

To Develop an E-learning Application Using TDD

```
package lesson3TDD;
import org.openqa.selenium.By;
import org.openqa.selenium.WebDriver;
import org.openqa.selenium.chrome.ChromeDriver;
import org.testng.Assert;
import org.testng.annotations.Test;

public class TestELearning {

    // write a test case with an assumption that we
    have a login button on the
    // https://www.simplilearn.com/ portal

    @Test

    public void testelearning()
    {
        WebDriver driver = new ChromeDriver();
        driver.manage().window().maximize();

        driver.get("https://www.simplilearn.com/");
        String actualtitle = driver.getTitle();

        String expectedttile = "Simplilearn | Online
Courses - Bootcamp & Certification Platform";

        Assert.assertEquals(actualtitle,
expectedttile);

        // developer will write locator for login
button with an assumption of attribites will be same
in the code
```

```
driver.findElement(By.xpath("//a[normalize-space()='Log in']")).click();

    String actualtitlePage = driver.getTitle();

    // correct the code and test case will pass

    String expectedtitlepage = "Login | Learning
on Simplilearn";

    Assert.assertEquals(actualtitlePage,
expectedtitlepage);

    driver.close();
}
}
```