

Exercise 15 - WHILE Statement

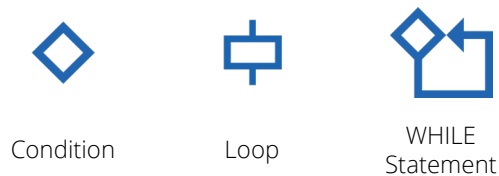
Objective

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:



Instructions

- 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"**
- 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

- Within the ReusableTestStep Block **"Empty Shopping Cart"** create a **WHILE** Statement between the TestSteps **"Navigate to Cart"** and **"Log Out"**.
- 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.