Using IE Developer Tools

Find the locator with IE Developer Toolbar

Since we are starting our work with Internet Explorer (and I have chosen this for the moment because most people will have this installed on their PCs), we need to install the "Internet Explorer Developer Toolbar" - easy to follow instructions for doing this are on the OpenQA website.

> http://wiki.openqa.org/display/WTR/Install+Browser+Developer+Toolbar

In later sections we will also use Firefox and the Firebug plugin.

After installing the toolbar (in IE7) do the following:

- open www.google.com or www.google.co.uk (depending on your region) in IE
- goto Tools > Toolbars > Explorer Bar > IE Developer Toolbar

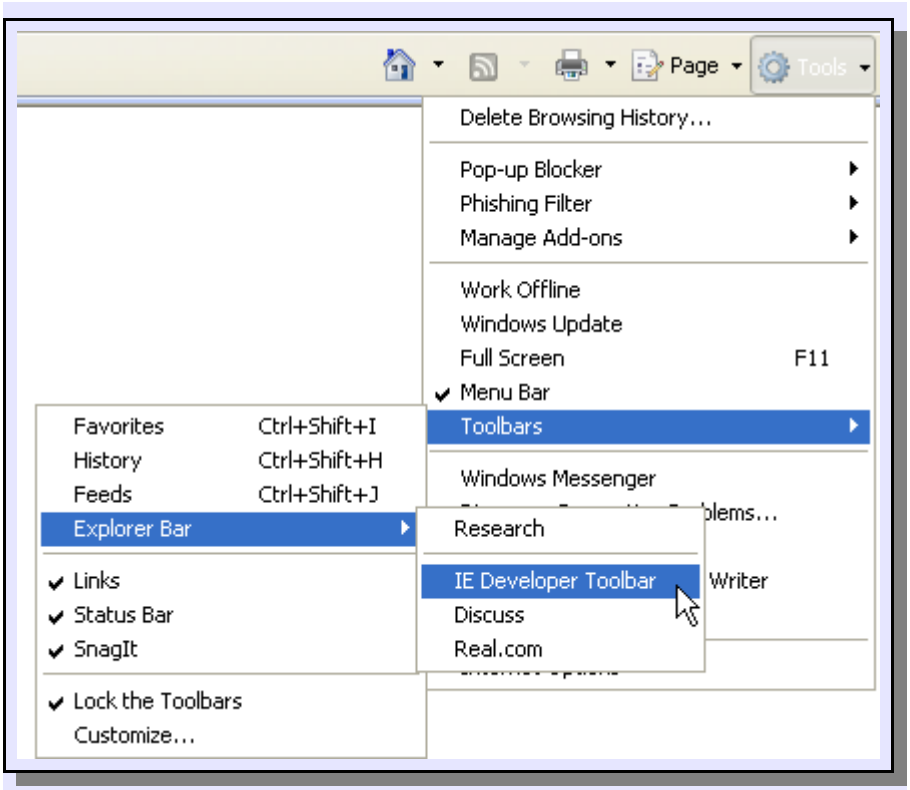

Figure 1 : The IE Developer Toolbar

- You should then see a new window area at the bottom of your screen called the IE Developer Toolbar. This shows the Document Object Model (DOM) of the page and has a variety of tools to help with our testing.

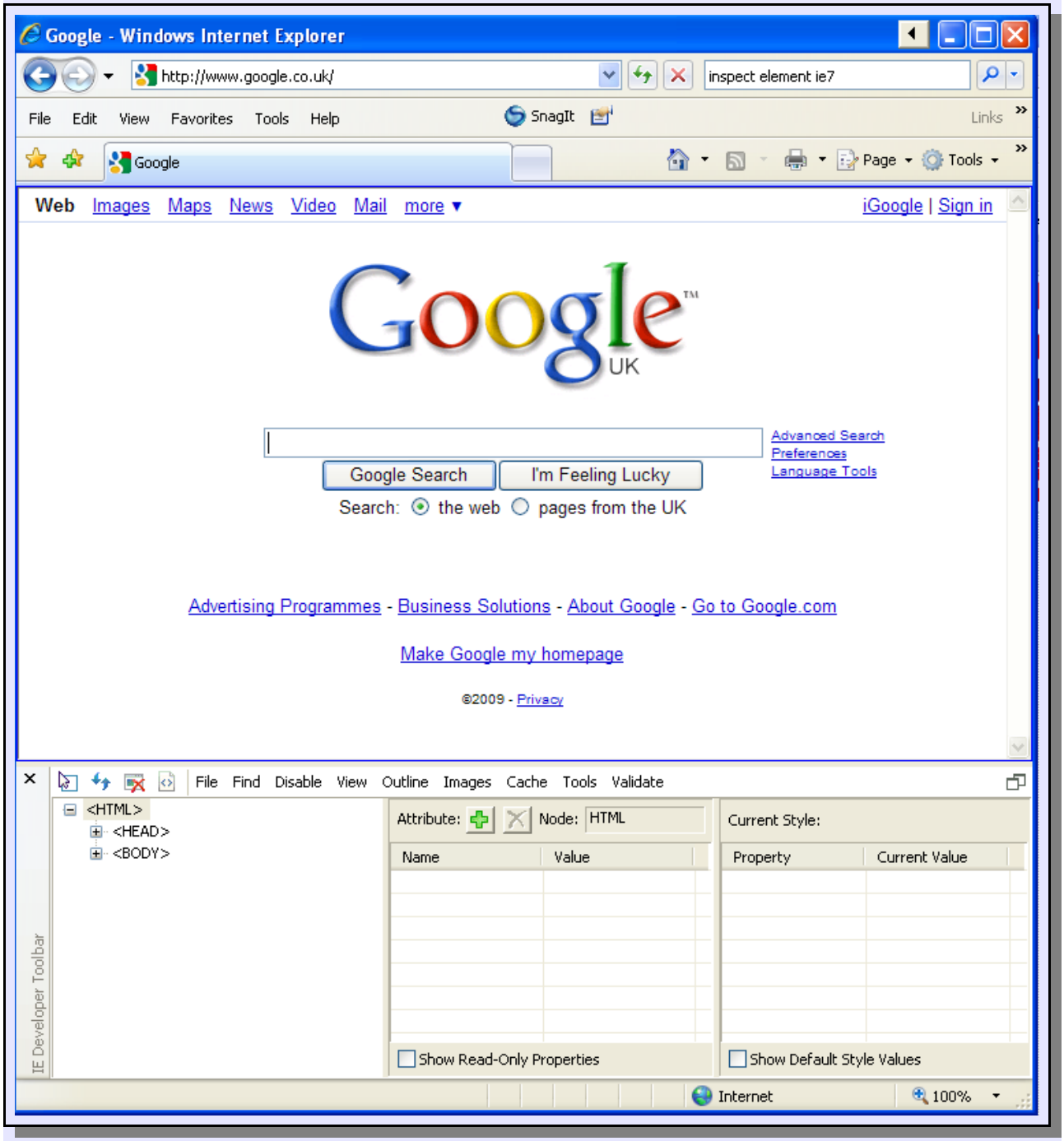

Figure 2 : IE Developer Frame in context

We shall use this to find a locator that we can use for the Selenium type command.

By expanding and clicking on the DOM window at the bottom we can work through the document to find the area of the page we are looking for. As we expand the DOM tree and click on the branches, the elements under that area of the DOM tree get identified in the main browser page e.g. Clicking on Body \ Center \ Form shows us the elements encompassed by that form element.

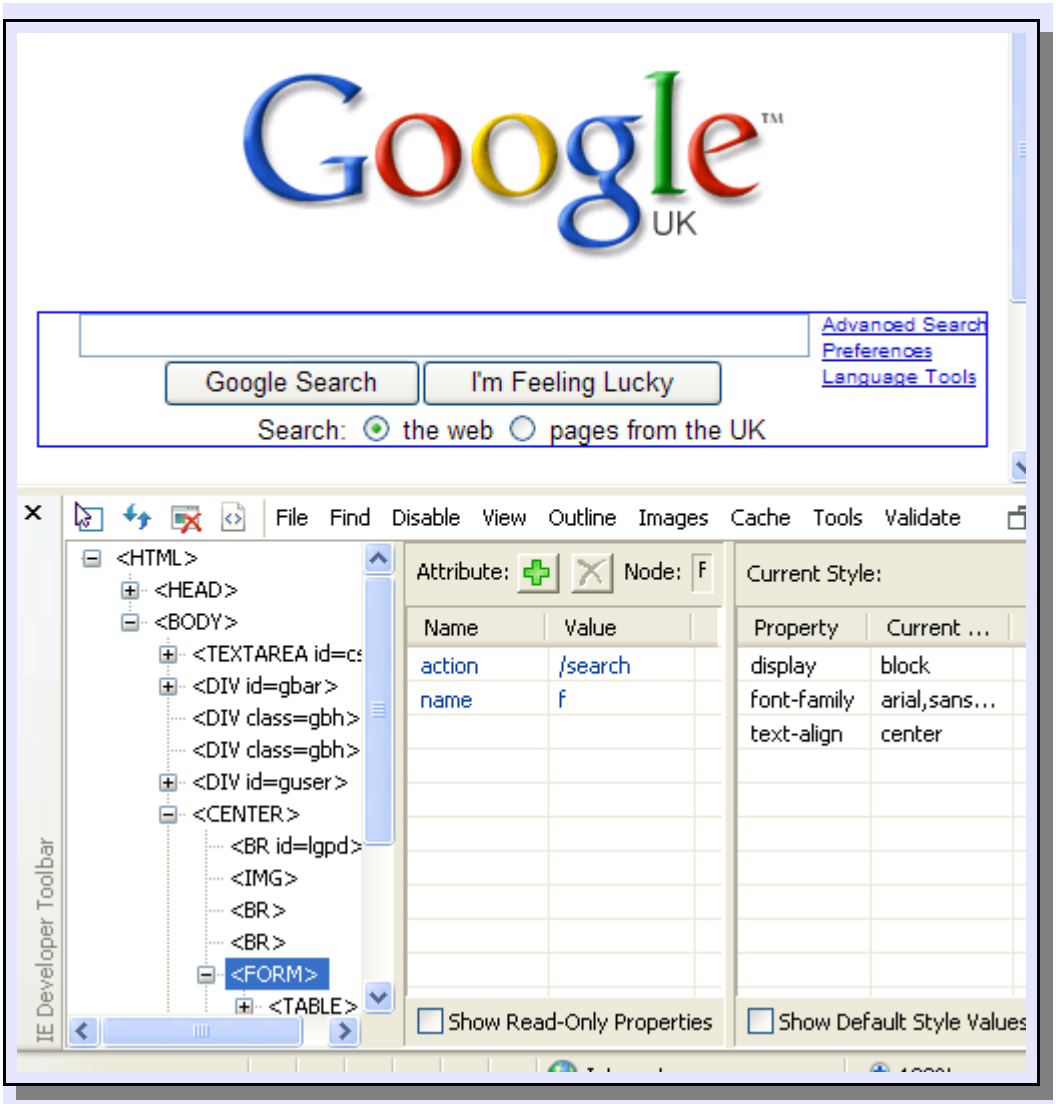

Figure 3 : Inspecting the DOM in IE Developer

If we carry on expanding the tree then we can zero in on the input box we want to use.

Alternatively we could just use the Find command

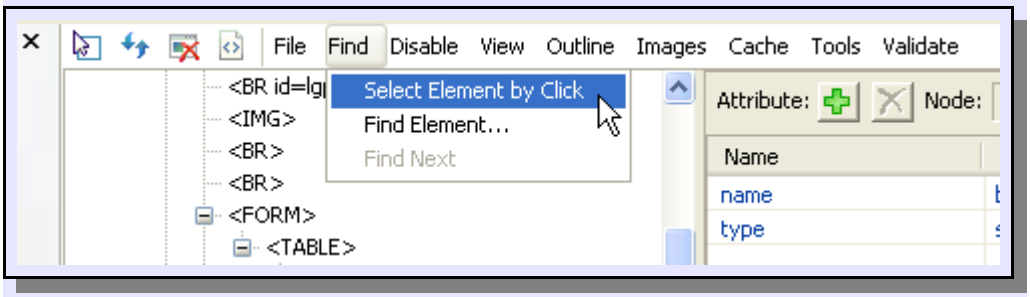

Figure 4 : Select the element in the page

When we choose “Select Element by Click” from the “Find” menu then any item that we click on in the page, becomes the selected item in the DOM tree and we can see its details in the IE Developer Toolbar window.

So after choosing “Select Element by Click” and then click on the Google input field. We can then see the details we need in the IE Developer Toolbar.

We will use the name and title to help us locate the input field, and we will do this with an XPath

statement.

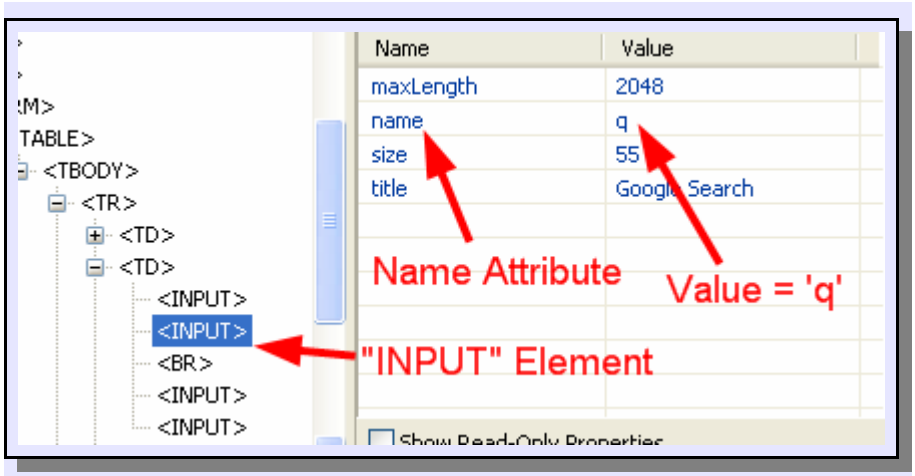

Figure 5 : Identifying the name and value in IE Developer

Represent the locator as an XPath Statement

XPath is a standard language for querying XML data. The DOM can be queried by XPath as well.

- XPath specification: http://www.w3.org/TR/xpath
- XPath on wikipedia: http://en.wikipedia.org/wiki/XPath

We will cover XPath in more detail later on in the document but we will use it gradually throughout this tutorial so that you start to learn how to use it through exposure, rather than just reading the definitions about it.

The locator that we will use looks like this:

- //input[@name='q']

This means (<TODO: note that this should be an annotated diagram of the above command>):

- // - find (anywhere in the document)
- input – an input element
- [- which has
  - @ - an attribute
  - name – called name
  - ='q' – with a value of 'q'
-]

And if you look in the IE Developer Toolbar you can see that it is an INPUT element from the DOM tree, and the attribute name in the attributes window

We will learned tools to make this easier for us in the earlier sections (FireBug, XPather).

Locate the Button

Using the *IE Developer Toolbar*'s “Select Element by Click” Find functionality. We can click on the Google Search button and see the details we need to write a locator for this.

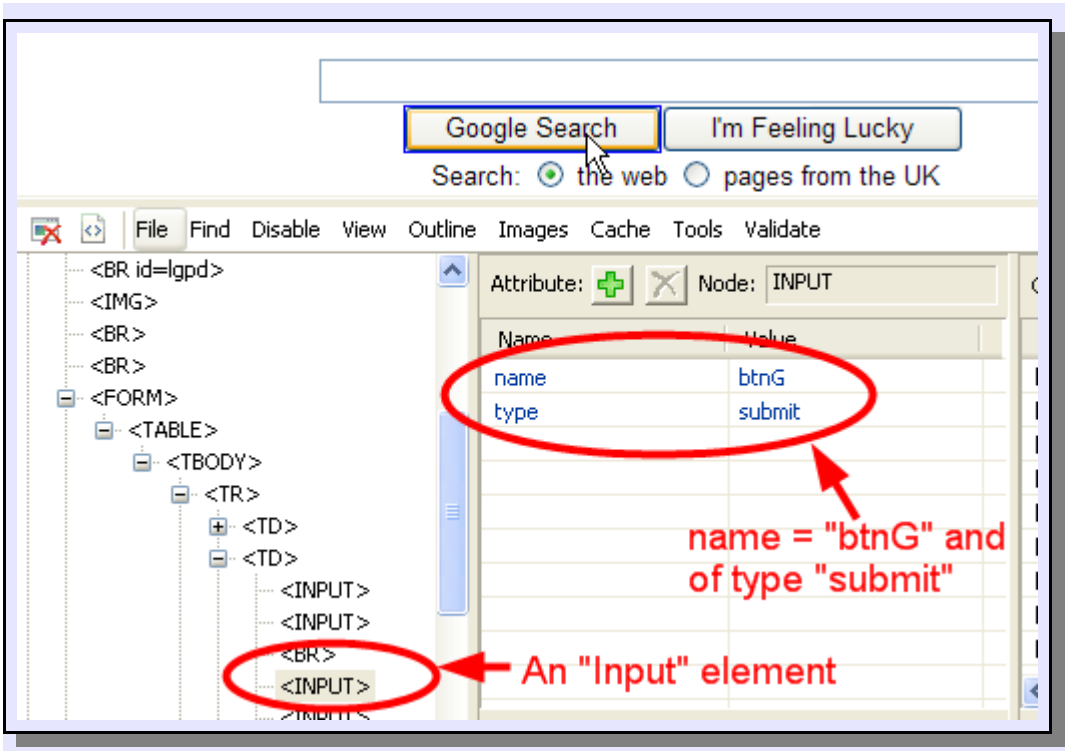

Figure 6 : Identifying the "Google Search" button in IE Developer