Screenshots are basically used in bug analysis. They help in understanding whether the application works as per the user requirements or not.

For every test case, the output received might be different, sometimes the correct output is received, sometimes we get an error, sometimes error message is received due to missing or insufficient input data, etc. Screenshot helps in tracking the proofs of actions/outputs received.

* Screenshots help us in understanding the flow of application and checks if it is behaving accordingly.
* You need to typecast WebDriver instance to TakesScreenshot.
* It helps while you are performing [cross-browsing testing](https://www.edureka.co/blog/cross-browser-testing-using-selenium/" \t "https://www.edureka.co/blog/how-to-take-a-screenshot-in-selenium-webdriver/_blank) as the user requires to view the reports of the execution
* Tracking the execution would become much easy if you are working on a headless browser.
* Screenshot of the tests that failed can also be easily captured.

The script can take a screenshot, which helps check the application functionality/state when the test execution completes. Screenshots also help you when your test case fails so that you can identify what went wrong in your script or your application.

Use an interface called **TakesScreenshot**, which enables the [Selenium WebDriver](https://www.toolsqa.com/selenium-webdriver/selenium-testing/) to capture a screenshot and store it in different ways. It has a got a method "**getScreenshotAs()** " which captures the screenshot and store it in the specified location.