the left is a sidebar with the HP logo and a list of steps: 'Unified Functional Testing', 'Welcome', 'Trigger', 'Recovery', 'Post-recovery', 'Name' (which is highlighted with a blue arrow), and 'Finish'. The main area is titled 'Name and Description' and contains the instruction 'Provide a name and description for your recovery scenario.' Below this are three input fields: 'Recovery file:' with the value '<New Recovery Scenario File>', 'Scenario name:' with the value 'JavaAppError', and a 'Description:' text area. At the bottom are four buttons: '< Back', 'Next >' (highlighted in blue), 'Finish', and 'Cancel'.

How to create a Recovery Scenario?

Make sure that the checkboxes "Add scenario to current test" and "Add scenario to default test settings" are selected as shown below.

This will add the Recovery Scenario to the current and the UFT settings as well.

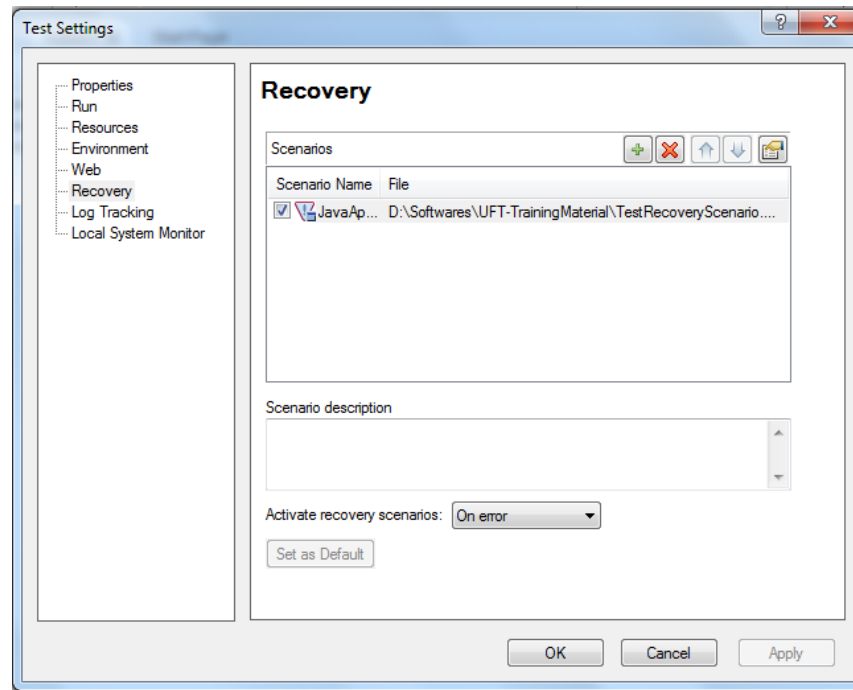
Click "Finish" and follow the further steps to save the recovery scenario to a recovery file



Associate Recovery Scenario

To enable/disable specific recovery scenarios:

- Select the check box to the left of one or more individual scenarios to enable them.
- Clear the check box to the left of one or more individual scenarios to disable them.





ALM Integration

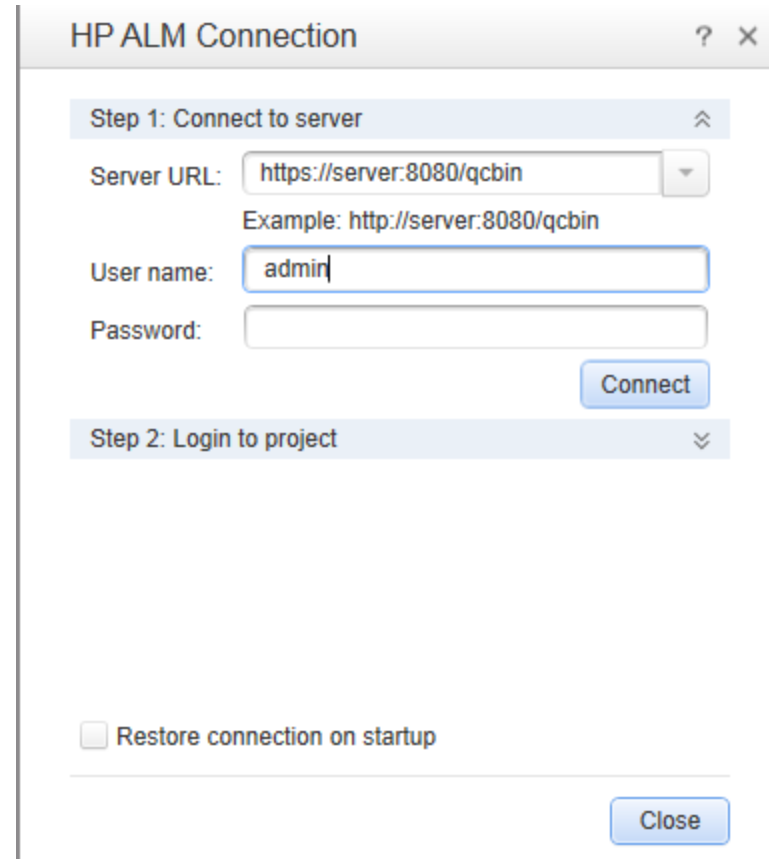


Prerequisites to connect UFT with ALM

- Check Allow other HP products to run tests and components present under Tools > Options > Run in UFT
- If you are running the tests on the same computer where you have ALM client installed, then you will need:
 - UFT Connectivity Add-In
 - UFT Add-in
- If you are running the tests on the different computer than where you have QC/ALM client installed, then you will need:
 - UFT Add-in where ALM client is installed.
 - UFT Add-in and ALM connectivity Add-in where UFT is installed.
- QC connectivity can be found at ALM server URL > 'Add-Ins Page' link > 'ALM Connectivity' link > 'Download Add-in'
- UFT Add-in can be found at ALM server URL > 'Add-Ins Page' link > 'More ALM Add-ins' link > Download and install UFT Add-in according to its version

Connecting UFT to ALM

- Start UFT and from File option select ALM.
- In the server connection area in server text box enter `http://<machine name>/<qcbn>` and click on connect
- In Project Connection area, click on connect after selecting project



The image shows a screenshot of the 'HP ALM Connection' dialog box. It has a title bar with a question mark and a close button. The dialog is divided into two sections: 'Step 1: Connect to server' and 'Step 2: Login to project'. In Step 1, there is a 'Server URL' field with a dropdown arrow, containing the text 'https://server:8080/qcbn'. Below it is an example text: 'Example: http://server:8080/qcbn'. There is a 'User name' field containing 'admin' and a 'Password' field. A 'Connect' button is located to the right of the password field. In Step 2, there is a checkbox labeled 'Restore connection on startup' which is currently unchecked. A 'Close' button is located at the bottom right of the dialog.

HP ALM Connection

Step 1: Connect to server

Server URL:

Example: http://server:8080/qcbn

User name:

Password:

Connect

Step 2: Login to project

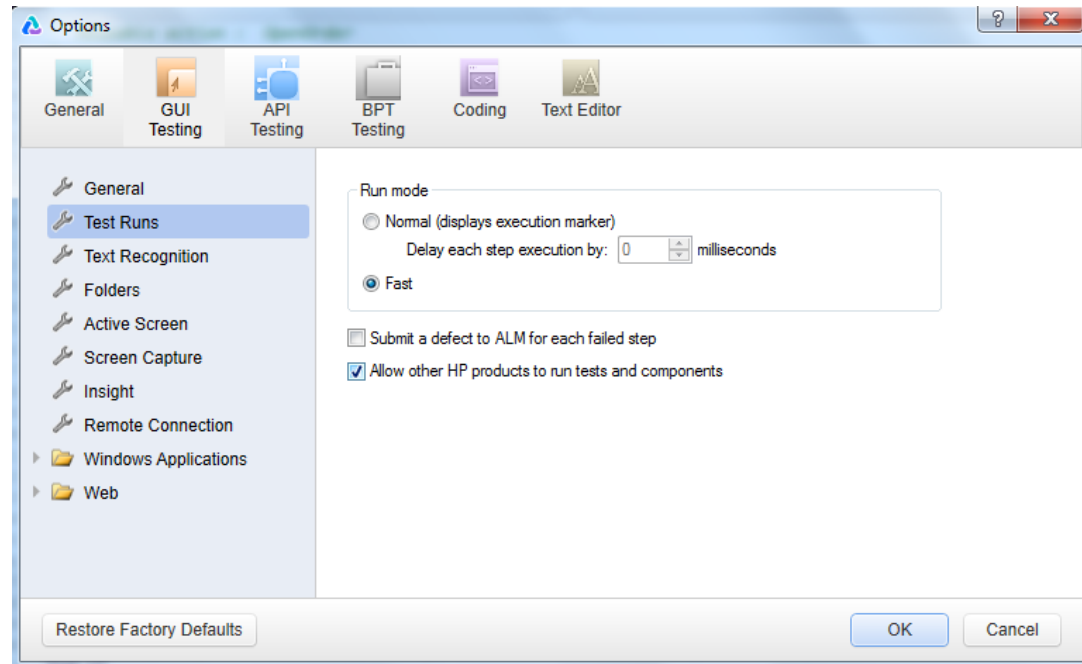
☐ Restore connection on startup

Close

Enabling ALM to Run Tests on a UFT Computer

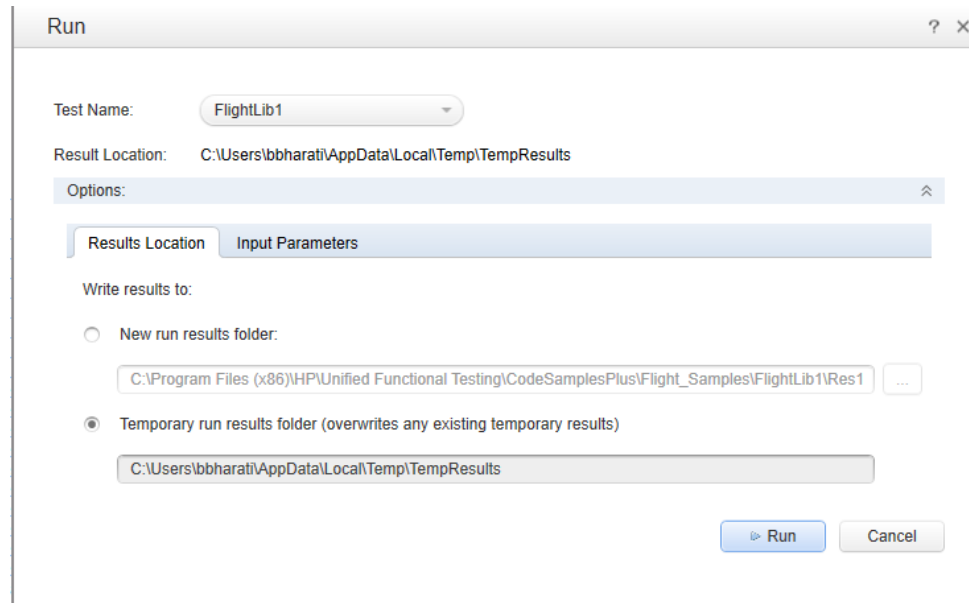
To enable remote Quality Center clients to run tests on Your Quick Test computer:

- Open UFT.
- Choose Tools > Options or click the Options toolbar button. The Options dialog box opens.
- Click the Run tab.
- Select the “Allow other HP products to run tests and components” check box.



Running a Test Stored in a Quality Center Project

- Test can be executed either from ALM Test lab or from UFT
- To execute the Test from UFT
 - Click on Test->Run
 - To save the run results, you specify a name for the run session and a test set in which to store the results.



Run

Test Name: FlightLib1

Result Location: C:\Users\bbharati\AppData\Local\Temp\TempResults

Options: ^

Results Location Input Parameters

Write results to:

☐ New run results folder:

C:\Program Files (x86)\HP\Unified Functional Testing\CodeSamplesPlus\Flight_Samples\FlightLib1\Res1 ...

☒ Temporary run results folder (overwrites any existing temporary results)

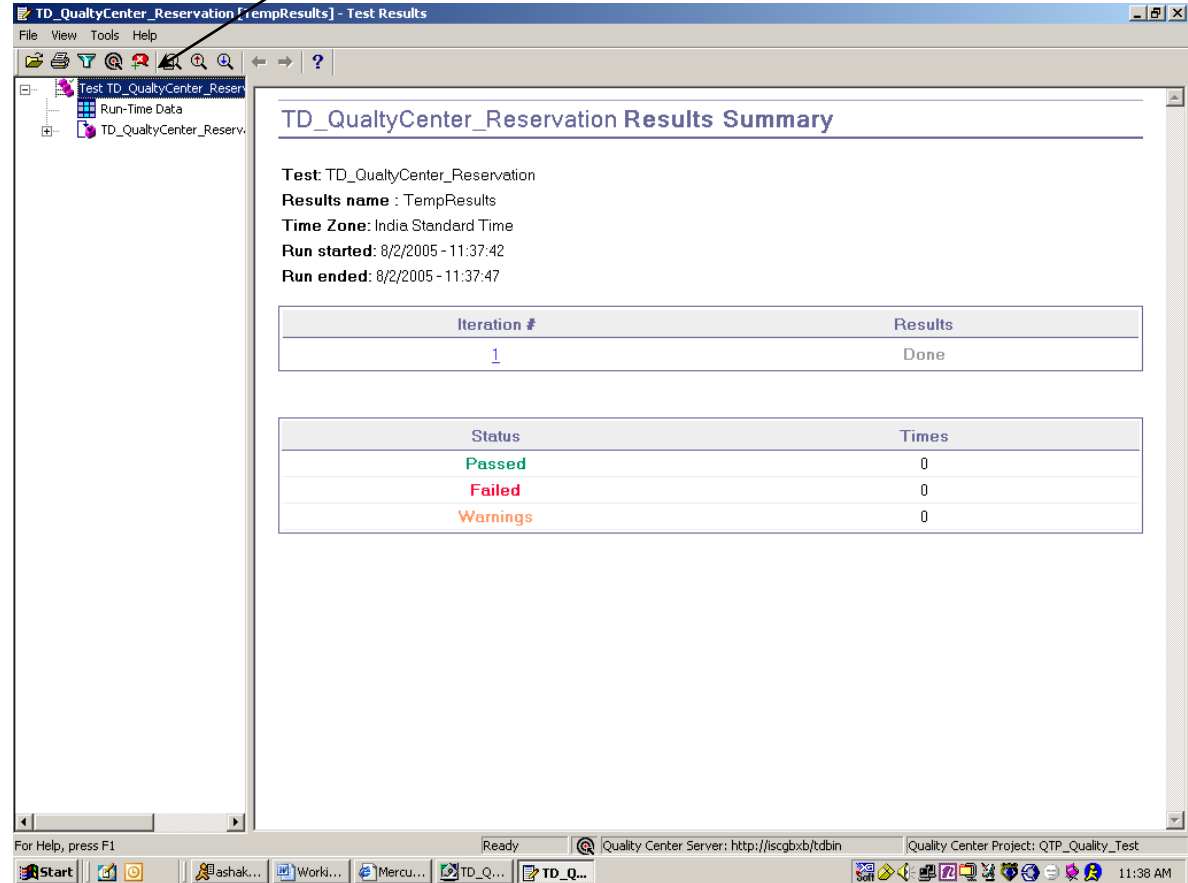
C:\Users\bbharati\AppData\Local\Temp\TempResults

Run Cancel

Submitting Defects During a Run Session

- Run the test and result window would displayed
- Select add defect option given in the tool bar just near to quality center icon a window get open as shown below

Defect Option



TD_QualityCenter_Reservation Results Summary

Test: TD_QualityCenter_Reservation
 Results name : TempResults
 Time Zone: India Standard Time
 Run started: 8/2/2005 - 11:37:42
 Run ended: 8/2/2005 - 11:37:47

Iteration #	Results
1	Done

Status	Times
Passed	0
Failed	0
Warnings	0

For Help, press F1

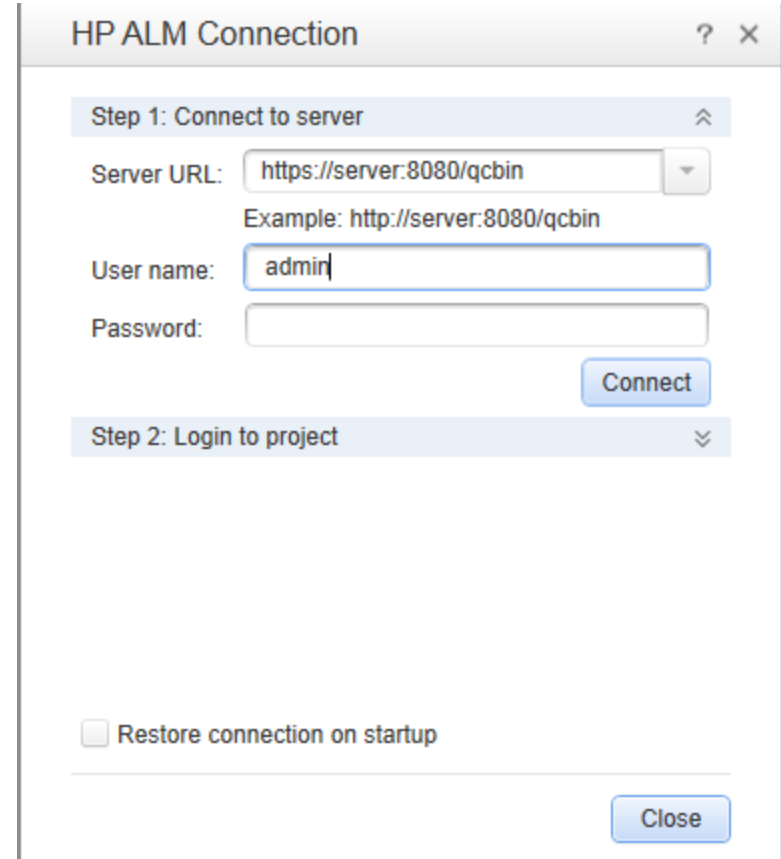
Quality Center Server: http://iscgbxb/tdbin

Quality Center Project: QTP_Quality_Test

11:38 AM

Disconnecting UFT to ALM

- Select File > HP ALM Connection or click the Quality Center Connection toolbar button.
- In project connection area click on Disconnect.
- In server connection area click on Disconnect.



The image shows a screenshot of the 'HP ALM Connection' dialog box. It has a title bar with a question mark and a close button. The dialog is divided into two main sections: 'Step 1: Connect to server' and 'Step 2: Login to project'. In Step 1, there is a 'Server URL' field with the value 'https://server:8080/qcbin' and a dropdown arrow. Below it is an example URL 'http://server:8080/qcbin'. There is a 'User name' field with the value 'admin' and a 'Password' field. A 'Connect' button is located to the right of the password field. In Step 2, there is a checkbox labeled 'Restore connection on startup' which is currently unchecked. A 'Close' button is located at the bottom right of the dialog.

HP ALM Connection

Step 1: Connect to server

Server URL:

Example: http://server:8080/qcbin

User name:

Password:

Connect

Step 2: Login to project

☐ Restore connection on startup

Close



Thank You 😊