SoapUl

Properties in SOAPUI

- 1. What is property in soapui
- 2. Why do we use it
- 3. How to create properties at different levels
- 4. How to refer properties
- Properties can be used as variables to store values that can be referred in testing
- Properties can be accessed at following levels:

```
Project - ${#Project#PropertyName}

TestSuite - ${#TestSuite#PropertyName}

TestCase - ${#TestCase#PropertyName}

TestStep - ${TestStepName#PropertyName}

System - ${#System#PropertyName}

Env - ${#Env#PropertyName}

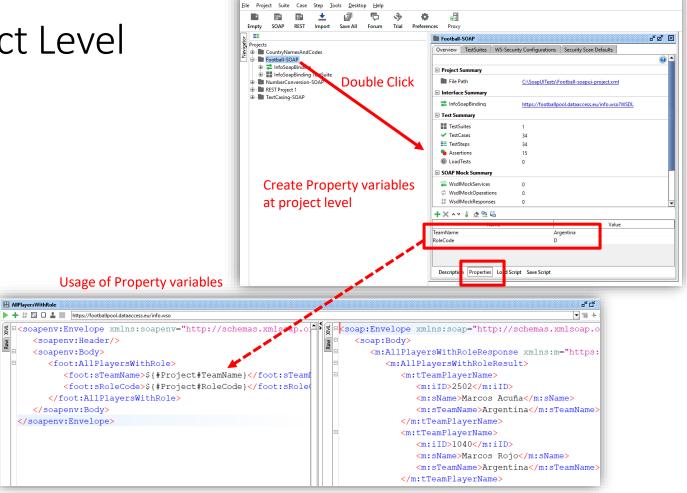
Global - ${#Global#PropertyName}
```

Properties in SOAPUI (Cont.)

- WSDL: https://footballpool.dataaccess.eu/info.wso?WSDL
- Test Case: AllPlayersWithRole

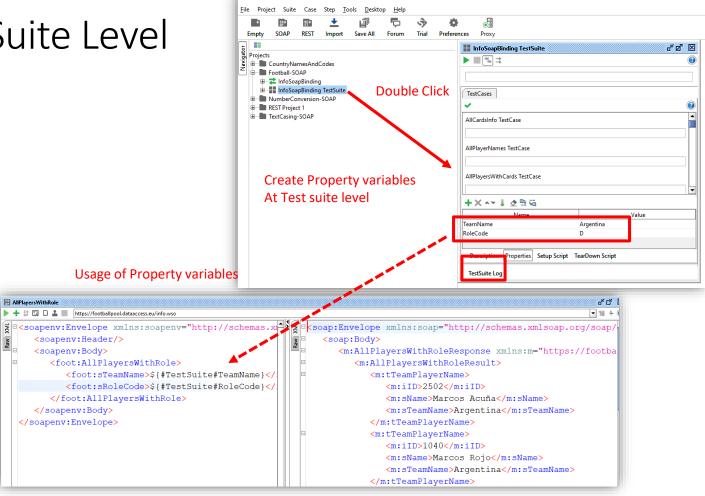


Project Level



SoapUI 5.4.0

Test Suite Level



SoapUI 5.4.0

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SoapUI 5.4.0 Test Case Level Forum Trial Preferences 라면 X ✓ AllPlayersWithRole TestCase Enothall-SOAP ▶ ■ ♦ D= URL Ø U 🏕 ☐ InfoSoapBinding TestSuite TestSteps Test On Demand Double Click → ✓ AllPlayerNames TestCase → AllPlayersWithCards TestCase 用用用用用 註至 早 当 当 待 (4 七 👉 🖈 🖾 (5) → ✓ AllPlaversWithRole TestCase AllPlayersWithRole ⊞ Test Steps (1) O Load Tests (0) ■ Security Tests (0) ⊕ ✓ Countries TestCase +× ^ ↓ 🌢 型 福 ⊕ ✓ GamelDsGroupedByCity TestCase TeamName Argentina RoleCode Description Properties Setup Script TearDown Script **◆ ♦** 🗗 TestCase Log Usage of Property variables AllPlayersWithRole 막다 ► + 👯 🖸 🗖 🛔 https://footballpool.dataaccess.eu/info.wso **▼** 76 + oap:Envelope xmlns:soap="http://schemas.xmlsoap.org/soap/ <soapenv:Header/> <soap:Bodv> <m:AllPlayersWithRoleResponse xmlns:m="https://footba <soapenv:Body> <foot:AllPlayersWithRole> <m:AllPlayersWithRoleResult> <foot:sTeamName>\${#TestCase#TeamName}</ <m:tTeamPlayerName> <foot:sRoleCode>\${#TestCase#RoleCode}</f <m:iID>5</m:iID>

</foot:AllPlayersWithRole>

</soapenv:Body>

</soapenv:Envelope>

<m:sName>Lorik Cana</m:sName>

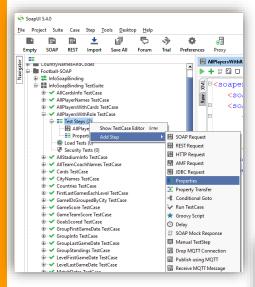
<m:sName>Ansi Agolli</m:sName>
<m:sTeamName>Albania</m:sTeamName>

</m:tTeamPlayerName>
<m:tTeamPlayerName>
<m:iID>6</m:iID>

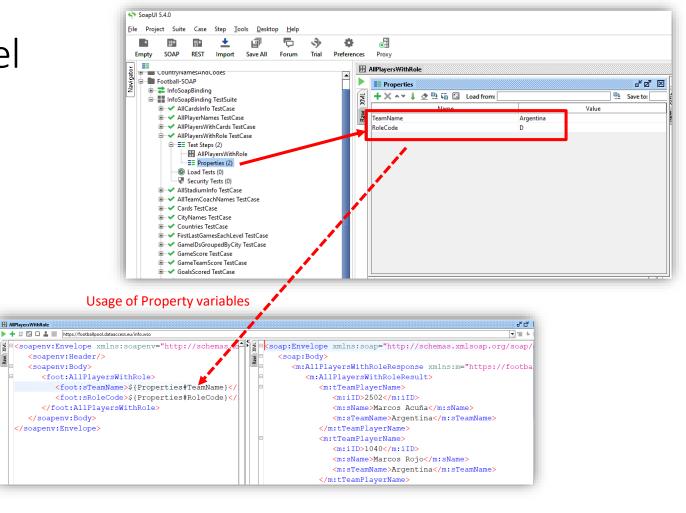
</m:tTeamPlayerName>

<m:sTeamName>Albania</m:sTeamName>

Test Step Level

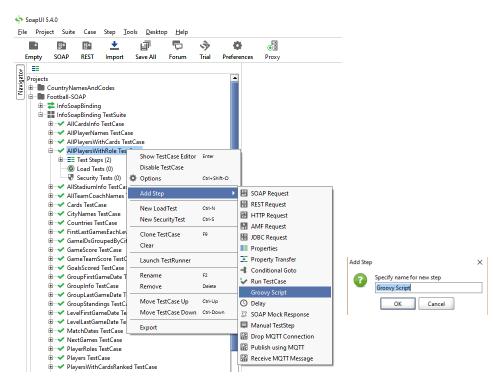


Add step→Properties

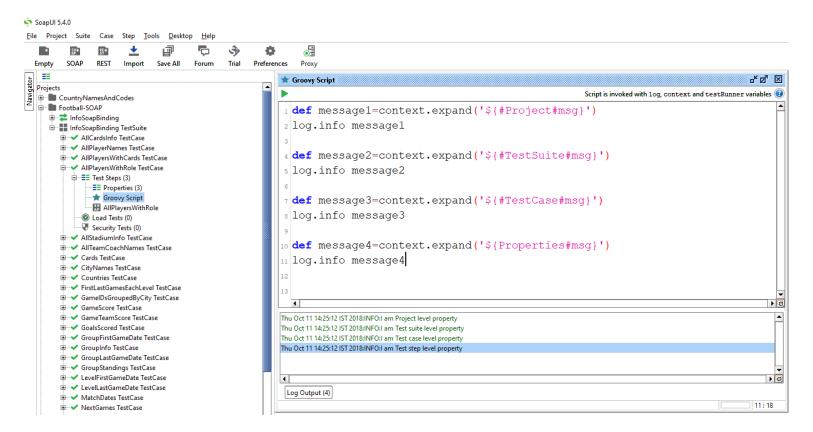


Access property values using groovy script

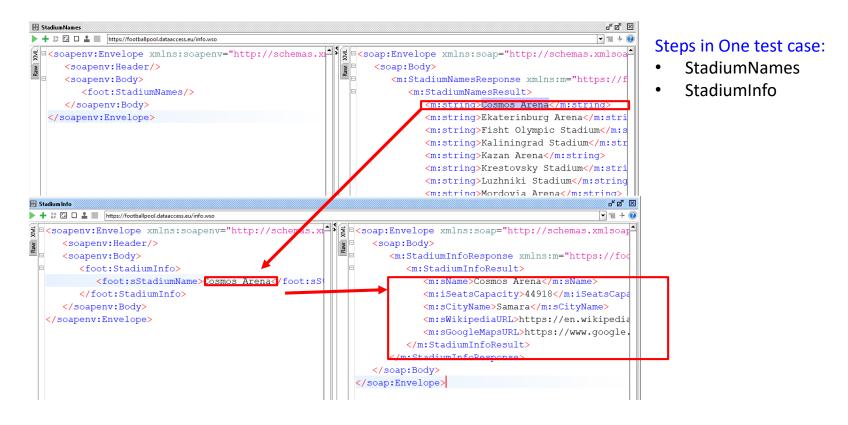
- def message1=context.expand('\${#Project#msg}')
- · log.info message1
- def message2=context.expand('\${#TestSuite#msg}')
- · log.info message2
- def message3=context.expand('\${#TestCase#msg}')
- log.info message3
- def message4=context.expand('\${Properties#msg}')
- log.info message4



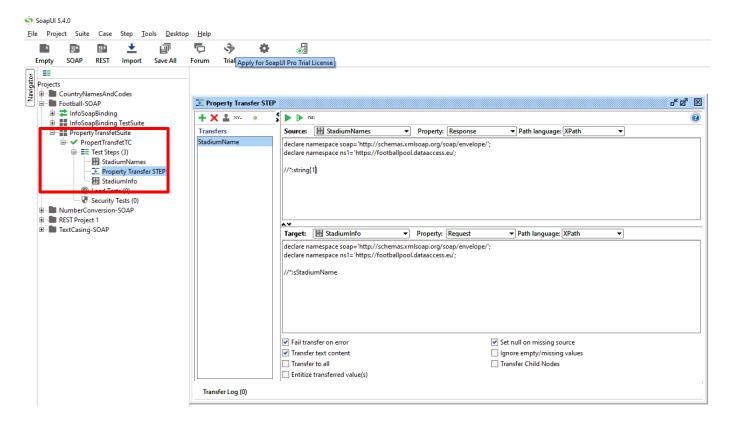
Access property values using groovy script(Cont.)



Property Transfer | Values Transfer

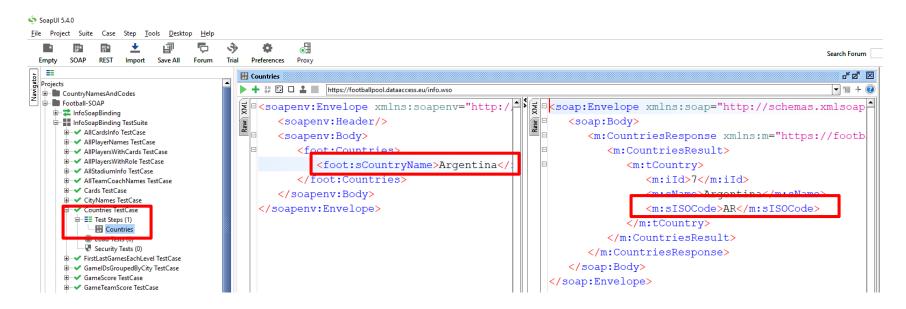


Property Transfer Step

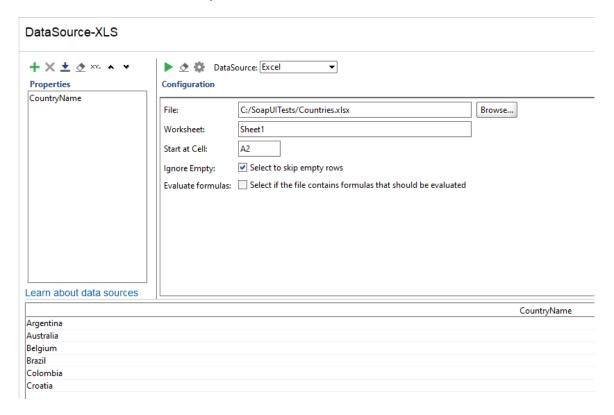


Parameterization/Data Driven Testing

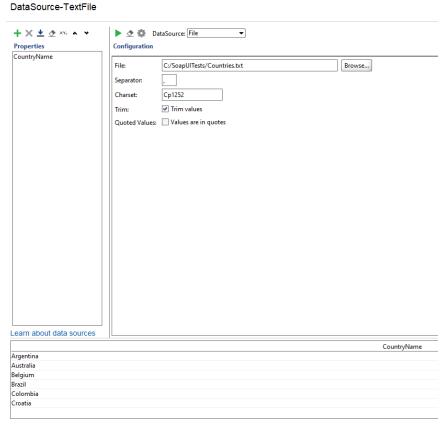
Test Case: Countries Test Case



Parameterization/DDT -Data Source as Excel



Parameterization/DDT –Data Source as Text File



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Parameterization/DDT –Data Generator

