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Action patterns

The following action patterns provide sample Actions that can be executed within UFT:

- DoSomething: This design pattern calls the `TimeStamp()` functio and prints the returned value:

```
Function DoSomething()
    Print "Doing something at " & Timestamp()
    DoSomething = 0
End Function
```

- [OpenApp]: This design pattern calls the preceding DoSomethin function combined with auxiliary classes and functions taken fr the previous section to provide a reusable Action to provide a basic open AUT functionality:

```
Class [OpenApp]
    ' ----------------------------------------------
    ' Reusable Action: OpenApp
    ' Description:
    ' ----------------------------------------------
    Public Status
    Public Iteration
    Public StepNum
    Public dt
    Public Details

    Public Function Run()
        me.Details = "Ended with "
        me.Status.[=]0
        '--- TODO: The code
        me.Status.[+=]DoSomething()

        '--- Report
        Call ReportActionStatus(me)
    End Function

    Private Sub Class_Initialize
        Call InfoClassInstance(me, C_OBJ_LOADED_MSG)
        Set me.Status = [As Num](0)
    End Sub
    Private Sub Class_Terminate
        Call InfoClassInstance(me, C_OBJ_UNLOADED_MSG)
        Set me.Status = Nothing
    End Sub
End Class
```

- [Login]: This design pattern provides a reusable Action for the target AUT in order to provide a basic login/logon functionality:

```
Class [Login]
    ' ----------------------------------------------
    ' Reusable Action: Login
    ' Description: Login to the application
    ' ----------------------------------------------
    Public Status
    Public Iteration
    Public StepNum
    Public dt
    Public Details

    Public Function Run()
        me.Details = "Ended with "
        me.Status.[=]0
        '---
        me.Status.[+=]EnterUsername()
        me.Status.[+=]EnterPassword()
        me.Status.[+=]ClickOnLoginButton()

        '--- Report
        Call ReportActionStatus(me)
    End Function

    Function EnterUsername()
'        EnterUsername = me.Parent.WebEdit("txtUsername").Set(dt.Ge
    End Function

    Function EnterPassword()
'        EnterPassword = me.Parent.WebEdit("txtPassword").Set(dt.Ge
```

```
          End Function

          Function ClickOnLoginButton()
    '         ClickOnLoginButton = me.Parent.WebButton("btnLogin").Click
          End Function

          Property Get Parent()
              Set Parent = Browser("MyStore").Page("Main")
          End Property

          Private Sub Class_Initialize
              Call InfoClassInstance(me, C_OBJ_LOADED_MSG)
              Set me.Status = [As Num](0)
          End Sub
          Private Sub Class_Terminate
              Call InfoClassInstance(me, C_OBJ_UNLOADED_MSG)
              Set me.Status = Nothing
          End Sub
      End Class
```
```
◄                                                              ►
```

- **[Search]**: This design pattern provides a reusable Action for the
  target AUT in order to provide a basic search functionality:

```
Class [Search]
    ' --------------------------------------------------
    ' Reusable Action: Search
    ' Description:
    ' --------------------------------------------------
    Public Status
    Public Iteration
    Public StepNum
    Public dt
    Public Details

    Public Function Run()
        me.Details = "Ended with "
        me.Status.[=]0
        '--- TODO: The code
        me.Status.[+=]DoSomething()

        '--- Report
        Call ReportActionStatus(me)
    End Function

    Private Sub Class_Initialize
        Call InfoClassInstance(me, C_OBJ_LOADED_MSG)
        Set me.Status = [As Num](0)
    End Sub
    Private Sub Class_Terminate
        Call InfoClassInstance(me, C_OBJ_UNLOADED_MSG)
        Set me.Status = Nothing
    End Sub
End Class
```

- **[AddToCart]**: This design pattern provides a reusable Action in
  order to provide a basic add to cart functionality for the target
  AUT:

```
Class [AddToCart]
    ' --------------------------------------------------
    ' Reusable Action: AddToCart
    ' Description:
    ' --------------------------------------------------
    Public Status
    Public Iteration
    Public StepNum
    Public dt
    Public Details

    Public Function Run()
        me.Details = "Ended with "
        me.Status.[=]0
        '--- TODO: The code
        me.Status.[+=]DoSomething()

        PrintReportInfo TypeName(me), "Added to cart: '" & dt.GetPa

        '--- Report
        Call ReportActionStatus(me)
    End Function

    Private Sub Class_Initialize
        Call InfoClassInstance(me, C_OBJ_LOADED_MSG)
        Set me.Status = [As Num](0)
    End Sub
    Private Sub Class_Terminate
        Call InfoClassInstance(me, C_OBJ_UNLOADED_MSG)
        Set me.Status = Nothing
    End Sub
End Class
```
```
◄                                                              ►
```

- **[Checkout]**: This design pattern provides a reusable Action in
  order to provide a basic checkout functionality for the target AUT:

```
Class [Checkout]
    ' --------------------------------------------------
    ' Reusable Action: Checkout
    ' Description:
    ' --------------------------------------------------
    Public Status
    Public Iteration
    Public StepNum
    Public dt
    Public Details

    Public Function Run()
        me.Details = "Ended with "
        me.Status.[=]0
        '--- TODO: The code
        me.Status.[+=]DoSomething()
```

```
            '--- Report
            Call ReportActionStatus(me)
        End Function

        Private Sub Class_Initialize
            Call InfoClassInstance(me, C_OBJ_LOADED_MSG)
            Set me.Status = [As Num](0)
        End Sub
        Private Sub Class_Terminate
            Call InfoClassInstance(me, C_OBJ_UNLOADED_MSG)
            Set me.Status = Nothing
        End Sub
    End Class
```

- [Logout]: This design pattern provides a reusable Action in order to provide a basic logout functionality for the target AUT:

```
    Class [Logout]
        ' --------------------------------------------------
        ' Reusable Action: Logout
        ' Description:
        ' --------------------------------------------------
        Public Status
        Public Iteration
        Public StepNum
        Public dt
        Public Details

        Public Function Run()
            me.Details = "Ended with "
            me.Status.[=]0
            '--- TODO: The code
            me.Status.[+=]DoSomething()

            '--- Raise an error on purpose to show the Error Handler in ac
            On Error Resume Next
            Err.Raise 9

            '--- Report
            Call ReportActionStatus(me)
        End Function

        Private Sub Class_Initialize
            Call InfoClassInstance(me, C_OBJ_LOADED_MSG)
            Set me.Status = [As Num](0)
        End Sub
        Private Sub Class_Terminate
            Call InfoClassInstance(me, C_OBJ_UNLOADED_MSG)
            Set me.Status = Nothing
        End Sub
    End Class
```

- [CloseApp]: This design pattern provides a reusable Action in order to provide a basic close functionality to the target AUT:

```
    Class CloseApp
        ' --------------------------------------------------
        ' Reusable Action: CloseApp
        ' Description:
        ' --------------------------------------------------
        Public Status
        Public Iteration
        Public StepNum
        Public dt
        Public Details

        Public Function Run()
            me.Details = "Ended with "
            me.Status.[=]0
            '--- TODO: The code
            me.Status.[+=]DoSomething()

            '--- Report
            Call ReportActionStatus(me)
        End Function

        Private Sub Class_Initialize
            Call InfoClassInstance(me, C_OBJ_LOADED_MSG)
            Set me.Status = [As Num](0)
        End Sub
        Private Sub Class_Terminate
            Call InfoClassInstance(me, C_OBJ_UNLOADED_MSG)
            Set me.Status = Nothing
        End Sub
    End Class
```

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