Exercise 15 - WHILE Statement

Objective

By the end of this exercise, you will be able to implement a WHILE Statement within a TestStep.

Why is this important?

A WHILE Statement allows the TestCase to execute an action repeatedly until a condition is no longer met.

Key elements:

Condition | Loop | WHILE Statement

Instructions

1. In the Library, create a **Reusable TestStepBlock** named "**Empty Shopping Cart**". Add the following Modules:
   - "**Top Menu**", rename it "**Navigate to Cart**"
   - "**Top Menu**" again, rename it "**Log Out**"
   - "**TBoxWindow Operation**": **Tricentis Standard Modules>>TBox Automation Tools>>Basic Windows Operations>>TBox Window Operation**, rename it "**Close Web Shop**" ☐
2. Within the TestStepFolder "**Empty Shopping Cart**" enter the Values in the TestSteps that will perform the actions, as per the table below: ☐

TestStep	TestStepValue	Value	ActionMode
Navigate to Cart	Shopping cart	X	Input
Log Out	Log out	X	Input
Close Web shop	Caption	Demo*	Input
	Operation	Close	Input

3. Within the ReusableTestStep Block "**Empty Shopping Cart**" create a **WHILE** Statement between the TestSteps "**Navigate to Cart**" and "**Log Out**". ☐
4. Within the **WHILE** Statement, add the Module "**Shopping Cart**" both in the Condition and in the Loop. Rename the TestStep in the Condition "**Verify Table Exists**", and the TestStep in the Loop, "**Empty Cart**". Add the Values to the TestSteps to complete the following actions: ☐

Condition: TestStep	TestStepValue	Value	ActionMode
Verify Table Exists	Shopping cart products table	Exists == True	Verify

TestStep	TestStepValue	Value	ActionMode
Empty Cart	Shopping cart products table		Select
	Row: $1		Select
	Cell: Remove		Select
	Remove checkbox	True	Input
	Update Shopping cart	X	Input

5. Manually add multiple items to the Web Shop then run the **WHILE** Statement in the **ScratchBook**. ☐

Hints

- Use the Control Flow Diagram to get a visual representation of the WHILE Statement.
- A Condition verifies that something meets the set state (exists, visible, has a value of etc.)
- A Loop instructs Tosca to steer a process, which then continues until the condition is no longer met or the maximum number of repetitions is reached.