

# POM (Page Object Model)

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# Agenda

1. What is POM?
2. Why to use POM?
3. How to implement POM?
4. POM Structure
5. Q&A

# What is POM?

## ■ Test Automation without POM

```
class SampleTestSuite(unittest.TestCase):
    def setUp(self):
        self.driver = webdriver.Chrome()
        self.driver.maximize_window()

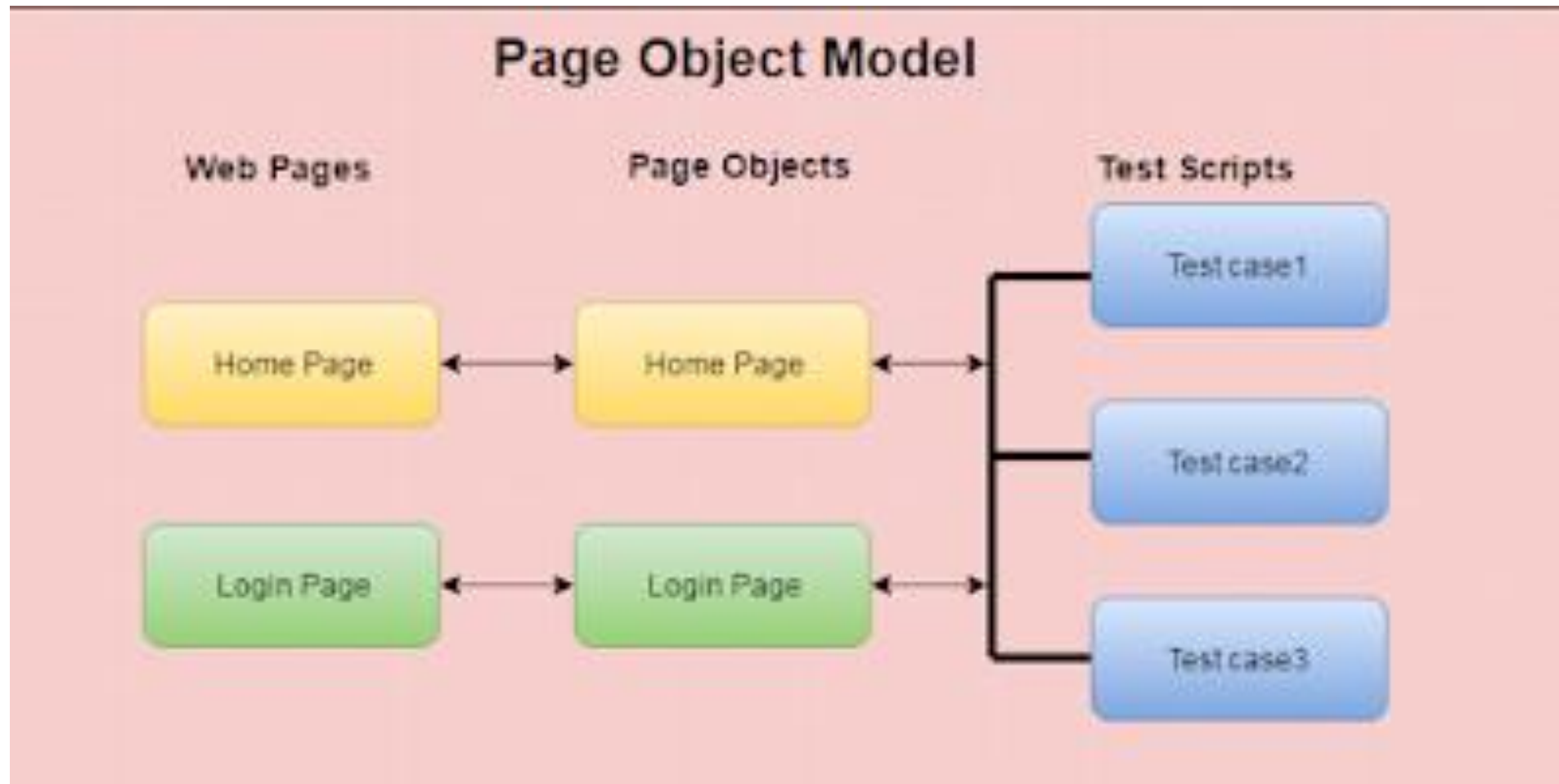
    def test_login(self):
        self.driver.get(EnvSetup.SITE + cc.URL['LOGIN_URL'])
        self.driver.find_element(By.ID, 'user_email').send_keys('hoadanthingocvn@gmail.com')
        self.driver.find_element(By.ID, 'user_password').send_keys('12345678')
        self.driver.find_element(By.NAME, 'commit').click()
        is_home_visible = True
        try:
            self.driver.find_element_by_link_text('Home1')
        except NoSuchElementException:
            is_home_visible = False
        assert_that(is_home_visible, equal_to(True), 'Verify home page')

    def tearDown(self):
        self.driver.quit()
```

# What is POM?

- Design Pattern.
- Creates an **Object Repository** for storing all web elements.
  - Each web page of an application as a class file.
  - Each class file will contain only corresponding web page elements (locators, methods).

# What is POM?



# Why to use POM?

- There is a clean separation between test code and page specific code such as locators (or their use if you're using a UI Map) and layout.
- There is a single repository for the services or operations offered by the page rather than having these services scattered throughout the tests.

- ➔ **Helps with easy maintenance → reducing errors**
- ➔ **Helps with reusing code → save time and effort**
- ➔ **Readability and Reliability of scripts**

# How to implement POM

- **Step 1**: Create a **base** class.
- **Step 2**: Identify web pages and create class (inherit from base class) for each web page.
- **Step 3**: Identify web elements (locators) and methods to interact with web elements.
  - Sequential locators and methods should be followed by UI order.
- **Step 4**: Run and Validate.

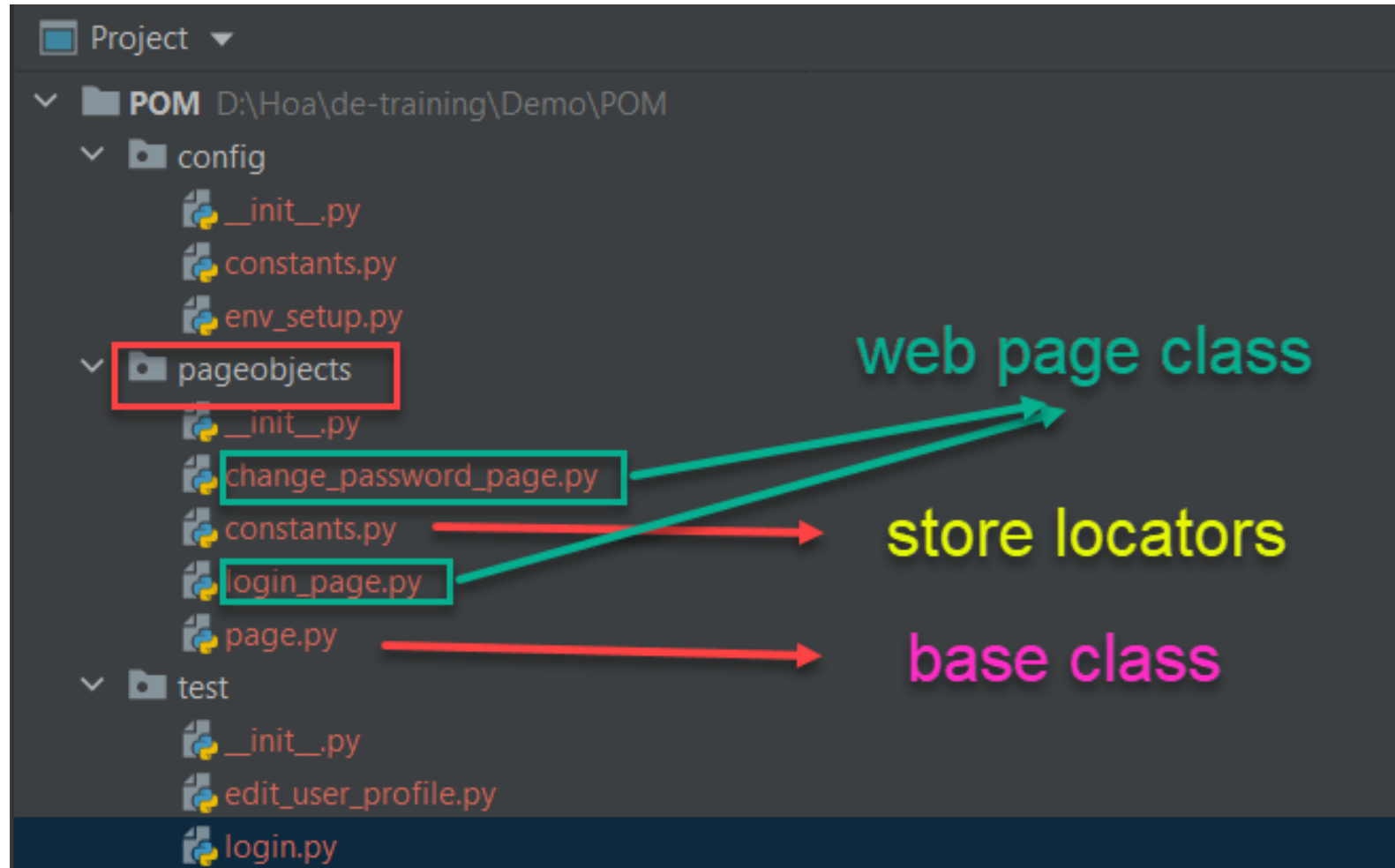
**Note**: Page objects should never make verifications or assertions

# POM Structure - Scenario

- Scenario: update password unsuccessfully
- Steps
  1. Go to Change Password page
  2. Input 123456 into Password
  3. Click Change password button
- Expected Result:
  - Verify error message “Password is too short (minimum is 6 characters)” is shown



# POM Structure - Example



# POM Structure – Base class

## Step 1: Create base class

```
class BasePage(object):

    def __init__(self, driver):
        self.driver = driver

    def navigate(self, url):
        self.driver.get(url)

    def wait_element_to_be_clickable(self, tuple_locator, timeout=EnvSetup.SELЕНИUM_TIMEOUT_SECONDS):
        wait = WebDriverWait(self.driver, timeout)
        element = wait.until(EC.element_to_be_clickable(tuple_locator))
        return element

    def wait_element_to_be_visible(self, tuple_locator, timeout=EnvSetup.SELЕНИUM_TIMEOUT_SECONDS):
        wait = WebDriverWait(self.driver, timeout)
        element = wait.until(EC.visibility_of_element_located(tuple_locator))
        return element

    def wait_elements_to_be_present(self, tuple_locator, timeout=EnvSetup.SELЕНИUM_TIMEOUT_SECONDS):
        wait = WebDriverWait(self.driver, timeout)
        element = wait.until(EC.presence_of_all_elements_located(tuple_locator))
        return element

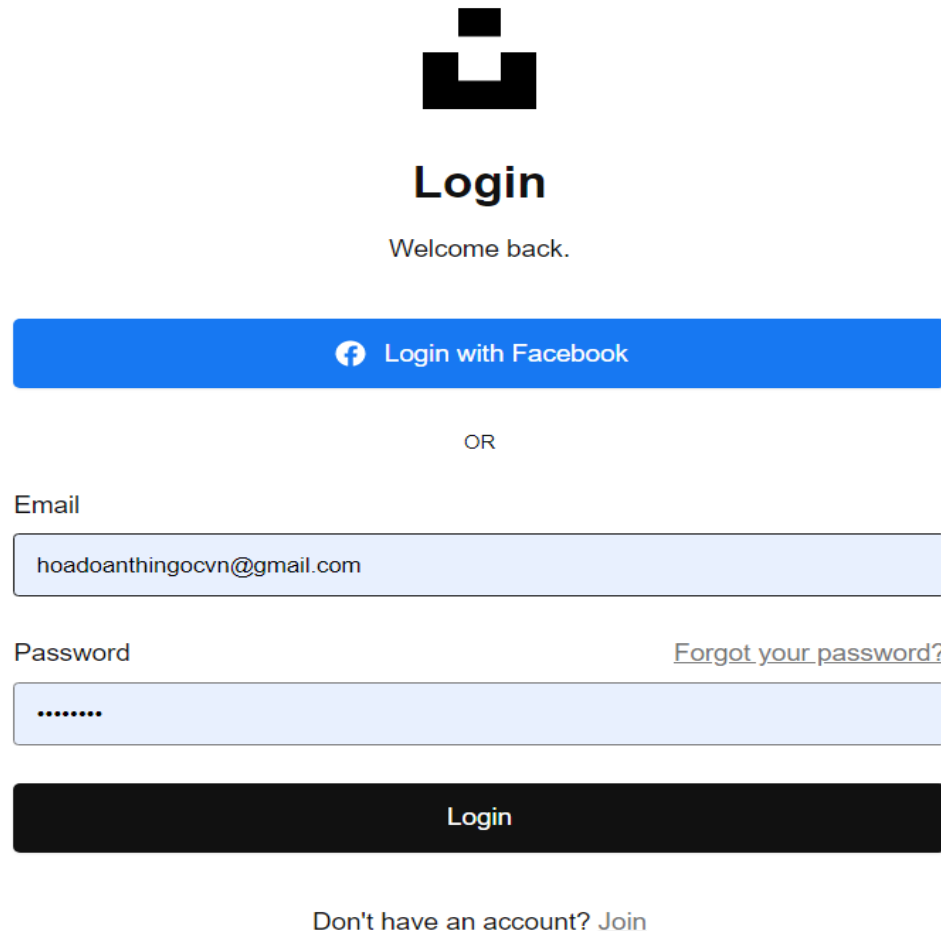
    def click_link_name(self, link_name, timeout=EnvSetup.SELЕНИUM_TIMEOUT_SECONDS):
        element = self.wait_element_to_be_clickable((By.LINK_TEXT, link_name), timeout)
        element.click()

    def click_element(self, tuple_locator, timeout=EnvSetup.SELЕНИUM_TIMEOUT_SECONDS):
        element = self.wait_element_to_be_clickable(tuple_locator, timeout)
        element.click()

    def type_text(self, tuple_selector, value=None, tab=None, enter=None):
        element = self.wait_element_to_be_visible(tuple_selector)
        if value:
            element.send_keys(value)
        if tab:
            element.send_keys(Keys.TAB)
        if enter:
            element.send_keys(Keys.ENTER)
```

# POM Structure – Web Pages

- **Step 2**: Identify web pages and create class for each page



A login page mockup. At the top is a black icon of a person with a square head. Below it is the word "Login" in bold, followed by "Welcome back." in a smaller font. There is a blue button with a Facebook logo and the text "Login with Facebook". Below this is the word "OR". There are two input fields: "Email" with the value "hoadanthingocvn@gmail.com" and "Password" with masked characters ".....". To the right of the password field is a link "Forgot your password?". At the bottom is a black button with the text "Login". At the very bottom is the text "Don't have an account? [Join](#)".

**Login**  
Welcome back.

Login with Facebook

OR

Email  
hoadanthingocvn@gmail.com

Password  
..... [Forgot your password?](#)

Login

Don't have an account? [Join](#)

Account settings

Change password

[Edit profile](#)

[Email settings](#)

Change password

[Connect accounts](#)

[Applications](#)

[Close account](#)

Current password

Password

Password confirmation

Change password

# POM Structure – web page class

**Step 3:** Identify web elements and methods to interact with web elements

```
class LoginPage(BasePage):

    def input_user_email(self, email):
        locator = constants.LOGIN_PAGE['USER_EMAIL']
        self.type_text(locator, email)

    def input_user_password(self, password):
        locator = constants.LOGIN_PAGE['USER_PASSWORD']
        self.type_text(locator, password)

    def click_login_button(self):
        locator = constants.LOGIN_PAGE['LOGIN_COMMIT_BUTTON']
        self.click_element(locator)

    def login(self, email, password):
        self.input_user_email(email)
        self.input_user_password(password)
        self.click_login_button()
```

```
class ChangePasswordPage(BasePage):

    def input_current_password(self, current_password):
        locator = constants.CHANGE_PASSWORD['CURRENT_PASSWORD_TEXTBOX']
        self.type_text(locator, current_password)

    def input_password(self, password):
        locator = constants.CHANGE_PASSWORD['PASSWORD_TEXTBOX']
        self.type_text(locator, password)

    def input_password_confirmation(self, password_confirmation):
        locator = constants.CHANGE_PASSWORD['PASSWORD_CONFIRMATION_TEXTBOX']
        self.type_text(locator, password_confirmation)

    def click_change_password_button(self):
        locator = constants.CHANGE_PASSWORD['CHANGE_PASSWORD_BUTTON']
        self.click_element(locator)
```

# POM Structure – locators

Step 3: Add locator into separated place

```
LOGIN_PAGE = {  
    'USER_EMAIL': (By.ID, 'user_email'),  
    'USER_PASSWORD': (By.ID, 'user_password'),  
    'LOGIN_COMMIT_BUTTON': (By.NAME, 'commit'),  
}  
  
CHANGE_PASSWORD = {  
    'CURRENT_PASSWORD_TEXTBOX': (By.ID, 'user_current_password'),  
    'PASSWORD_TEXTBOX': (By.ID, 'user_password'),  
    'PASSWORD_CONFIRMATION_TEXTBOX': (By.ID, 'user_password_confirmation'),  
    'CHANGE_PASSWORD_BUTTON': (By.NAME, 'commit'),  
    'ERROR_MESSAGE': (By.CSS_SELECTOR, '.form-error-header ul'),  
}
```

# Review

- Each page is class.
- No assertion or verification in page objects.
- The sequential locators and methods follow UI order.



# References

- [https://www.selenium.dev/documentation/en/guidelines\\_and\\_recommendations/page\\_object\\_models/](https://www.selenium.dev/documentation/en/guidelines_and_recommendations/page_object_models/)
- <https://selenium-python.readthedocs.io/page-objects.html>
- [https://www.selenium.dev/documentation/test\\_practices/encouraged/page\\_object\\_models/](https://www.selenium.dev/documentation/test_practices/encouraged/page_object_models/)