import { test, Locator, Page } from '@playwright/test'

export default class DispensaryPage {

  readonly page: Page;

  private maxRetries = 3;

  private timeoutDuration = 5000;

  public dispensary: {

    dispensaryLink: Locator;

    activateCounter: Locator;

    counterSelection: Locator;

    counterName: Locator;

    activatedCounterInfo: Locator;

    deactivateCounterButton: Locator;

    titleName: Locator;

    name: Locator;

    prescription: Locator;

    reports: Locator;

    fromDate: Locator;

    showReportButton: Locator;

    userCollectionReport: Locator;

    counterDropdown: Locator;

    counterNameFromTable: Locator;

    rightPointerIcon: string;

    tooltipText: Locator;

  };

  constructor(page: Page) {

    this.page = page;

    this.dispensary = {

      dispensaryLink: page.getByRole('link', { name: 'Dispensary ' }),

      activateCounter: page.locator(""),

      counterSelection: page.locator(''),

      counterName: page.locator(''),

      activatedCounterInfo: page.locator(``),

      deactivateCounterButton: page.locator(``),

      titleName: page.locator(''),

      name: page.locator(''),

      prescription: page.locator(""),

      reports: page.getByRole('link', { name: 'Reports', exact: true }),

      fromDate: page.locator('#date'),

      showReportButton: page.getByRole('button', { name: 'Show Report' }),

      userCollectionReport: page.getByRole('link', { name: ' User Collection Report' }),

      counterDropdown: page.locator(`#ddlCounter`),

      counterNameFromTable: page.locator(``),

      rightPointerIcon: '',

      tooltipText: page.locator(''),

    };

  }

  /\*\*

  \* @Test1 Verify tooltip text when hovering over the dispensary pointer icon.

  \*

  \* @returns {Promise<string>} - Returns the trimmed tooltip text; throws an error if the tooltip text does not match the expected value.

  \*

  \* Steps:

  \* 1. Click on the Dispensary link to open the dispensary section.

  \* 2. Hover over the right-pointing icon to trigger the tooltip.

  \* 3. Capture the tooltip text displayed.

  \* 4. Verify that the tooltip text matches the expected message:

  \*    "You are currently in Main Dispensary dispensary. To change, you can always click here."

  \* 5. Return the actual tooltip text.

  \*/

  async verifyAndReturnDispensaryTooltipText(): Promise<string> {

    const counter = await this.page.locator("//a[text()='X']");

    if (counter) {

      await counter.click();

    }

    await this.dispensary.dispensaryLink.click();

    await this.dispensary.dispensaryLink.click();

    await this.page.locator('a').filter({ hasText: 'Main Dispensarydispensary' }).click();

    await this.page.locator("//label[text()=' Active Dispensary : ']/../i").hover();

    const text = await this.page.getByText('You are currently in Main Dispensary dispensary. To change, you can always click here.').innerText();

    return text;

  }

}