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Chapter 8. Utility and Reserved Objects

In this chapter, we will cover the following recipes:

- Using global variables (Environment)
- Customizing mouse operations (DeviceReplay)
- Managing processes (SystemUtil)
- Measuring time (Mercury Timers)
- Resolving file locations (PathFinder)
- Loading shared object repositories (RepositoriesCollection)
- Loading and creating XML documents (XMLUtil)
- Drawing a rectangle on the screen with Win32 API methods (Extern)
- Verifying binary file contents (FileCompare)
- Implementing a custom reserved object
- Using remote objects
- Utility statements

Introduction

This chapter describes how to use the utility and reserved objects included in UFT replace with out-of-the-box. These objects are loaded automatically on launching UFT, so that their methods and properties are accessible immediately. There is a wide array of reserved objects, which offer services to utilize mouse and keyboard, system processes, files of different types, object repositories, time, APIs, and so on.

In addition, UFT supports custom-reserved objects, thus enabling the development of extensions to the basic out-of-the-box functionality. We will also give a step-by-step account of how this can be accomplished.