# **Automating "BuyMe" website:**

# **System description**

A site that offers an immediate and innovative service for purchasing and sending gift voucher by email or text message.

Using the site connects a huge variety of brands and stores from different fields and saves a lot of valuable time.

The "BuyMe" system is directly connected to hundreds of stores and dozens of chains throughout the country.

Everywhere and anytime you can browse the site, choose a store, load an online voucher (Gift Card) and send to someone dear.

## **Project goal:**

"BuyMe" website sanity test.

# **Solution architecture:**

#### **General:**

<u>Development platform:</u> Automation will be developed in Java.

IDE: IntelliJ idea.

<u>Third-Party usage:</u> Selenium web-driver, JUnit, ExtentReports.

<u>Distribution type:</u> Private.

Networking type: None (offline).

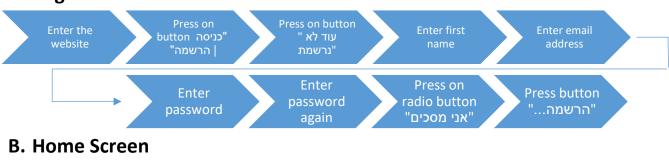
Website address: https://buyme.co.il/

#### **Guidelines:**

- 1. The test will run using Junit framework.
- 2. Use the correct way to wait for elements.
- 3. Project has to work with POM / page factory.
- 4. Choose "safe" locators as much as possible.
- 5. All tests steps will be documented inside an extent report file, with a screenshot at every page.
- 6. Website URL and browser type will be dynamic and stored inside an external XML file which will be sent with the project.
- 7. The test will be able to run on all browsers.
- 8. Use constants only hardcoded strings are not allowed.
- 9. Each method will have documentation.
- 10. All methods and variables need to have valuable names

#### Steps:

## A. Registration screen





# C. Choose gift screen



#### D. Sender & Receiver information screen



### Extras:

# Loading screen-

Print the size (height & width) of one of the loading dots:



#### Home screen-

- 1. Press on "כניסה" button.
- 2. Don't enter credentials
- 3. Press on "BUYME -לניסה ל- button.
- 4. Assert error messages (red text)



# **Choose gift screen**

Scroll to the bottom of the screen, take a screenshot and add it to the report.

## Sender & Receiver information screen

#### Α.

Assert the text color of the step name (למי לשלוח)



#### В.

After filling up all the information, gift preview screen on the left side will contain the new information.

Assert the below information (compare the text fields with what you had enter to preview text fields):

- 1. Sender name
- 2. Receiver name
- 3. Blessing



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#### **General:**

Record the entire test (from your code) and include it inside the extent report.