



# classes

In some cases, we may need to customize a method that is common all TO classes, or at least to all references to a particular environmen such as the Web or Java. For example, suppose we need to customic the Click method and register all Web TO classes. To write a statem for each class is quite tedious, and it may be an error-prone practice. For example:

```
RegisterUserFunc "WebEdit", "Click", "AQTP_Click"
RegisterUserFunc "WebButton", "Click", "AQTP_Click"
RegisterUserFunc "WebBadiobutton", "Click", "AQTP_Click"
```

If the new implemented method needs to be registered to all classes all environments, then it becomes impractical and undesirable to maintain this via code. We can manage such custom function registrations better by using a data-driven approach.

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## **Getting ready**

You can use the FR\_RegFunc.vbs function library as in the Overriding a Test Object method recipe.

#### How to do it...

Perform the following steps:

```
1. In the function library, we will write the following code:
    OTP_TO_ENVS("StdMin") = Array( "Deaktop", "Dialog", "Static", "SystemUtil", "Wishelton", "Wishelton", "Wishelton", "Wishelton", "Static", "SystemUtil", "Wishelton", "Wishelto
```

```
"WinCheckBox",
"WinComboBox",
"Window",
"WinBdito",
"WinBditor",
"WinList",
"WinList",
"WinList",
"WinManu",
"WinManu",
"WinManu",
"WinMadioButton",
"WinScrollBar",
"WinStatusBar",
"WinStatusBar",
            End function
                  olic Function ValidaterOClasses (ByVal strAddin,

If Ishtray(arrOClasses) = -1 Then

'Empty Array, so assign default (all)

arrTOClasses = OTP_TO_ENVS(strAddIn)

End If
                  Else
'Not an Array, so assign default (all)
arrTOClasses = QTP_TO_ENVS(strAddIn)
            Function RegisterUserFuncEx(ByVal strAddIn, ByVal arrTOClasses, ByVal bim ix
                          Call ValidateTOClasses(strAddIn, arrTOClasses)
                          If IsEmpty(strOverriddenMethod) Or Trim(strO
                          For ix = 0 To UBound(arTOClasses)

If Left(arTOClasses(ix), 1) o "-" Then

Call RegisterUserFunction(arTOClasses(ix), strOver

Else
           Pri.
End If
Next
End Function
                                        Print "Char '-' found at left position 1. Skipped :
            Function UnregisterUserFuncEx(ByVal strAddIn, ByVal arrTOClasses, E
                   Call ValidateTOClasses(strAddIn, arrTOClasses)
                   If IsEmpty(strOverriddenMethod) Or Trim(strOverriddenMethod) =
                    For ix = 0 To UBound(arrTOClasses)
                          xx = U TO UBound(arrTOClasses)

If Left(arrTOClasses(ix), 1) <> "-" Then

Call UnregisterUserFunc(arrTOClasses(ix), strOverridder

Else
          LISE
Print "Cher '-' found at left position 1. Skipped unreg End If
Next
End function
      →
      We will also add a custom function to override the Click method:
            Function FR_Click(obj)

Print "This is my custom Click function"
2. In Action, write the following code:
              'Load the global dictionary with each environment's classes
            'Load the global dictionary with each environment's classes call LoasTOWN/croments()
'Register the overriding method to all classes in StdWin env call RegisterUserFundbx("StdWin", array(), "click", "FR_Click")
'Register the overriding method to the WinZdit class
RegisterUserFunc "Winddit", "Sec", "FR_WinZdit_Sec"
'Try to set the Agent Name field in the FR (Login dialog bialog ("Login"). WinZdit ("Agent Name"). Set "mercury"
'Unregister the overriding method

OmegisterUserFunc "WinZdit", "Set"
call UnregisterUserFuncRx("StdWin", array(), "click")
      4
```

In the output pane, you will notice that the printed script is **This is my custom Click function**, which is a line we added in our custom version of the Click method.

# How it works...

Here, we will skip the parts of the code already explained in the Overriding a Test Object method recipe.

First, we call the LoadTOEnvironments function to get a dictionary object assigned to our OTF\_TO\_ENVS\_global variable, which will store for us a key for each environment we defined, each pointing to an array with a list of all the classes within that environment.

Then, we call the RegisterUserFuncEx function (our custom version of RegisterUserFunc) seeking to register the FR\_Click function in the Click method for all classes (hence the empty array is passed) within the StdWin environment.

The <code>validateToClasses</code> function checks whether the argument passed to the <code>RegisterUserPuncEx</code> function is an array or an empty array. In such a case, the function registers the custom method to all classes listed in the <code>CPT\_TO\_ENVS(strAddIn)</code> array. If a hyphen (-) is added to the left of the class name, then the method will not be registered to that particular class (and eventually, of course, will not be unregistered at all)

The flow is otherwise the same as in the previous recipe, but when the  $_{\mbox{\scriptsize CR}}$  button of the pop-up dialog is clicked, UFT reroutes the call to our registered  $_{\mbox{\scriptsize FR}}$  click function, and hence, the custom output (as mentioned in the previous section). In a way, we can say that our custom function is actually a delegate of the native method.

At the end of the script, we unregister the custom function from all classes in the environment (in this case, StdWin).



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