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Storing data in the Environment object

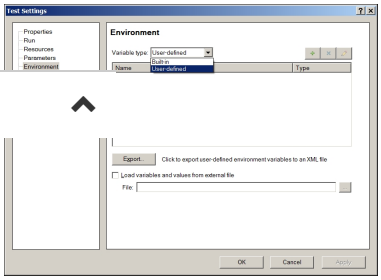
The `Environment` global object is one of UFT's reserved objects and it can be used to store and retrieve both runtime and design-time data.

> **Note**
>
> For a more detailed description of the `Environment` object, please see the next recipe *Retrieving data from the Environment object*.

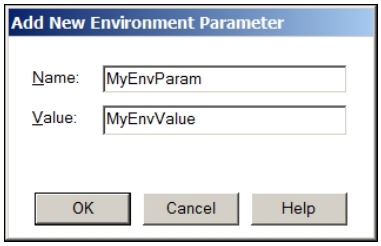
How to do it...

Proceed with the following steps:

1. To store a parameter at design time, navigate to **File** | **Settings** from the UFT menu and then select **Environment**. From the **Variable type** list box, select **User-defined**, as shown in the following screenshot:



2. Click on the **+** button on the right of your **Environment** window. The **Add New Environment Parameter** window will open. Enter the new parameter's (variable) name and value:



3. Click on the **OK** button to approve. You will notice that the newly created variable, with its value, now appears on the list. You should pay attention to the **Type** column, in which it indicates that the variable we just created is `Internal`:

What does it mean? A user-defined variable is `Internal` when we define it through the UFT GUI. It becomes `External` when either we export the

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variables to an XML file or define them directly in such a file and later, load the file with the variables and values to the test.

How it works...

Definitions of the types of variable classifications are as follows:

- **Internal variables**: When you open an existing test, which has an `Internal` variable defined, these will be loaded automatically. Changes made to their values during the run session will not be saved. In this sense, the values given to `Internal` variables using the GUI can be referred to as default values.
- **External variables**: When you open an existing test, which has its user-defined variables loaded from an external XML file, these will be loaded automatically. Their values cannot be changed during the run session. In this sense, the values given to `External` variables can be referred to as constant values.

There's more...

We can also store a value to an Environment variable dynamically from the code. Such a variable will have global scope but will be accessible during runtime only. This means that you will not see it in the list of `Internal` variables, as shown in this recipe. The procedure is equivalent to using the default `Add` method of the `Scripting.Dictionary` object, as shown in the following line of code:

```
Environment("MyEnvParam") = "MyEnvValue"
```

See also

Refer to an article by Yaron Assa at http://www.advancedqtp.com/reservedobjects-as-an-env-object-replacement (http://www.advancedqtp.com/reservedobjects-as-an-env-object-replacement).

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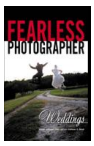

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