

Automating “BuyMe” website:

System description

A site that offers an immediate and innovative service for purchasing and sending gift voucher by email or text message.

The “BuyMe” system is directly connected to hundreds of stores and dozens of chains throughout the country.

Everywhere and anytime you can browse the site, choose a store, load an online voucher (Gift Card) and send to someone dear.

Project goal:

“BuyMe” website sanity test.

Solution architecture:

General:

Development platform: Automation will be developed in Python.

IDE: PyCharm.

Third-Party usage: Selenium web-driver.

Distribution type: Private.

Networking type: None (offline).

Website address: <https://buyme.co.il/>

Guidelines:

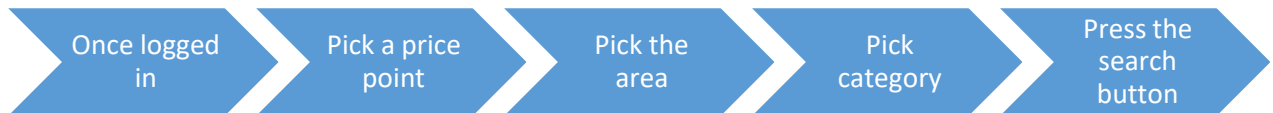
1. Use the correct way to wait for elements.
2. Choose “safe” locators as much as possible.
3. Website URL will be dynamic and stored inside an external text file which will be sent with the project.
4. Each action will have documentation.
5. All variables need to have valuable names

Steps:

A. Registration screen



B. Home Screen



C. Choose business screen



D. Sender & Receiver information screen

