Skills

SkillFeature file

Scenario Outline: Adding a record with empty skill and no level

Given I logged into the Mars portal successfully

When I added a record with empty skill '*<Skill>*' and no level '*<Level>*'

Then A record with empty skill '*<Skill>*' and no level '*<Level>*' should not be added

Examples:

| *Skill* | *Level* |

| | Choose Skill Level |

Scenario Outline: Adding a record with a valid skill and no level

Given I logged into the Mars portal successfully

When I added a record with a skill '*<Skill>*' but no level '*<Level>*'

Then A record with a valid skill but no level '*<Level>*' should not be added

Examples:

| *Skill* | *Level* |

| Javasript | Choose Skill Level |

Scenario Outline: Adding a record with empty skill and a valid level

Given I logged into the Mars portal successfully

When I added a record with an empty skill '*<Skill>*' and a valid level '*<Level>*'

Then A record with an empty skill '*<Skill>*' and a valid level should not be added

Examples:

| *Skill* | *Level* |

| | Beginner |

Step definition:

[When(@"I added a record with empty skill '([^']\*)' and no level '([^']\*)'")]

public void WhenIAddedARecordWithEmptySkillAndNoLevel(string skill, string skillLevel)

{

//Adding empty skill and no skill level record

ProfilePage profilePageObj = new ProfilePage();

profilePageObj.AddSkill(skill, skillLevel);

}

[Then(@"A record with empty skill '([^']\*)' and no level '([^']\*)' should not be added")]

public void ThenARecordWithEmptySkillAndNoLevelShouldNotBeAdded(string skill, string skillLevel)

{

// Verify a record with empty skill and no level selected is not created

ProfilePage profilePageObject = new ProfilePage();

string newSkill = profilePageObject.GetSkill();

string newSkillLevel = profilePageObject.GetSkillLevel();

Assert.AreNotEqual(skill, newSkill, "Actual and expected skill match. Skill not added. Skill Added !!");

Assert.AreNotEqual(skillLevel, newSkillLevel, "Actual and expected skill level match. Skill level added!!");

}

[When(@"I added a record with a skill '([^']\*)' but no level '([^']\*)'")]

public void WhenIAddedARecordWithASkillButNoLevel(string skill, string skillLevel)

{

//Adding a record with a skill but no skill level

ProfilePage profilePageObj = new ProfilePage();

profilePageObj.AddSkill(skill, skillLevel);

}

[Then(@"A record with a valid skill but no level '([^']\*)' should not be added")]

public void ThenARecordWithAValidSkillButNoLevelShouldNotBeAdded(string skillLevel)

{

// Verify a record with a skill but no skill level selected is not created

ProfilePage profilePageObject = new ProfilePage();

string newSkillLevel = profilePageObject.GetSkillLevel();

Assert.AreNotEqual(skillLevel, newSkillLevel, "Actual and expected skill level match. Skill level added !!");

}

[When(@"I added a record with an empty skill '([^']\*)' and a valid level '([^']\*)'")]

public void WhenIAddedARecordWithAnEmptySkillAndAValidLevel(string skill, string skillLevel)

{

//Adding a record with an empty skill but a valid skill level

ProfilePage profilePageObj = new ProfilePage();

profilePageObj.AddSkill(skill, skillLevel);

}

[Then(@"A record with an empty skill '([^']\*)' and a valid level should not be added")]

public void ThenARecordWithAnEmptySkillAndAValidLevelShouldNotBeAdded(string skill)

{

// Verify a record with an empty skill but a valid level selected is not created

ProfilePage profilePageObject = new ProfilePage();

string newSkill = profilePageObject.GetSkill();

Assert.AreNotEqual(skill, newSkill, "Actual and expected skill match. Skill added !!");

}

Profile page elements:

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

private static IWebElement AddSkillLevelDropDown => CommonDriver.driver.FindElement(By.XPath("//\*[text()='Choose Skill Level']/parent::select"));

private static IWebElement AddSkillButton => 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 UpdateSkillTextBox => CommonDriver.driver.FindElement(By.XPath("//input[@value='Update']/parent::span/parent::div/div/input"));

private static IWebElement UpdateSkillLevelDropDown => CommonDriver.driver.FindElement(By.XPath("//input[@value='Update']/parent::span/parent::div/child::div[2]/select"));

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 CancelAddSkillButton => CommonDriver.driver.FindElement(By.XPath("//h3[text()='Skills']/parent::div/following-sibling::div/div/div/span/input[2]"));

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

Language:

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

private static IWebElement LanguageLevelDropDown => CommonDriver.driver.FindElement(By.XPath("//\*[text()='Choose Language Level']/parent::select"));

private static IWebElement AddLanguageButton => CommonDriver.driver.FindElement(By.XPath("//h3[text()='Languages']/parent::div/following-sibling::div/div/div/div[3]/input[1]"));

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

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

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

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

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

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