

## Classroom Assignment: Automating Alert Interactions

### Learning Objective:

Learn to automate alert interactions using Playwright.

### Expected Completion Time:

Best Case: 15 minutes

Average Case: 20 minutes

### Assignment Details:

Automate interactions with frames, trigger alerts, and verify the displayed text based on actions using Playwright on the given application.

### Preconditions:

- Use page fixture
- Load the URL ([https://www.w3schools.com/js/tryit.asp?filename=tryjs\\_confirm](https://www.w3schools.com/js/tryit.asp?filename=tryjs_confirm))

### Assignment Requirements:

- Click on the "Prompt Box" button to trigger the alert.
- Switch to the alert and type a message in the alert box.
- Dismiss the alert.
- Retrieve the typed text from the alert and verify it.

### Hints to Solve:

- Use event listener `page.on` and `page.frameLocator` to perform the required actions.
- Use the appropriate method of `Alert` to dismiss the alert.
- Assert the text after handling the `Alert`

### Expected Outcome:

Upon completion, you should be able to:

- Automate interactions with alert dialogs.