

AUTOMATION INTERVIEW - LIVE CODING TEST

GETTING STARTED

PREREQUISITES

- Node: version 14.16.0 or newer
- JavaScript: version ECMAScript 5 (ES5) or newer
- Playwright: version 1.30.0 or newer

SETUP

- You can prepare a local project with the prerequisites above prior to the live coding test and use any boilerplate you have set up in advance

OBJECTIVES

During the Live Coding Test, you will be asked to implement an E2E scenario using the technologies mentioned in “Getting Started” section. The E2E scenario will be given at the start of the Live Coding Session. At the end of the Live Coding session, you will be asked to submit your results for them to be validated. Keep in mind the following objectives when implementing the scenario:

- Tests should:
 - 1) Be executed using node
 - 2) Pass without flakiness
 - 3) Execute for both Desktop and Mobile platforms

F.A.Q.

NODE NOT FOUND ON MAC

Run, one by one, these lines:

- `sudo rm -f /usr/local/bin/node`
- `sudo rm -f /usr/local/bin/npm`
- `sudo rm -f /usr/local/bin/npx`
- `sudo ln -s $(which node) /usr/local/bin/`
- `sudo ln -s $(which npm) /usr/local/bin/`
- `sudo ln -s $(which npx) /usr/local/bin/`

USEFUL LINKS

- Node: <https://nodejs.org/en/>
- JavaScript: <https://www.javascript.com/>
- Playwright: <https://github.com/microsoft/playwright>
- Playwright API: <https://playwright.dev/docs/intro>