Recent

Topics

Tutorials

Highlights

Settings

Feedback (http://community.

Sign Out

Settings

10 days left in your trial.
Subscribe.

Feedback
(http://community.safaribooksonline.com

Sign Out

Chapter 5. Object Identification

In this chapter, we will cover the following recipes:

- Setting mandatory and assistive properties for a class
- Using Descriptive Programming inline
- Using the Description object
- Using child objects
- Using native properties for object identification
- Identifying an object based on its parent

Introduction

This chapter will delve into different aspects of the features provided
UFT to identify GUI **Test Objects** (**TO**). UFT brings along a wide array
of add-ins to support different software technologies such as Web,
.NET, Java, Delphi, and PowerBuilder. However, despite this diversity
that requires a specific add-in implementation for each technology, th
basic underlying technology and approach within UFT is the same. In
this chapter, we will explain how to make use of this basic approach to
tackle the identification of TOs during design and run time. We will also
see how to access native properties, which are not supported by UFT
out of the box when using `GetROProperty` and `CheckProperty`.

Recommended / Queue

Feedback (http://community
© 2015 Safari.
Terms of Service / Membership Agreement / Privacy Policy

PREV
Adding a new m…

NEXT
Setting mandator…