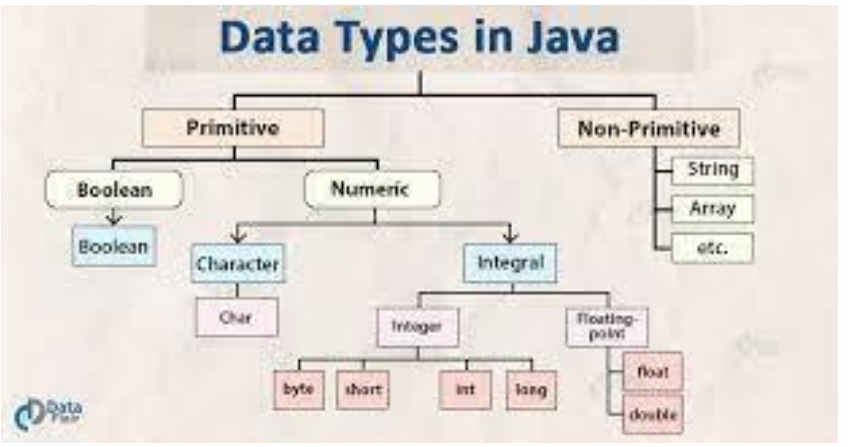
DAILY TASK

22/02/2022

1.Difference between Primitive and Non-Primitive type?

→Primitive data structure is a kind of data structure that stores the data of only one type.

→Non-primitive data structure is a type of data structure that can store the data of more than one type.



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2.Difference between System.err and System.out?

System.err.println()	System.out.println()
System.err.println() will print to the standard error.	System.out.println() will print to the standard out of the system.
System.err.println(is mostly used to output error texts.	System.out.println() is mostly used to display results on the console.
It also gives output on the console but most of the IDEs give it a red color to differentiate.	It gives output on the console with the default(black) color.
It is mostly used for console applications/programs to display the result to the user	It is mostly used to output error texts.

3.How to Stop execution in Finally block or any other block?

After giving System.exit(0) it will stop the execution.The finally block will not execute.

4.Why do we need to set the system property for chrome and IE but not for Firefox browser?

Each browser has its own WebDriver implementation and is not maintained by the Selenium project. Hence for selenium to interact with the browser specific driver we need to specify the full path of the driver.

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5.What is AWT Exception? Why it is coming for robot class?

The Robot class in the Java AWT package is used to generate native system input events for the purposes of test automation, self-running demos, and other applications where control of the mouse and keyboard is needed.

6.What is Runnable block?

Runnable is an interface that is to be implemented by a class whose instances are intended to be executed by a thread.

7.What is Synchronized block?

A Java synchronized block marks a method or a block of code as synchronized. A synchronized block in Java can only be executed a single thread at a time (depending on how you use it). Java synchronized blocks can thus be used to avoid race conditions.

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8.Difference between Authentication and Authorization?

Authentication	**Authorization**
Authentication verifies who the user is.	Authorization determines what resources a user can access
Authentication works through passwords, one-time	Authorization works through settings that are

pins, biometric information, and other information provided or entered by the user.	implemented and maintained by the organization.
Authentication is the first step of a good identity and access management process.	Authorization always takes place after authentication.
Authentication is visible to and partially changeable by the user.	Authorization isn't visible to or changeable by the user.
Example: By verifying their identity, employees can gain access to an HR application that includes their personal pay information, vacation time, and 401K data.	Example: Once their level of access is authorized, employees and HR managers can access different levels of data based on the permissions set by the organization.

9.Verification vs Validation?

Verification	Validation
We check whether we are developing the right product or not.	We check whether the developed product is right.
Verification is also known as **static testing**.	Validation is also known as **dynamic testing**.
Verification includes different methods like Inspections, Reviews, and Walkthroughs.	Validation includes testing like functional testing, system testing, integration, and User acceptance testing.
It is a process of checking the work-products (not the final product) of a development cycle to decide whether the product meets the specified requirements.	It is a process of checking the software during or at the end of the development cycle to decide whether the software follow the specified business requirements.
Quality assurance comes under verification testing.	**Quality control** comes under validation testing.
The execution of code does not happen in the verification testing.	In validation testing, the execution of code happens.
In verification testing, we can find the bugs early in the development phase of the product.	In the validation testing, we can find those bugs, which are not caught in the verification process.
Verification testing is executed by the Quality assurance team to make sure that the product is developed according to customers' requirements.	Validation testing is executed by the testing team to test the application.
Verification is done before the validation testing.	After verification testing, validation testing takes place.
In this type of testing, we can verify that the inputs follow the outputs or not.	In this type of testing, we can validate that the user accepts the product or not.

10.What are the Principles of testing?

There are the Seven Principles of testing:
Testing shows presence of defects

- Testing shows presence of defects
- Exhaustive testing is not possible
- Early testing
- Defect clustering
- Pesticide paradox
- Testing is context dependent
- Absence of errors fallacy

11.Difference between QA and QC?

Quality Assurance (QA)	Quality Control (QC)
• It is a procedure that focuses on providing assurance that quality requested will be achieved	• It is a procedure that focuses on fulfilling the quality requested.
• QA aims to prevent the defect	• QC aims to identify and fix defects
• It is a method to manage the quality-	• It is a method to verify the quality-Validation

Verification	
• It does not involve executing the program	• It always involves executing a program
• It’s a Preventive technique	• It’s a Corrective technique
• It’s a Proactive measure	• It’s a Reactive measure
• It is the procedure to create the deliverables	• It is the procedure to verify that deliverables
• QA involves in full software development life cycle	• QC involves in full software testing life cycle
• In order to meet the customer requirements, QA defines standards and methodologies	• QC confirms that the standards are followed while working on the product
• It is performed before Quality Control	• It is performed only after QA activity is done
• It is a Low-Level Activity, it can identify an error and mistakes which QC cannot	• It is a High-Level Activity, it can identify an error that QA cannot
• Its main motive is to prevent defects in the system. It is a less time-consuming activity	• Its main motive is to identify defects or bugs in the system. It is a more time-consuming activity
• QA ensures that everything is executed in the right way, and that is why it falls under verification activity	• QC ensures that whatever we have done is as per the requirement, and that is why it falls under validation activity
• It requires the involvement of the whole team	• It requires the involvement of the Testing team
• The statistical technique applied on QA is known as SPC or Statistical Process Control (SPC)	• The statistical technique applied to QC is known as SQC or Statistical Quality Control

12.Difference between Bug,defect and error?

Comparison basis	**Bug**	**Defect**	**Error**
Definition	It is an informal name specified to the defect.	The **Defect** is the difference between the actual outcomes and expected outputs.	An **Error** is a mistake made in the code; that's why we cannot execute or compile code.
Raised by	The **Test Engineers** submit the bug.	The **Testers** identify the defect. And it was also solved by the developer in the development phase or stage.	The **Developers and automation test engineers** raise the error.
Different types	Different type of bugs are as follows: o Logic bugs o Algorithmic bugs o Resource bugs	Different type of Defects are as follows: Based on **priority**: o High o Medium o Low And based on the severity: o Critical o Major o Minor o Trivial	Different type of Error is as below: o Syntactic Error o User interface error o Flow control error o Error handling error o Calculation error o Hardware error o Testing Error

13.Difference between JavaProject vs Maven Project?

→In Normal Project, if you want to work on any third party / API applications then you have to associate those jar files and associate/configure those jar files to your project manually, whereas in Maven project provide the third party/API applications dependency in POM file and then click on Maven install then automatically those respective libraries automatically to your project.

→Maven is a software project management and comprehension tool hence it will manage a project's build, reporting and documentation automatically from a central piece of information.

→While creating Maven one should provide group id, artifact id & version for your project. These information helps you in identifying your project uniquely and helps to store your projects in version control tools

→Maven Project only will have Project Object Model (POM) file.

14.Ant vs Maven vs Gradle?

→ANT:Another Neat Tool
In the beginning, Make **was the only build automation tool** available beyond homegrown solutions**.** Make has been around since 1976 and as such, it was used for building Java applications in the early Java years.

However, a lot of conventions from C programs didn't fit in the Java ecosystem, so in time Ant took over as a better alternative.

Apache Ant **("Another Neat Tool") is a Java library used for automating build processes for Java applications**. Additionally, Ant can be used for building non-Java applications. It was initially part of Apache Tomcat codebase and was released as a standalone project in 2000.

→Maven:
Apache Maven is a dependency management and a build automation tool, primarily used for Java applications. **Maven continues to use XML files just like Ant but in a much more manageable way.** The name of the game here is convention over configuration.
While Ant gives flexibility and requires everything to be written from scratch, **Maven relies on conventions and provides predefined commands (goals).**

Simply put, Maven allows us to focus on what our build should do, and gives us the framework to do it. Another positive aspect of Maven was that it provided built-in support for dependency management.

→Gradle:
Gradle is a dependency management and a build automation tool that **was built upon the concepts of Ant and Maven.**

One of the first things we can note about Gradle is that it's not using XML files, unlike Ant or Maven.

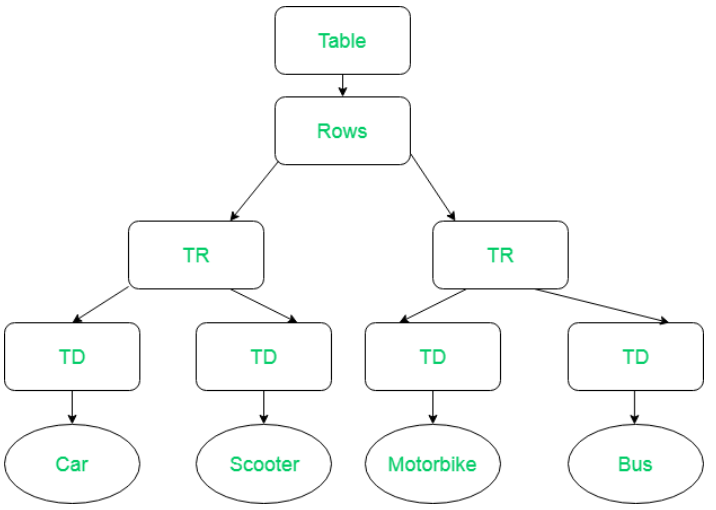
Over time, developers became more and more interested in having and working with a domain-specific language – which, simply put, would allow them to solve problems in a specific domain using a language tailored for that particular domain.

This was adopted by Gradle, which is using a DSL based either on Groovy or Kotlin. **This led to smaller configuration files with less clutter since the language was specifically designed to solve specific domain problems.** Gradle's configuration file is by convention called *build.gradle* in Groovy, or *build.gradle.kts* in Kotlin.

15.DOM vs POM?

DOM:Document Object Model

The Document Object Model (DOM) is a programming interface for web documents. It represents the page so that programs can change the document structure, style, and content. The DOM represents the document as nodes and objects; that way, programming languages can interact with the page.



POM:

POM is the fundamental unit of work in Maven. It is an XML file that contains information about the project and configuration details used by Maven to build the project. It contains default values for most projects

Examples for this is the build directory, which is target; the source directory, which is src/main/java; the test source directory, which is src/test/java; and so on. When executing a task or goal, Maven looks for the POM in the current directory. It reads the POM, gets the needed configuration information, then executes the goal.

16.HTML vs XML?

Difference Between XML and HTML	
XML	**HTML**
The full form is eXtensible Markup Language	The full form is Hypertext Markup Language
The main purpose is to focus on the transport of data and saving the data	Focusses on the appearance of data. Enhances the appearance of text
XML is dynamic because it is used in the transport of data	HTML is static because its main function is in the display of data
It is case sensitive. The upper and lower case needs to be kept in mind while coding	It is not case sensitive. Upper and lower case are of not much importance in HTML
You can define tags as per your requirement but closing tags are mandatory	It has its own pre-defined tags and it is not necessary to have closing tags
XML can preserve white spaces	White spaces are not preserves in HTML
eXtensible Markup Language is content-driven and not many formatting features are available	Hypertext Markup Language, on the other hand, is presentation driven. How the text appears is of utmost importance
Any error in the code shall not give the final outcome	Small errors in the coding can be ignored and the outcome can be achieved
The size of the document may be large	No lengthy documents. Only the syntax needs to be added for best-formatted output

17.What is UTF?

UTF stands for Unicode Transformation Format. The '8' signifies that it allocates 8-bit blocks to denote a character. The number of blocks needed to represent a character varies from 1 to 4. In order to convert Unicode to UTF-8 in Java, we use the getBytes() method.

18.What is .exe?

An .exe is a very common file type. The .exe file extension is short for “executable.” These files are most commonly used on Windows® computers to install or run software applications. For every app or program you run on a Windows PC, the file that actually makes the computer run the program is the .exe.

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19.What are Design patterns?

A design patterns are well-proved solution for solving the specific problem/task.

Problem Given:
Suppose you want to create a class for which only a single instance (or object) should be created and that single object can be used by all other classes.

Solution:
Singleton design pattern is the best solution of above specific problem. So, every design pattern has some specification or set of rules for solving the problems. What are those specifications, you will see later in the types of design patterns.

Advantages of Design patterns:
1.They are reusable in multiple projects.
2.They provide the solutions that help to define the system architecture
3.They capture the software engineering experiences.
4.They provide transparency to the design of an application.

20.What is the Pattern that is in String s=?

Pattern matching and strings. By far the most common form of pattern matching involves strings of characters. In many programming languages, a particular syntax of strings is used to represent regular expressions, which are patterns describing string characters.

21.Why String is immutable?

The String is immutable in Java because of the security, synchronization and concurrency, caching, and class loading. The reason of making string final is to destroy the immutability and to not allow others to extend it. The String objects are cached in the String pool, and it makes the String immutable.

22.Stack Memory vs Heap Memory?

The major difference between Stack memory and heap memory is that the stack is used to store the order of method execution and local variables while the heap memory stores the objects and it uses dynamic memory allocation and deallocation.

Stack Memory	Heap Memory
This memory space stores static variables	This memory space stores dynamic variables
When allotted (by OS) stack memory gets filled, Stack Overflow error occurs	When allocated (by OS) heap memory gets filled, Heap Overflow error occurs
Data saved on the stack can only be accessed by the owner thread, making it safer	Heap memory is not safest as data stored in Heap-memory is

	visible to all threads
Stack frame access is easier	Heap frame access is difficult
Potential threat: Shortage of memory	Potential threat: Memory Fragmentation
The excellent locality of reference	The adequate locality of reference
Access time is much faster than Heap memory	Access time is much slower than the stack memory

23.Why tree map prints in Ascending order?

The map is sorted according to the natural ordering of its keys, or by a Comparator provided at map creation time, depending on which constructor is used.

24.Difference between @findby and @findbys?

The @FindBys annotation is used in case elements need to match all of the given criteria. The @FindAll annotation is used in case elements need to match at least one of the given criteria.

Example: @FindAll({ @FindBy(id = "one"), @FindBy(id = "two") }) public List<WebElement> allElementsInList; Whereas, @FindBys will return the elements depending upon how @FindBy specified inside it.

25.Difference between comparable and comperative?

Comparable	Comparator
1) Comparable provides a **single sorting sequence**. In other words, we can sort the collection on the basis of a single element such as id, name, and price.	The Comparator provides **multiple sorting sequences**. In other words, we can sort the collection on the basis of multiple elements such as id, name, and price etc.
2) Comparable **affects the original class**, i.e., the actual class is modified.	Comparator **doesn't affect the original class**, i.e., the actual class is not modified.
3) Comparable provides **compareTo() method** to sort elements.	Comparator provides **compare() method** to sort elements.
4) Comparable is present in **java.lang** package.	A Comparator is present in the **java.util** package.
5) We can sort the list elements of Comparable type by **Collections.sort(List)** method.	We can sort the list elements of Comparator type by **Collections.sort(List, Comparator)** method

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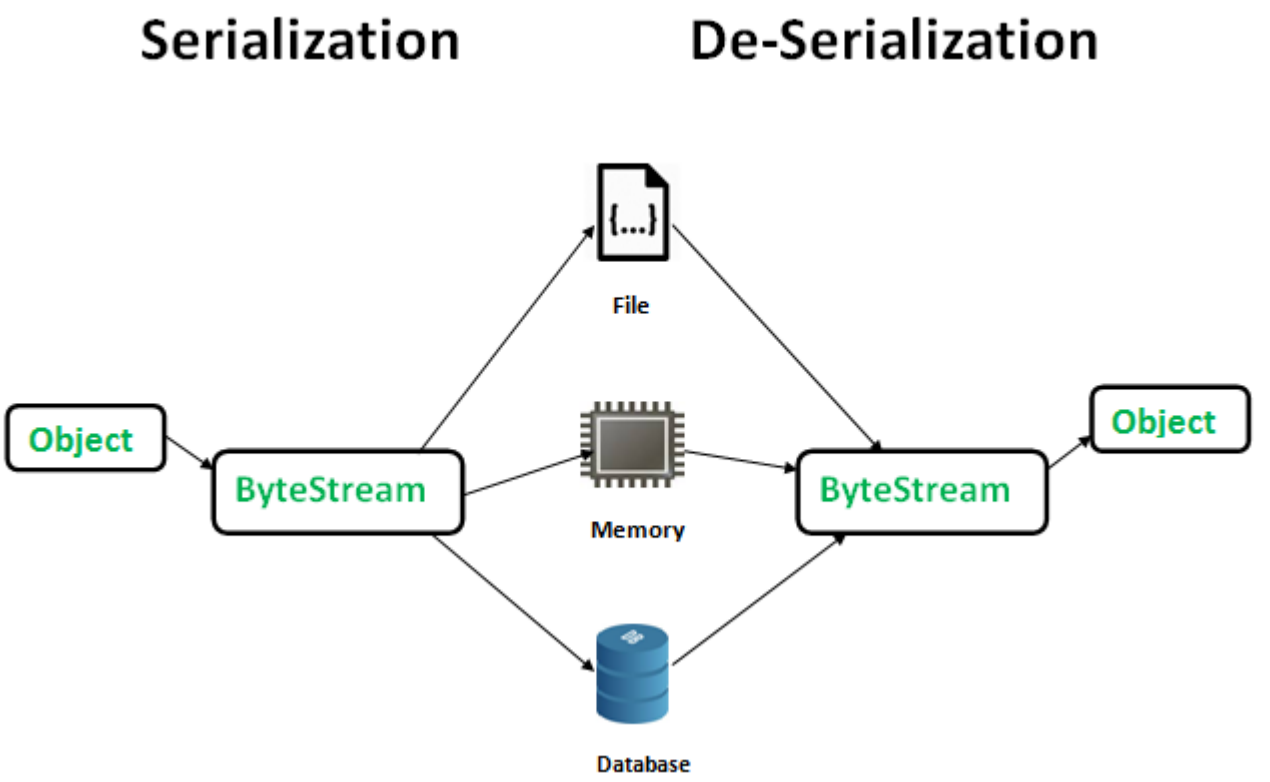
26.Serialization vs Deserialization?

Serialization is a mechanism of converting the state of an object into a byte stream. Deserialization is the reverse process where the byte stream is used to recreate the actual Java object in memory. This mechanism is used to persist the object.

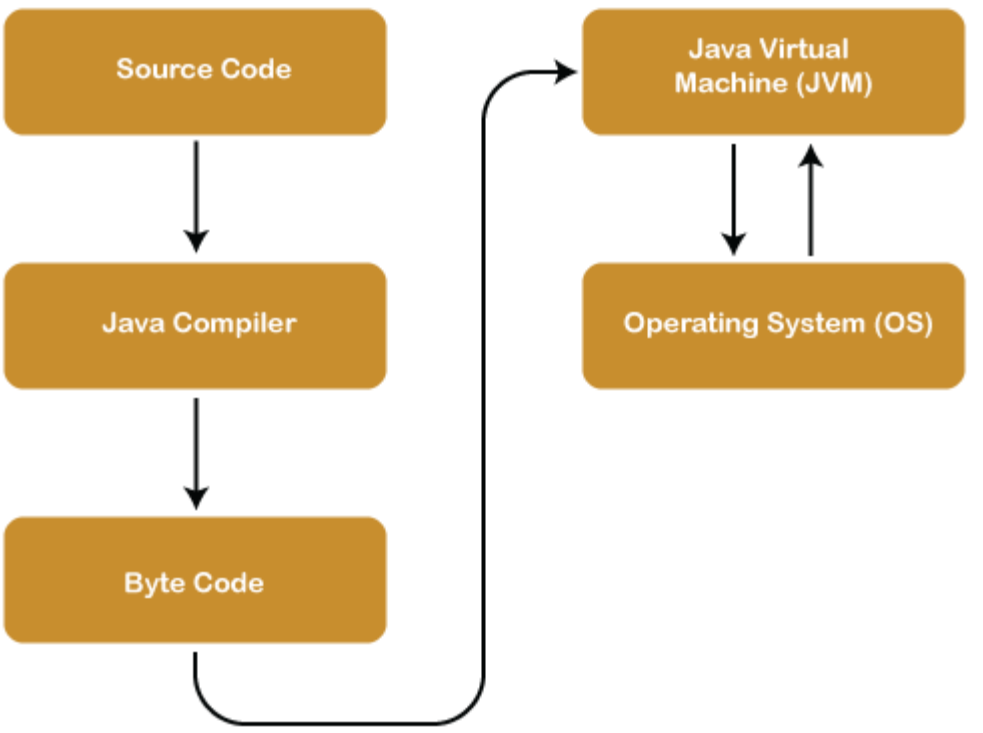


27.What is Java Architecture?

Java Architecture is a collection of components, i.e., **JVM, JRE,** and **JDK**. **It** integrates the process of interpretation and compilation. It defines all the processes involved in creating a Java program. **Java Architecture** explains each and every step of how a program is compiled and executed.

Java Architecture can be explained by using the following steps:

- There is a process of compilation and interpretation in Java.
- Java compiler converts the Java code into byte code.
- After that, the JVM converts the byte code into machine code.
- The machine code is then executed by the machine



28.What is CSV files?

A Comma Separated Values (CSV) file is a plain text file that contains a list of data. These files are often used for exchanging data between different applications. For example, databases and contact managers often support CSV files.

29.Keyword vs Datadriven?

S.NO.	DDT	KDT
01.	Data driven testing conduct tests by using several stored data, values and variables.	Keyword driven testing conduct tests by using specific keywords.
02.	DDT can store their data in many formats like CSV files, excel sheets, data base, tables and script arrays etc.	KDT can store their data only in Excel sheets.
03.	It is less time consuming.	It is more time consuming.
04.	All the test scripts are decoded from the user.	All the test scripts are encoded from the user.
05.	DDT can be occurred by several stages.	KDT can be occurred by two different stages.
06.	High level of programming and technical knowledge is required.	Without knowledge of programming also this test can be performed.

30.TDD vs BDD?

Parameters	TDD	BDD
Definition	TDD is a development technique that focuses more on the implementation of a feature	BDD is a development technique that focuses on the system's behavior
Participants	Developer	Developers, Customer, QAs
Language used	Written in a language similar to the one used for feature development (Eg. Java, Python, etc)	Simple English, (Gherkin)
Main Focus	Unit Tests	Understanding Requirements
Tools used	JDave, Cucumber, JBehave, Spec Flow, BeanSpec, Gherkin Concordian, FitNesse	Gherkin, Dave, Cucumber, JBehave, Spec Flow, BeanSpec, Concordian

Conversion:

31.String→ int

We can convert String to int in java using Integer.Parseint() Method

```
public class String_to_Int {

	public static void main(String[]args) {

		String a = "200";

		System.out.println("String "+ a);

		int i = Integer.parseInt(a);

		System.out.println("Converts to Integer "+ i);

	}
}
```

32.Int→String

We can convert int to String in java using String.value of() and Integer.toString() methods

```
public class Int_to_string {

	public static void main(String[]args) {

		int a = 655;

		System.out.println("Integer "+ a);

		String s = String.valueOf(a);

		System.out.println(a+100);

		System.out.println(s+200);


	}

}
```

33.double→int

We can convert double to int in java by using typecasting

```
public class Double_to_int {

		public static void main (String [] args) {

			double a = 10.55;

			System.out.println("Double "+ a);

			int value=(int) a;

			System.out.println("Integer " + value);
	}

	}
```

34.double→String

we can convert double to string in java String.valueof() and Double.tostring() methods.

```
public class Double_to_string {

	public static void main (String[]args) {

		double a = 65.45;

		System.out.println("Double "+a);

		String s = String.valueOf(a);

		System.out.println("Double to String "+s);


	}

}
```

35.Difference between xls and xlsx?

XLS files are based on the Binary Interchange File Format (BIFF) and store information in binary format as per XLS File Format Specifications. Data is arranged in an XLS file as binary streams in the form of a compound file as described in [MS-XLS].

In contrast, an XLSX file is based on Office Open XML format that stores data in compressed XML files in ZIP format. The underlying structure and files can be examined by simply unzipping the .xlsx file. A sample XLSX file when renamed to .zip and extracted, its contents can be observed in a folder as any other folder of files.

36.Alternative for If &else?

The alternatives to if-else in Java are the switch statement and the conditional ternary (?:) operator

- The Ternary Operator. ...
- The Switch Statement. ...
- The Jump Table. ...
- The Dynamic Dispatch. ...
- ' try' and 'catch' statements. ...
- Pattern Matching.

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37.Difference between StepInto,Stepover and Step Return
Step Into?

A method is about to be invoked, and you want to debug into the code of that method, so the next step is to go into that method and continue debugging step-by-step.

Step Over

A method is about to be invoked, but you're not interested in debugging this particular invocation, so you want the debugger to execute that method completely as one entire step.

Step Return

You're done debugging this method step-by-step, and you just want the debugger to run the entire method until it returns as one entire step

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38.Why Interface does not have any constructor?

An Interface in Java doesn't have a constructor because all data members in interfaces are public static final by default, they are constants (assign the values at the time of declaration).

A Constructor is to initialize the non-static members of a particular class with respect to an object.There are no data members in an interface to initialize them through the constructor.
In order to call a method, we need an object, since the methods in the interface don’t have a body there is no need for calling the methods in an interface.
Since we cannot call the methods in the interface, there is no need of creating an object for an interface and there is no need of having a constructor in it.

39.What is Marker Interface?

It is an empty interface (no field or methods). Examples of marker interface are Serializable, Cloneable and Remote interface. All these interfaces are empty interfaces.

40.Alternative for System.setProperty()?

By using System.getenv()

Environment Variables are key/value pairs like *Properties.* Many Operating Systems use Environment Variables to allow configuration information to be passed into applications.

The way to set an environment variable differs from one operating system to another. For example, in Windows, we use a System Utility application from the control panel while in Unix we use shell scripts.**When creating a process, by default it inherits a clone environment of its parent process.**

41.Alternative for get()?

The alternative for get method is driver.navigate.to(“URL”).

42.Alternative for click()?

Using Javascript executor

Using Actions
Using webelement

Using Ascii

```
WebElement n=driver.findElement(By.Locator("path"));
JavascriptExecutor j = (JavascriptExecutor) driver;
j.executeScript("arguments[0].click();", n);
```

```
By Ascii Value : driver.findElement(By.cssSelector(".dbl")).sendKey("ASCII VALUE FOR Left Click");
Actions actions = new Actions(driver);
actions.click(signOnImage).perform();
```

43.Alternative for SendKeys()?

```
These are the Alternative Methods:
JavascriptExecutor j = (JavascriptExecutor)driver;
j.executeScript ("document.getElementById('gsc-i-id1').value='Selenium'");
WebElement l = driver.findElement(By.id("gsc-i-id1"));
String s = l.getAttribute("value");
actions.keyDown(Keys.CONTROL);
actions.sendKeys("a");
actions.keyUp(Keys.CONTROL);
actions.build().perform();
```

44.Alternative for Refresh()?

This command is the most commonly used command across test automation for performing a page refresh operation. Refresh command can be used in a simple way as mentioned below.

```
key_down(Keys.CONTROL)
send_keys(Keys.F5)
key_up(Keys.CONTROL)
perform()
driver.navigate.to(driver.getCurrentUrl());
driver.get("http://www.google.com");
driver.navigate().refresh();
```

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45.What is Html tags?

<a>	It is termed as anchor tag and it creates a hyperlink or link.
<address>	It defines the author's contact information of the HTML article
<b>	It is used to make a text bold.
<body>	It is used to define the body section of an HTML document.
 	It is used to apply single line break.

<button>	It is used to represent a clickable button
<dir>	It is used as container for directory list of files.
<h1> to <h6>	It defines headings for an HTML document from level 1 to level 6.
<head>	It defines the head section of an HTML document.
<header>	It defines the header of a section or webpage.
<hr>	It is used to apply thematic break between paragraph-level elements.
<html>	It represents root of an HTML document.
<i>	It is used to represent a text in some different voice.
<iframe>	It defines an inline frame which can embed other content.
<img>	It is used to insert an image within an HTML document.
<input>	It defines an input field within an HTML form.
	It is used for styling and grouping inline.
<table>	It is used to present data in tabular form or to create a table within HTML document.
<tbody>	It represents the body content of an HTML table and used along with <thead> and <tfoot>.
<td>	It is used to define cells of an HTML table which contains table data
<th>	It defines the head cell of an HTML table.
<thead>	It defines the header of an HTML table. It is used along with <tbody> and <tfoot> tags.
<tr>	It defines the row cells in an HTML table

46.Difference between Xpath vs CSS Selector?

Xpath:

XPath stands for XML Path. It's a query language that helps identify elements from an XML document.

Advantages of Using Xpath:

→Xpath allows you to navigate up the DOM when looking for element to test or scape.
→It's Compatible with old browsers.
→Creating in Xpath is more flexible than in CSS Selector
→When you don't know the name of an element,you can use contains to search for possible matches.

CSS Selector:

The CSS selectors identify the various elements in the DOM, and they affect or connect to these parts of the interface.

Advantages of Using CSS Selector:

→It's Faster than Xpath
→It's much easier to learn and implement.
→You have a high chance of finding your elements.
→It's compatible with most browsers to date.

47.Logger Recent issue?

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48.GIT vs GIT HUB?

Git	GitHub
1. It is a software	1. It is a service
2. It is installed locally on the system	2. It is hosted on Web
3. It is a command line tool	3. It provides a graphical interface
4. It is a tool to manage different versions of edits, made to files in a git repository	4. It is a space to upload a copy of the Git repository
5. It provides functionalities like Version Control System Source Code Management	5. It provides functionalities of Git like VCS, Source Code Management as well as adding few of its own features

49.Alternative for GitHub?

Just like GitHub, Bitbucket is a Git and Mercurial code management and collaboration platform developed by Jesper Noehr in 2008 (now owned by Atlassian). It provides a host of attractive features such as access control, code workflow, code review with pull requests, Jira Integration for issue tracking, and a REST API for implementing custom features.

It has three trademark deployment options:

1. Bitbucket Cloud
2. Bitbucket Server
3. Bitbucket Data Centre

50. Alternative for Eclipse?

NetBeans.
Visual Studio.
Xcode.
Selenium IDE.
AWS Cloud9.
IntelliJ IDEA.
PyCharm.
PhpStorm.

51.How to Hide the Password when Automate?

```
string setEnv = Environment.SetEnvironmentVariable("seleniumPassword", 123456);
string password = Environment.GetEnvironmentVariable("seleniumPassword");
```

52.Basic Linux Commands?

1. pwd Command

The pwd command is used to display the location of the current working directory.

Syntax:

```
pwd
```

2. mkdir Command

The mkdir command is used to create a new directory under any directory.

Syntax:

mkdir <directory name>

3. rmdir Command

The rmdir command is used to delete a directory.

Syntax:

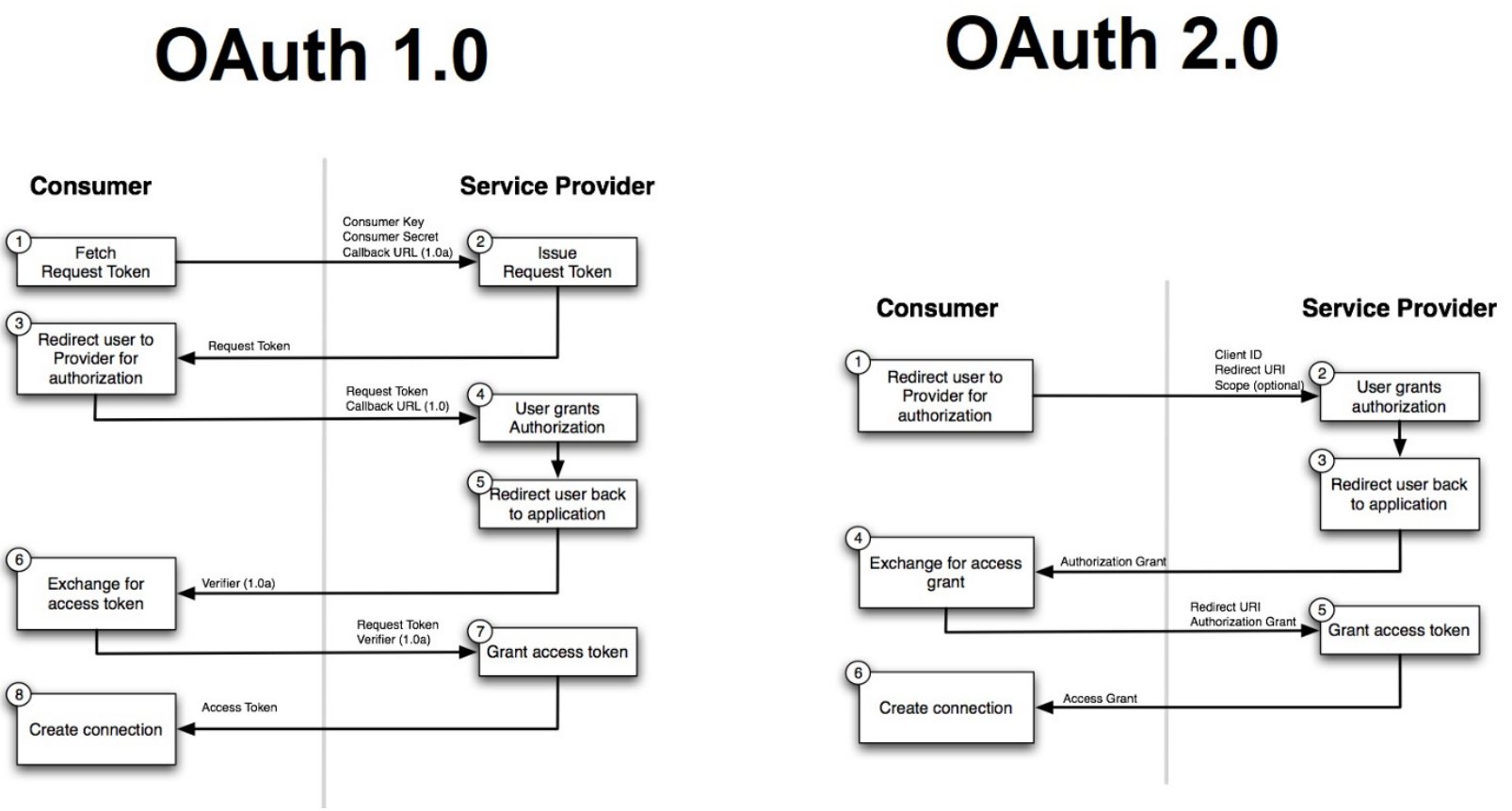
rmdir <directory name>

4. ls Command

The ls command is used to display a list of content of a directory.

Syntax:ls

53.OAuth vs OAuth 2.0?



54.How do you Select dropdown without using select Class?

```
public class Without_select {
public static void main(String[] args) throws InterruptedException {
            System.setProperty("webdriver.chrome.driver",
                        "C:\\Users\\LENOVO\\eclipse-workspace\\Selenium\\Driver\\chromedriver.exe");
            WebDriver driver = new ChromeDriver();
            driver.get("https://adactinhotelapp.com/index.php");

            Thread.sleep(1000);

            driver.manage().window().maximize();

            Thread.sleep(1000);

            WebElement username = driver.findElement(By.id("username"));
            username.sendKeys("Dineshk17");

            WebElement pwd = driver.findElement(By.id("password"));
            pwd.sendKeys("Dinesh171094");

            WebElement login = driver.findElement(By.id("login"));
            login.click();

            Thread.sleep(1000);

            driver.findElement(By.name("location")).click();

            Thread.sleep(1000);

            List<WebElement> alloptions = driver.findElements(By.xpath("//select[@name='location']//option"));
            System.out.println(alloptions.size());

            for (int i = 0; i <= alloptions.size()-1; i++) {
```

```
                    if (alloptions.get(i).getText().contains("New York")) {

                        alloptions.get(i).click();
                        break;
                    }
                }
            }
        }
```