Selenium Assignment

It’s faster to test manually initially. Manual tests are easier adaptable as well, and they can notice unforeseen errors. Prone to human errors.

Automated tests will be faster in the long run. They’re a lot less error prone to “human errors”, like forgetting to do a test, or do it incorrect because you weren’t paying attention or the like. This isn’t to say an automated test can’t be the victim of human errors. If a UI element is added or changed, and the tests isn’t updated, this can cause one or several of the tests to fail. It’s important to keep your test cases up to date.

Once getting used the Selenium, we didn’t find the test cases too difficult to write. Most of them are somewhat repetitive like most test cases. Although a quick tweak of the UI elements could send most, if not all test cases down the drain and forcing us to rewrite them. It’s a fragile environment to test, and not a lot has to change before the test cases starts breaking.

The developer changing the UI won’t be told in the IDE when the test cases start to break either, unless he keeps running the time-consuming tests each time he changes something. Which will slow down his production time significantly.

We used Google Chrome DevTools, primarily the inspector tool to locate the needed ids of different elements. Using the DevTools we were able to monitor and manipulate the code as needed.

At first our tests failed, because they couldn’t find the specific elements. After some debugging we figured out, it was probably unreasonable of us to expect the website to load instantaneous. After adding Thread.Sleep(2000); we tried again, and that did the trick. We were able to get the root ids, but when they started being nested, we have to use a delay for the site to load the relevant info.

This is also true every time a site has to save data, rearrange them or anything like that. The 2000 milliseconds we chose could probably be cut down to half of that. But we chose the “better safe than sorry” route. It’s not efficient having to guarantee the PC won’t run a little slower this time, than the previous test. Having to shut down every other system to save a couple of seconds while testing, isn’t worth the time.