

# Workshop Robot Framework



- Introduction
- Installation
- General Information
- Robot Framework Syntax
- Browser Testing
- Test Architecture
- Validations
- Recap



# Tim de Groot - Test Automation Engineer

Experience

Tools

Hobbies

























# Yuri Verweij - Test Automation Engineer

- ► Hobbies: Wandelen, 3D Printers, Fotografie
- ► TA Engineer sinds 2016, Tester sinds 2009
  - o.a. Belastingdienst (Erf&Schenk), Alliander (verschillende teams)



- RobotFramework-Ambassador
- Co-maintainer SeleniumLibrary
- Mede-organisator RoboCon
- Mede-organisator #RF-NL













#### Installation

- rk US®
- https://github.com/TestCoders/workshop-robotframework
- NodeJS
- Python
  - ▶ Robot Framework
  - Robot Framework Browser Library
- Visual Studio Code
- Extension: Plugin







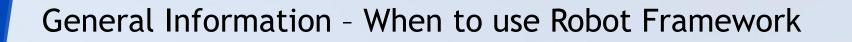




#### General Information - What is Robot Framework

- Open source
- Python based
- Keyword driven
- Out of the box
  - Standard Libraries
  - Running and reporting
  - Documentation
- Extendable (rich ecosystem)
  - ▶ Third party libraries: Browsers, APIs, Databases, User Interfaces, etc.
  - ▶ Tools
- Community





- What to test
  - System Testing
  - System Integration Testing
  - Acceptance Testing
  - End to End Testing
  - Unit Testing
- ► Human readable
- Learning curve



# Robot Framework Syntax - Settings

- Importing libraries
- Importing resources
- Setups and Teardowns



# Robot Framework Syntax - Variables

- Predefined values
- Global scope
- \$, @, & combined with {}

```
*** Variables ***
${SCALAR} Martijn
@{LIST} Tim Mark Yuri
&{DICTIONARY} name=Tim email=tim@testcoders.nl age=512
```



### Robot Framework Syntax - Test Cases

- Test name
- Indentation and whitespaces
- Keyword Arguments

```
*** Test Cases ***
Log Some Data
    [Documentation] This is test documentation
    # This is a comment
    Log message=Data

Log With A Keyword
    Log Data With A Keyword
```



### Robot Framework Syntax - Keywords

- Same structure as tests
- Same keyword usage
- Keywords contain other keywords

```
*** Test Cases ***
Log With A Keyword
    Log Data With A Keyword

*** Keywords ***
Log Data With A Keyword
    [Documentation] This is keyword documentation
    Log Some Data
    Log message=${SCALAR}
    Log List list_=${LIST}
    Log Dictionary dictionary=${DICTIONARY} level=WARN
```



### Robot Framework Syntax - Keywords

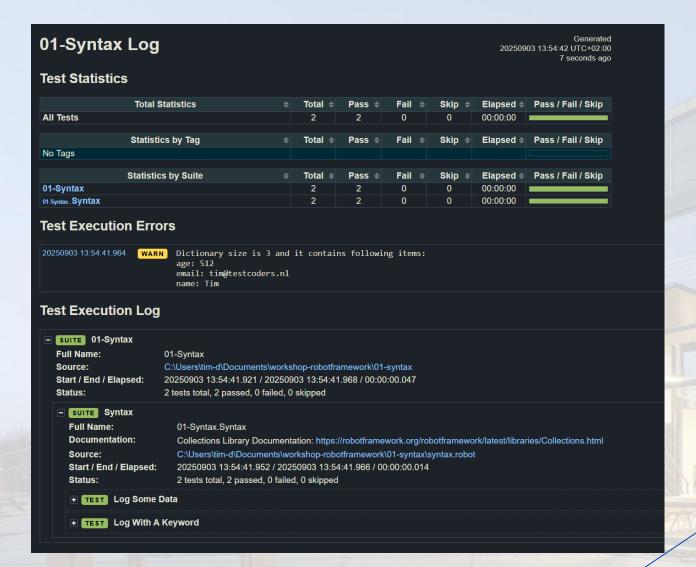
- Same structure as tests
- Same keyword usage
- Keywords contain other keywords

```
*** Test Cases ***
Log With A Keyword
    Log Data With A Keyword

*** Keywords ***
Log Data With A Keyword
    [Documentation] This is keyword documentation
    Log Some Data
    Log message=${SCALAR}
    Log List list_=${LIST}
    Log Dictionary dictionary=${DICTIONARY} level=WARN
```



# Robot Framework Syntax - Log





#### Robot Framework Syntax - Log

#### ■ TEST Verify Start Of The Game Invalid Name

Full Name: Workshop-Robotframework.04-Validations.Solution.Verify Start Of The Game Invalid Name

**Start / End / Elapsed:** 20250903 11:48:25.837 / 20250903 11:48:36.709 / 00:00:10.872

Status: FAIL

Message: TimeoutError: locator.waitFor: Timeout 10000ms exceeded.

Call log:

- waiting for locator('//\*[@data-testid="adventure-container"]') to be visible

+ KEYWORD Start TestRPG

**★** KEYWORD Start Playing

FINE REYWORD Prepare And Start Game name=p build=mage

■ KEYWORD Validate The Game Started expected\_name=p expected\_stats=A level 1 mage

**Start / End / Elapsed:** 20250903 11:48:26.575 / 20250903 11:48:36.709 / 00:00:10.134

■ KEYWORD Browser. Wait For Elements State selector=\${ADVENTURE\_CONTAINER}

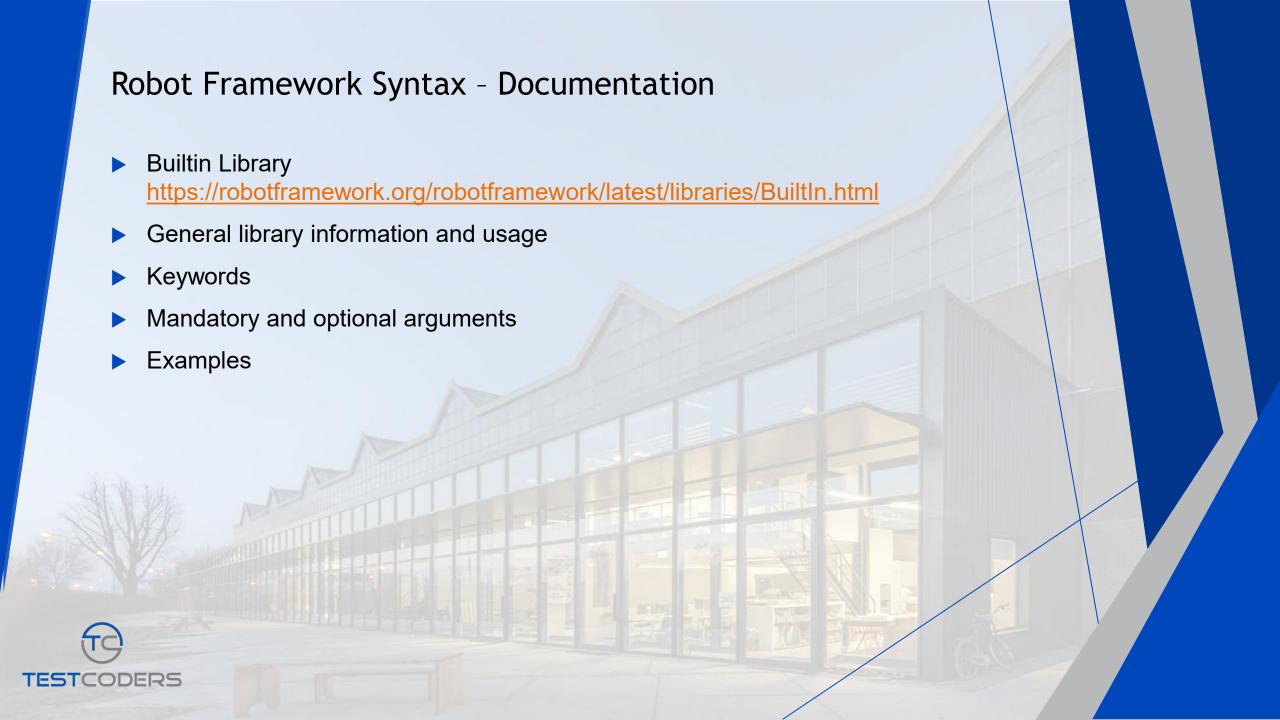
**Documentation:** Waits for the element found by selector to satisfy state option.

Tags: PageContent, Wait

**Start / End / Elapsed:** 20250903 11:48:26.576 / 20250903 11:48:36.709 / 00:00:10.133

11:48:36.707 INFO



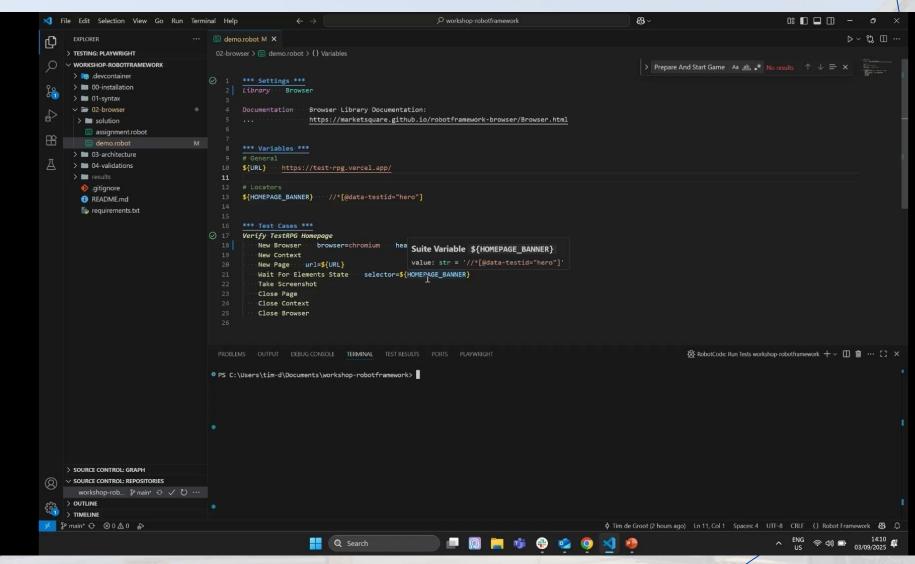


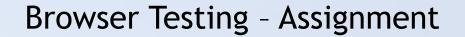
#### **Browser Testing**

```
*** Settings ***
Library
          Browser
Documentation
                 Browser Library Documentation:
                 https://marketsquare.github.io/robotframework-browser/Browser.html
*** Variables ***
# General
${URL}
         https://test-rpg.vercel.app/
# Locators
${HOMEPAGE_BANNER} //*[@data-testid="hero"]
*** Test Cases ***
Verify TestRPG Homepage
    New Browser
                   browser=chromium
                                      headless=${False}
    New Context
               url=${URL}
    New Page
   Wait For Elements State
                              selector=${HOMEPAGE_BANNER}
    Take Screenshot
   Close Page
   Close Context
    Close Browser
```



#### **Browser Testing**





- https://github.com/TestCoders/workshop-robotframework
- See 02-browser/assignment.robot
- Add the required keywords to complete the testcase
  - ▶ 1. Start playing
  - ▶ 2. Enter a username
  - > 3. (Optionally) Select a different build
  - ▶ 4. Start the game



#### Browser Testing - Assignment Solution

```
*** Test Cases ***
Verify Start Of The Game
   New Browser browser=chromium headless=${False}
   New Context
   New Page url=${URL}
   # Click "Click here to play"
   Click selector=${CLICK_HERE_TO_PLAY_BUTTON}
   # Enter your character name
   Type Text selector=${CHARACTER_NAME_INPUT} txt=Tim
   # (Optional) Select your build
   Select Options By ${BUILD SELECT} value
                                                  mage
   # Click "Start!"
   Click selector=${START_GAME_BUTTON}
   Close Page
   Close Context
   Close Browser
```

### Test Architecture - Low Level Keywords

- Atomic keywords
- Not composed of other keywords
- Lowest level of keywords
- Also known as library keywords

```
Test Cases ***
Verify Login Some Email
                 on] Only using low level keywords selector=${USERNAME_INPUT} txt=some-email@test.com
    [Documentation]
    Type Text
                   selector=${PASSWORD_INPUT}
                                                    secret=CoolPassword123!
    Type Secret
             ${LOGIN_BUTTON}
    Click
Verify Login Other Email
                 selector=${USERNAME_INPUT}
                                                  txt=other-email@test.com
    Type Text
                   selector=${PASSWORD_INPUT}
    Type Secret
                                                    secret=OtherCoolPassword123!
             ${LOGIN BUTTON}
```

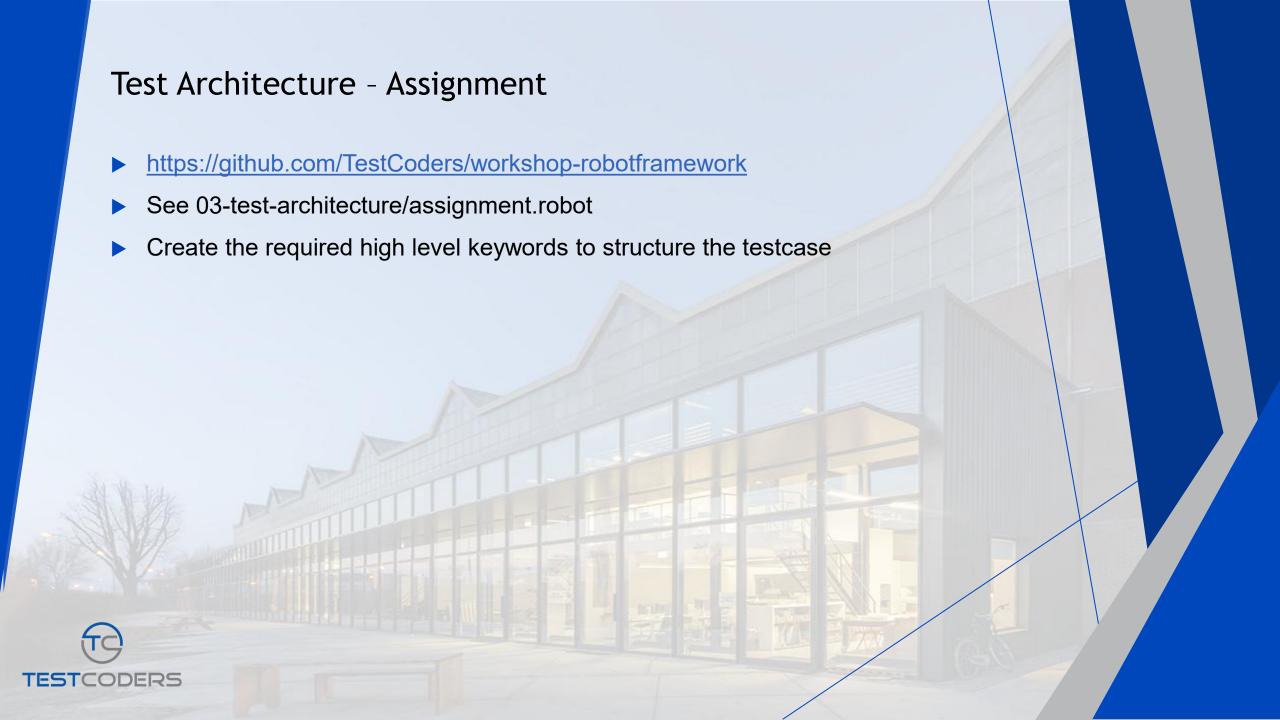


### Test Architecture - High Level Keywords

- Composite keywords
- Composed of other keywords
- Used for structuring tests
- Also known as user keywords

```
Test Cases ***
Verify Login With A Keyword For Some Email
    [Documentation] Using a high level keyword, also using positional arguments
            some-email@test.com
                                   CoolPassword123!
    Login
Verify Login With A Keyword For Other Email
    [Documentation] Using a high level keyword, also using named arguments
            username=other-email@test.com password=OtherPassword123!
    Login
   Keywords ***
Login
    [Arguments]
                  ${username}
                                 ${password}
                selector=${USERNAME INPUT}
    Type Text
                                              txt=${username}
                  selector=${PASSWORD_INPUT}
                                                secret=${password}
   Type Secret
   Click
            ${LOGIN BUTTON}
```





# Test Architecture - Assignment Solution

```
*** Test Cases ***
Verify Start Of The Game
    Start TestRPG
    Start Playing
    Prepare And Start Game name=Tim
                                        build=mage
    Close TestRPG
*** Keywords ***
Start TestRPG
    New Browser
                  browser=chromium
                                     headless=${False}
    New Context
               url=${URL}
    New Page
Start Playing
            selector=${CLICK HERE TO PLAY BUTTON}
    Click
Prepare And Start Game
    [Arguments] ${name} ${build}
    Type Text selector=${CHARACTER_NAME_INPUT}
                                                   txt=${name}
    Select Options By ${BUILD_SELECT} value
                                                   ${build}
    Click
            selector=${START_GAME_BUTTON}
Close TestRPG
    Close Page
    Close Context
    Close Browser
```





#### **Validations**

Validate positives!

```
Test Cases ***
Verify Start Of The Game Valid Name
   Start TestRPG
   Start Playing
                             name=Pietje
   Prepare And Start Game
                                            build=mage
   Validate The Game Started
                                expected name=Pietje
                                                       expected stats=A level 1 mage
   Close TestRPG
Verify Start Of The Game Invalid Name
   Start TestRPG
   Start Playing
                                       build=mage
   Prepare And Start Game
                             name=p
   Validate The Game Started
                                expected_name=p
                                                   expected_stats=A level 1 mage
   Close TestRPG
*** Keywords ***
Validate The Game Started
   [Arguments]
                                      ${expected stats}
                  ${expected name}
                              selector=${ADVENTURE CONTAINER}
   Wait For Elements State
   ${actual name}
                     Get Text
                                selector=${CHARACTER_NAME_LABEL}
   Should Be Equal As Strings
                                 first=${expected name} second=${actual name}
                                 selector=${CHARACTER STATS LABEL}
   ${actual_stats} Get Text
   Should Be Equal As Strings
                                 first=${expected stats}
                                                           second=${actual stats}
```

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#### **Further Resources**

- Slack
- User Guide https://robotframework.org/robotframework/latest/RobotFrameworkUserGuide.html
- Robot Framework Docs <a href="https://docs.robotframework.org/docs">https://docs.robotframework.org/docs</a>
- Awesome Robot Framework <a href="https://github.com/MarketSquare/awesome-robotframework">https://github.com/MarketSquare/awesome-robotframework</a>
- RoboCon https://www.robocon.io/





### Recap

- Installation
- Syntax
- Browser testing
- Architecture
- Validations

Questions?



#### **ROBOT FRAMEWORK FUNDAMENTALS**

Leer in 2 dagen hoe je snel en slim jouw tests automatiseert

#### De training

De 2-daagse training Robot Framework Fundamentals is dé praktische en toegankelijke kickstart voor iedereen die testautomatisering onder de knie wil krijgen. Je leert van de allerbesten: onze trainers zijn Robot Framework Ambassadors en actief in de internationale community. Ze brengen niet alleen diepgaande kennis mee, maar ook jarenlange praktijkervaring in uiteenlopende projecten.

#### Wat leer je?

- Zelfstandig een Robot Framework project opzetten
- ▼ Testen automatiseren voor Web én API's
- ✓ Debuggen, structureren en herbruikbare componenten maken
- Best practices voor leesbare en onderhoudbare tests
- Slim gebruik van keywords, libraries en variabelen

#### Praktische info



woensdag 5 & 12 november 2025



09.00 - 17.00



Werkspoorkathedraal Utrecht



Inclusief lunch!

#### Nu tijdelijk €995 excl. BTW Normaal €1.295

#### **Onze trainers**







#### **JOIN US**





#### **API** Testing

```
*** Settings ***
          Collections
Library
Library
          RequestsLibrary
                Documentation: https://github.com/MarketSquare/robotframework-requests
Documentation
*** Variables ***
${URL}
         https://test-rpg.vercel.app/api
   Test Cases ***
Validate Builds
   ${response}
                  GET url=${URL}/builds
   Dictionary Should Contain Key
                                    dictionary=${response.json()}
                                                                     key=thief
   Dictionary Should Contain Key
                                    dictionary=${response.json()}
                                                                     key=mage
   Dictionary Should Contain Key
                                    dictionary=${response.json()}
                                                                     key=knight
                                    dictionary=${response.json()}
                                                                     key=brigadier
   Dictionary Should Contain Key
```



### Python Keywords

#### keywords.py

```
import random

def get_random_build_from_list(list):
    result = random.choice(list)
    print(f'Input: {list}, result: {result}')
    return result
```

#### python.robot

