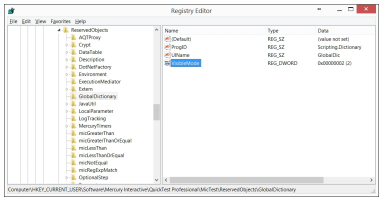
Implementing a custom reserve object

UFT can be extended with additional custom reserved objects. This is feature that can be exploited to develop objects that are instantiated the UFT's launch time, making the developer's work much more effic and the code more concise. In this section, we will describe how to implement `GlobalDictionary`, which is to be used for data sharing among different `Actions`.

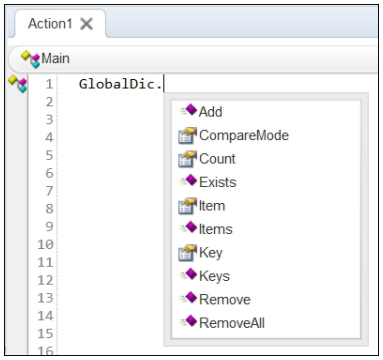
How to do it...

Proceed with the following steps:

1. In Windows, navigate to **Start** | **Run**. Type `regedit.exe` and press *Enter*.
2. In **Registry Editor**, search for the folder `ReservedObjects`. It should appear at `HKEY_CURRENT_USER\Software\Mercury Interactive\QuickTest Professional\MicTest\ReservedObjects\`.
3. Add a new key and name it `GlobalDictionary`.
4. Add the following values to the key:
   - `ProgID` of type REG_SZ (string value). Assign it the value of `Scripting.Dictionary`.
   - `UIName` of type REG_SZ (string value). Assign it the value of `GlobalDic`.
   - `VisibleMode` of type REG_DWORD (32-bit value). Assign it the value of `2 (Hexadecimal: 0x00000002)`.
5. The **Registry Editor** window should look as follows:



6. Open UFT, and from the **File** menu, navigate to **New** | **Test**, or use the *Ctrl* + *N* shortcut.
7. In `Action`, type `GlobalDic.`:



As you can see, UFT now recognizes `GlobalDic` in the same fashion as other reserved objects (for example, `SystemUtil`). The `GlobalDictionary` parameter (`GlobalDic` is the `UIName` we defined in the registry) is already loaded and available, and we also have autocomplete for the syntax of the object methods and properties.

How it works…

UFT takes the definitions of the reserved objects to be loaded from the Windows registry at the `ReservedObjects` key (as mentioned previously). We defined the `progID` (the unique identifier for the COM object) as `Scripting.Dictionary`, which is the `UIName` to be recognized in the UFT editor, and assigned `2` to `VisibleMode` (meaning that it should be visible). When UFT is launched, it loads our custom object, together with the other default objects, and it stays in memory until UFT is closed.