using MarsQA.Utilities;

using Microsoft.VisualBasic;

using NUnit.Framework.Constraints;

using OpenQA.Selenium;

using OpenQA.Selenium.Support.UI;

using System;

using System.Collections.Generic;

using System.Linq;

using System.Reflection.Emit;

using System.Security.Policy;

using System.Text;

using System.Threading.Tasks;

using TechTalk.SpecFlow.Time;

namespace MarsQA.Pages

{

public class ProfilePage

{

private static IWebElement SkillTab => CommonDriver.driver.FindElement(By.XPath("//a[text()='Skills']"));

private static IWebElement AddNewSkillButton => CommonDriver.driver.FindElement(By.XPath("//\*[text()='Skill']/following-sibling::th[2]/div"));

private static IWebElement SkillTextBox => CommonDriver.driver.FindElement(By.XPath("//input[@placeholder='Add Skill']"));

private static IWebElement SkillLevelDropDown => CommonDriver.driver.FindElement(By.XPath("//select[@class='ui fluid dropdown']"));

private static IWebElement AddButton => CommonDriver.driver.FindElement(By.XPath("//input[@value='Add']"));

private static IWebElement NewSkillAddedTextBox => CommonDriver.driver.FindElement(By.XPath("(//div[text()='Do you have any skills?']/parent::div/following-sibling::div//table/tbody)[last()]//td[1]"));

private static IWebElement NewSkillLevelAddedTextBox => CommonDriver.driver.FindElement(By.XPath("(//div[text()='Do you have any skills?']/parent::div/following-sibling::div//table/tbody)[last()]//td[2]"));

private static IWebElement UpdateSkillIconButton => CommonDriver.driver.FindElement(By.XPath("(//div[text()='Do you have any skills?']/parent::div/following-sibling::div//table/tbody)[last()]//td[3]/descendant::i[1]"));

private static IWebElement UpdateSkillButton => CommonDriver.driver.FindElement(By.XPath("//\*[@value='Update']"));

private static IWebElement UpdatedSkillTextBox => CommonDriver.driver.FindElement(By.XPath("(//div[text()='Do you have any skills?']/parent::div/following-sibling::div//table/tbody)[last()]//td[1]"));

private static IWebElement UpdatedSkillLevelTextBox => CommonDriver.driver.FindElement(By.XPath("(//div[text()='Do you have any skills?']/parent::div/following-sibling::div//table/tbody)[last()]//td[2]"));

private static IWebElement DeleteSkillIconButton => CommonDriver.driver.FindElement(By.XPath("(//div[text()='Do you have any skills?']/parent::div/following-sibling::div//table/tbody)[last()]//td[3]/descendant::i[2]"));

private static IWebElement CancelButton => CommonDriver.driver.FindElement(By.XPath("//\*[@value='Cancel']"));

private static IWebElement AddNewLanguageButton => CommonDriver.driver.FindElement(By.XPath("//\*[text()='Language']/following-sibling::th[2]/div"));

private static IWebElement LanguageTextBox => CommonDriver.driver.FindElement(By.XPath("//\*[@placeholder='Add Language']"));

private static IWebElement LanguageLevelDropDown => CommonDriver.driver.FindElement(By.XPath("//select[@class='ui dropdown']"));

private static IWebElement NewLanguageAddedTextBox => CommonDriver.driver.FindElement(By.XPath("//th[text()='Language']//ancestor::thead/following-sibling::tbody[last()]/descendant::td[1]"));

private static IWebElement NewLanguageAddedLevelTextBox = CommonDriver.driver.FindElement(By.XPath("//th[text()='Language']//ancestor::thead/following-sibling::tbody[last()]/descendant::td[2]"));

public void AddLanguage(string language, string languageLevel)

{

//----Adding Language------------

Thread.Sleep(4000);

//Click on "Add New" button

AddNewLanguageButton.Click();

//Enter language and select language level.

SelectElement languageLevelOption = new SelectElement(LanguageLevelDropDown);

languageLevelOption.SelectByText(languageLevel);

LanguageTextBox.SendKeys(language);

//Click on "Add" button.

AddButton.Click();

Thread.Sleep(1000);

}

public string GetLanguage()

{

return NewLanguageAddedTextBox.Text;

}

public string GetLanguageLevel()

{

return NewLanguageAddedLevelTextBox.Text;

}

//public void UpdateLanguage(string language, string languageLevel)

//{

// //---updating a Language-----;

// Wait.WaitToBeClickable(driver, "XPath", "//th[text()='Language']//ancestor::thead/following-sibling::tbody[last()]/tr/td[3]/span/i[1]", 4);

// //Click on "Edit icon" button of desired record.

// IWebElement editLanguageIconButton = driver.FindElement(By.XPath("//th[text()='Language']//ancestor::thead/following-sibling::tbody[last()]/tr/td[3]/span/i[1]"));

// editLanguageIconButton.Click();

// //Change the language and language level.

// Thread.Sleep(3000);

// IWebElement editlanguageTextBox = driver.FindElement(By.XPath("//input[@value='Update']/parent::span/preceding-sibling::div[2]/input"));

// IWebElement editSkillLevelDropDown = driver.FindElement(By.XPath("//input[@value='Update']//parent::span/preceding-sibling::div[1]/select"));

// editlanguageTextBox.Clear();

// editlanguageTextBox.SendKeys(language);

// SelectElement editSkillLevelOption = new SelectElement(editSkillLevelDropDown);

// editSkillLevelOption.SelectByText(languageLevel);

// //Click on "Update" button.

// IWebElement updateSkillButton = driver.FindElement(By.XPath("//\*[@value='Update']"));

// updateSkillButton.Click();

// Thread.Sleep(1000);

//}

public void AddSkill(string skill, string skillLevel)

{

//----Adding Skill------------

//Click on "Skills" tab.

Thread.Sleep(2000);

//Wait.WaitToBeClickable(driver, "XPath", "//a[text()='Skills']", 9);

SkillTab.Click();

//Click on "Add New" button.

AddNewSkillButton.Click();

//Enter skill and select skill level.

SelectElement skillLevelOption = new SelectElement(SkillLevelDropDown);

SkillTextBox.SendKeys(skill);

skillLevelOption.SelectByText(skillLevel);

//Click on "Add" button.

AddButton.Click();

Thread.Sleep(1000);

}

public string GetSkill()

{

return NewSkillAddedTextBox.Text;

}

public string GetSkillLevel()

{

return NewSkillLevelAddedTextBox.Text;

}

public void UpdateSkill(string skill, string skillLevel)

{

//---updating a Skill-----

//Click on "Skills" tab.

// Wait.WaitToBeClickable(driver, "XPath", "//a[text()='Skills']", 5);

Thread.Sleep(2000);

SkillTab.Click();

//Click on "Edit icon" button of desired record.

UpdateSkillIconButton.Click();

//Change the skill and skill level.

SkillTextBox.Clear();

SkillTextBox.SendKeys(skill);

SelectElement skillLevelOption = new SelectElement(SkillLevelDropDown);

skillLevelOption.SelectByText(skillLevel);

//Click on "Update" button.

UpdateSkillButton.Click();

Thread.Sleep(1000);

}

public string GetUpdatedSkill()

{

//return updated skill

return UpdatedSkillTextBox.Text;

}

public string GetUpdatedSkillLevel()

{

//return updated skill level

return UpdatedSkillLevelTextBox.Text;

}

public void DeleteSkill()

{

//---Deleting a Skill-----

//Click on "Skills" tab.

Thread.Sleep(2000);

SkillTab.Click();

//Click on delete icon button of desired record.

DeleteSkillIconButton.Click();

// incomplete

}

public void CancelSkillAddition(string skill, string skillLevel)

{

//----Cancel Adding Skill------------

//Click on "Skills" tab.

Thread.Sleep(4000);

SkillTab.Click();

//Click on "Add New" button.

AddNewSkillButton.Click();

//Enter skill and select skill level.

SkillTextBox.SendKeys(skill);

SelectElement skillLevelOption = new SelectElement(SkillLevelDropDown);

skillLevelOption.SelectByText(skillLevel);

//Click on "Cancel" button

CancelButton.Click();

//incomplete

}

public void CancelSkillUpdation(string skill, string skillLevel)

{

//---Cancel updating a Skill-----

//Click on "Skills" tab.

// Wait.WaitToBeClickable(driver, "XPath", "//a[text()='Skills']", 5);

Thread.Sleep(2000);

SkillTab.Click();

//Click on "Edit icon" button of desired record.

UpdateSkillIconButton.Click();

//Change the skill and skill level.

SkillTextBox.Clear();

SkillTextBox.SendKeys(skill);

SelectElement updateSkillLevelOption = new SelectElement(SkillLevelDropDown);

updateSkillLevelOption.SelectByText(skillLevel);

//Click on Cancel button.

CancelButton.Click();

Thread.Sleep(1000);

}

}

}