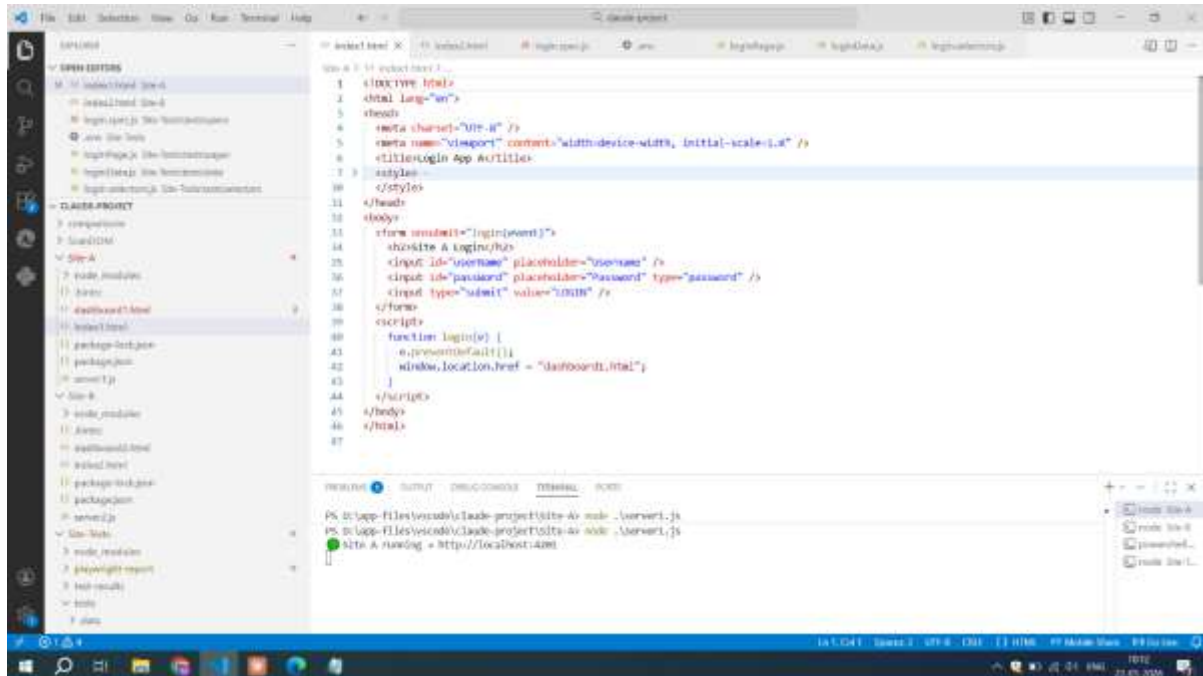


Documentation of the Project

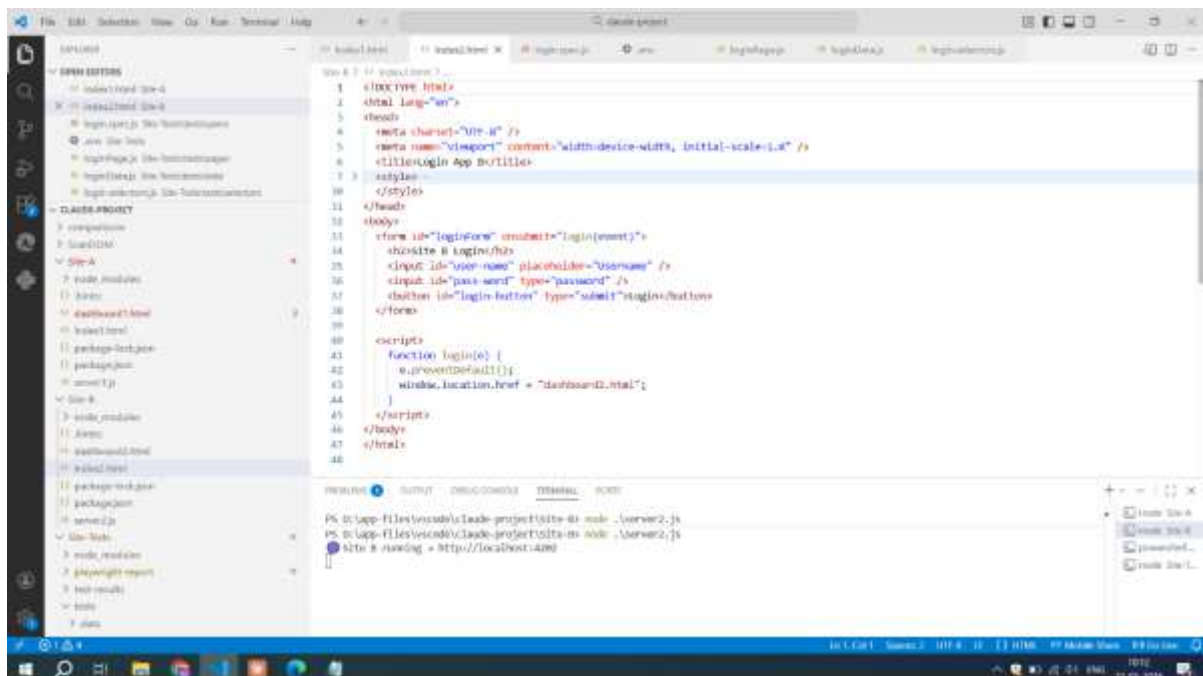
Agentic UI testing

1 the websites – Baseline (SiteA) and Variant (SiteB)



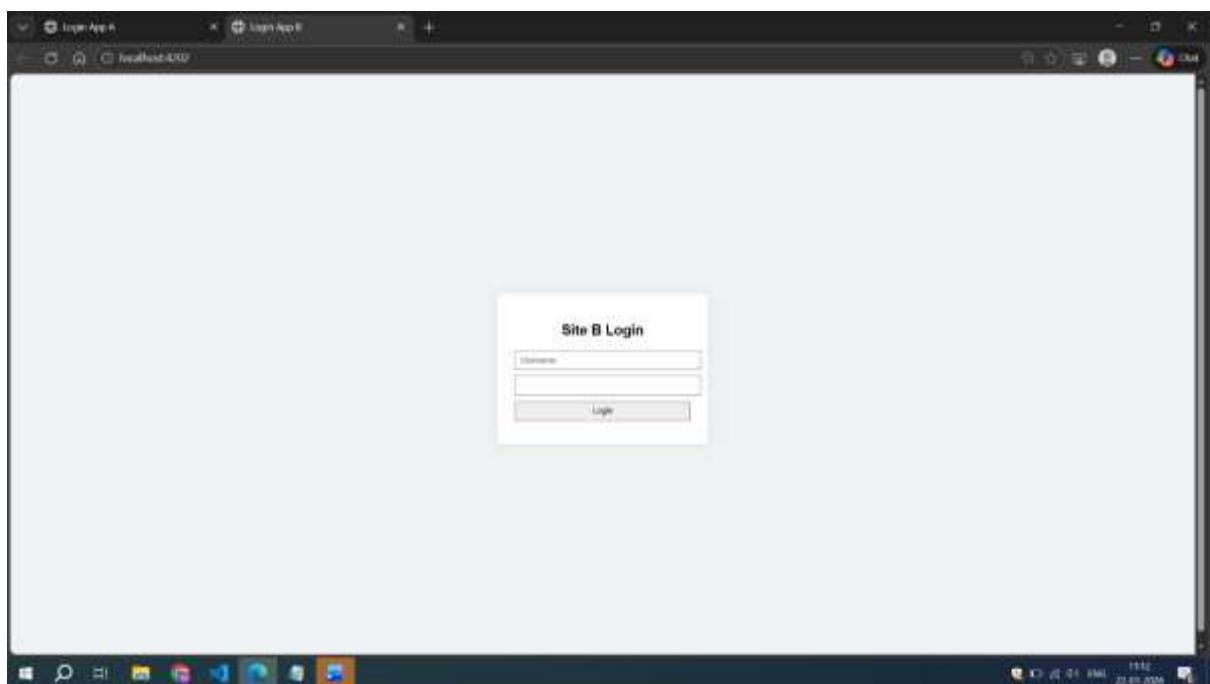
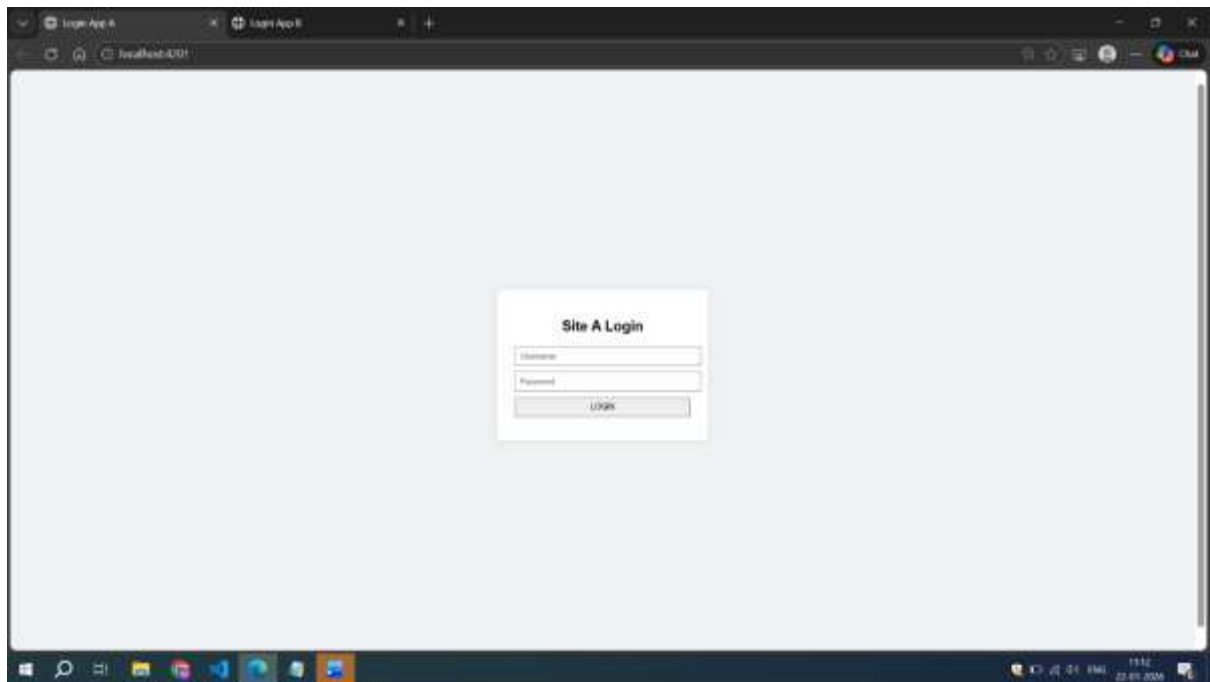
```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8" />
5   <meta name="viewport" content="width=device-width, initial-scale=1.0" />
6   <title>Login App A</title>
7   <style>
8     </style>
9 </head>
10 <body>
11   <form id="loginForm" submit="login(event)">
12     <div>Site A Login</div>
13     <input id="username" placeholder="username" />
14     <input id="password" placeholder="password" type="password" />
15     <input type="submit" value="LOGIN" />
16   </form>
17   <script>
18     function login(e) {
19       e.preventDefault();
20       window.location.href = "dashboard.html";
21     }
22   </script>
23 </body>
24 </html>
```

```
PS C:\app-files\vscode\code-project\site-a> node .\server.js
PS C:\app-files\vscode\code-project\site-a> node .\server.js
Site A running = http://localhost:4200
```

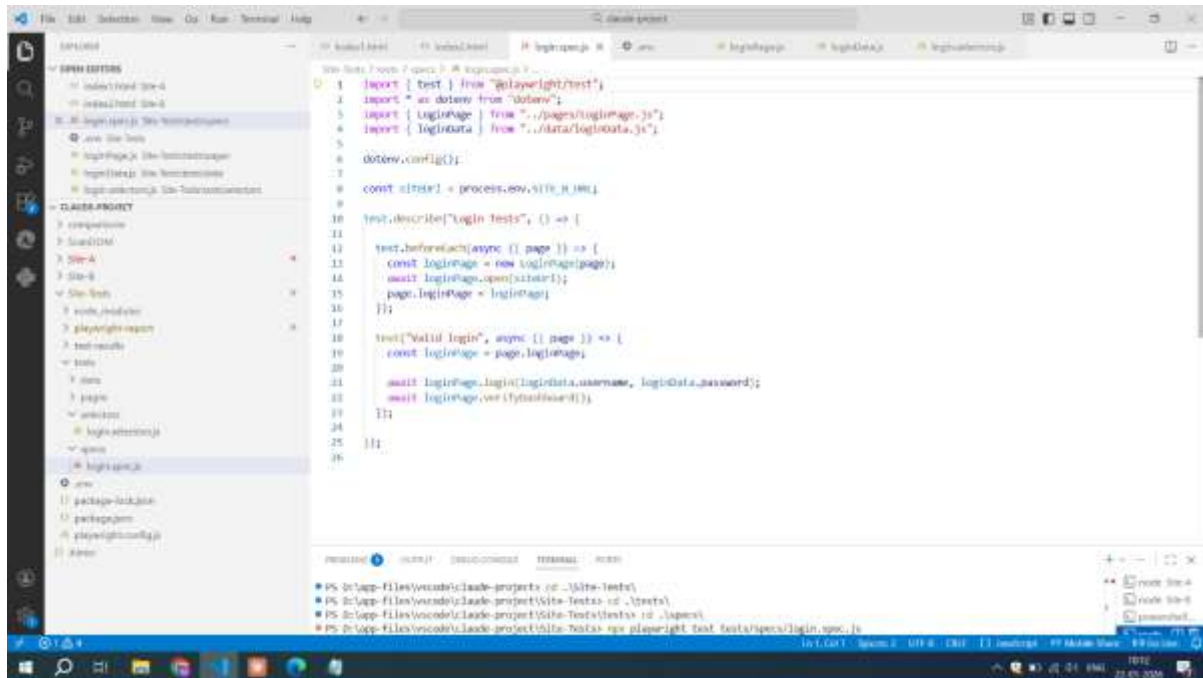


```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8" />
5   <meta name="viewport" content="width=device-width, initial-scale=1.0" />
6   <title>Login App B</title>
7   <style>
8     </style>
9 </head>
10 <body>
11   <form id="loginForm" submit="login(event)">
12     <div>Site B Login</div>
13     <input id="username" placeholder="username" />
14     <input id="password" type="password" />
15     <button id="login button" type="submit">login/button</button>
16   </form>
17   <script>
18     function login(e) {
19       e.preventDefault();
20       window.location.href = "dashboard.html";
21     }
22   </script>
23 </body>
24 </html>
```

```
PS C:\app-files\vscode\code-project\site-b> node .\server.js
PS C:\app-files\vscode\code-project\site-b> node .\server.js
Site B running = http://localhost:4200
```



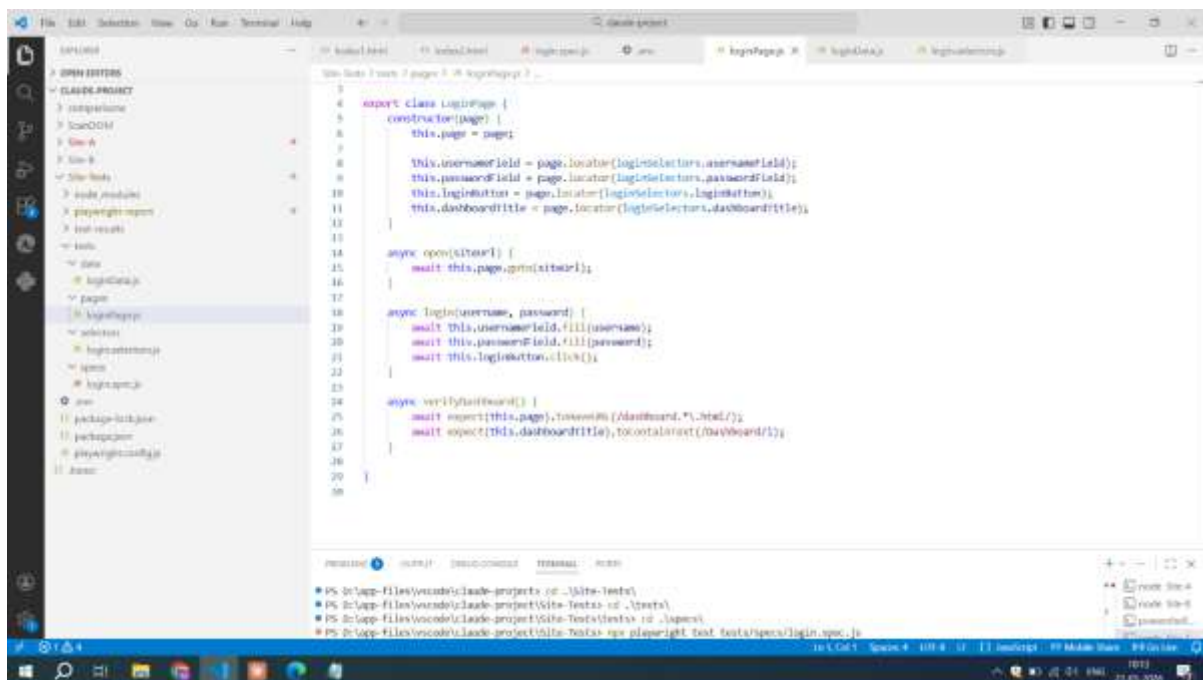
2 test files



The screenshot shows a VS Code editor with a project named 'class-project'. The file explorer on the left shows a directory structure with 'OPEN EDITORS' and 'CLASS-PROJECT'. The main editor displays a test file named 'login.spec.js' with the following code:

```
1 import { test } from '@playwright/test';
2 import * as dotenv from 'dotenv';
3 import { LoginPage } from './pages/loginPage.js';
4 import { loginData } from './data/loginData.js';
5
6 dotenv.config();
7
8 const siteUrl = process.env.SITE_URL;
9
10 test.describe('Login tests', () => {
11
12   test.beforeEach(async ({ page }) => {
13     const loginPage = new LoginPage(page);
14     await loginPage.open(siteUrl);
15     page.loginPage = loginPage;
16   });
17
18   test('Valid login', async ({ page }) => {
19     const loginPage = page.loginPage;
20
21     await loginPage.login(loginData.username, loginData.password);
22     await loginPage.verifyDashboard();
23   });
24
25 });
```

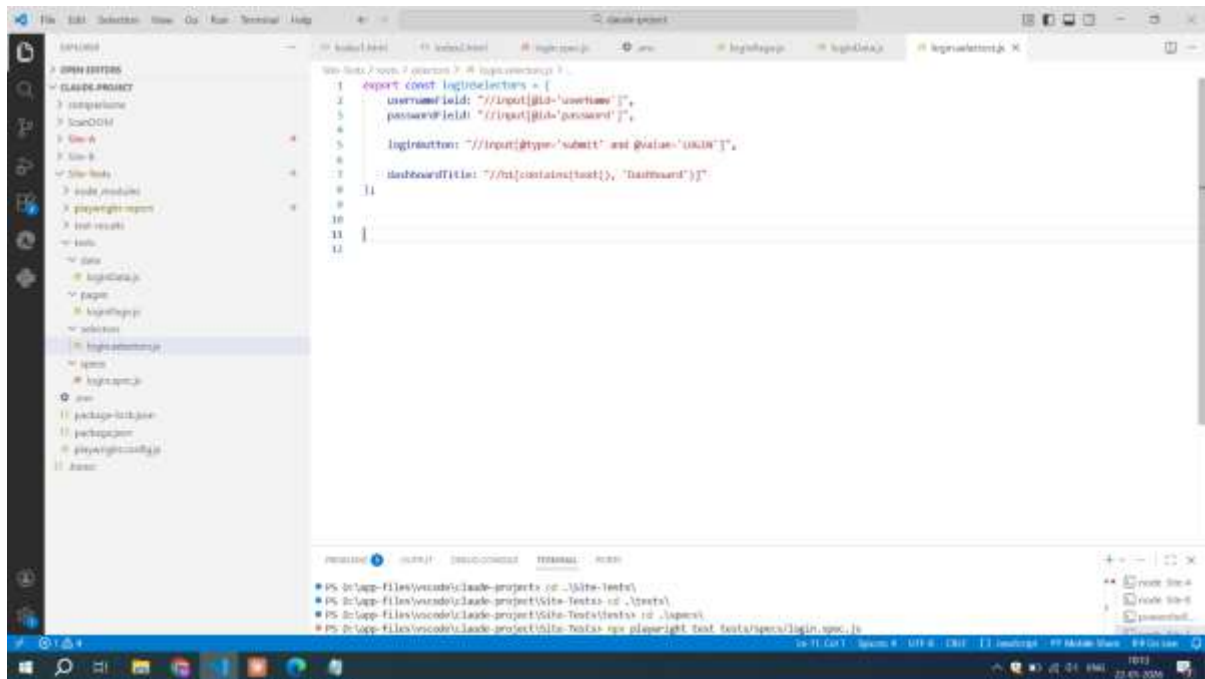
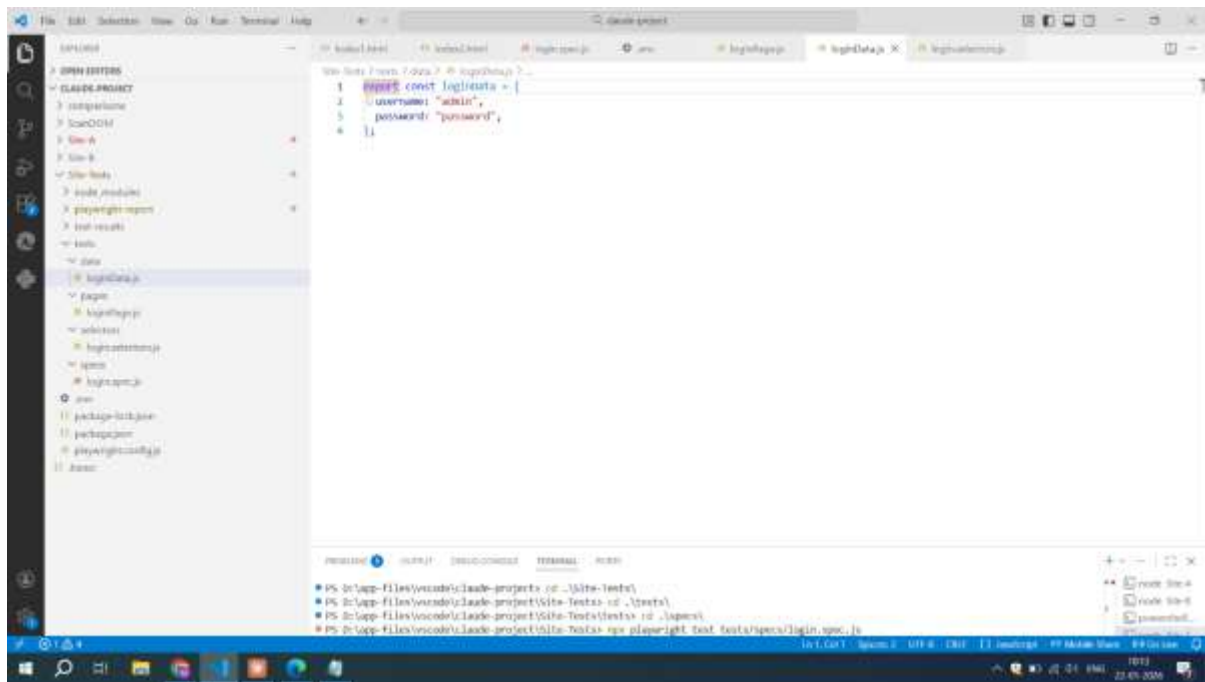
The terminal at the bottom shows the command being run: `PS C:\app-files\yocode\class-projects\02 -\Vite-tests> npx playwright test tests/specs/login.spec.js`

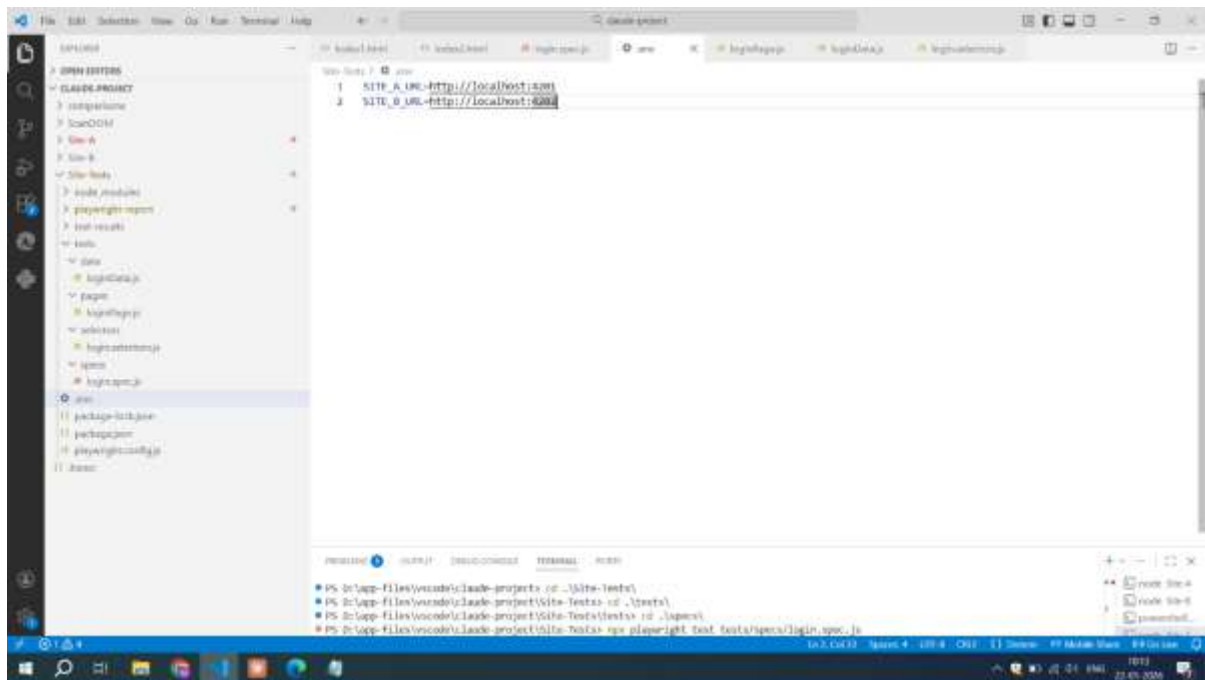


The screenshot shows the same VS Code editor with the 'class-project' project. The file explorer on the left shows the 'CLASS-PROJECT' directory. The main editor displays a page object model file named 'LoginPage.js' with the following code:

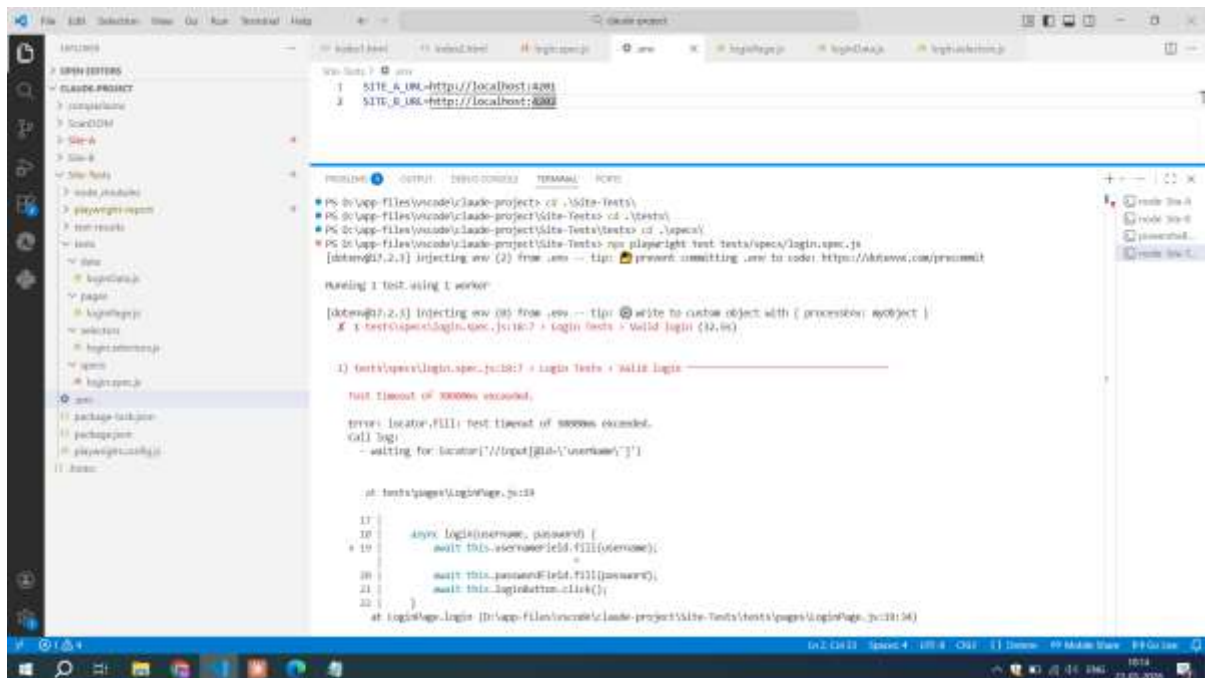
```
1
2 export class LoginPage {
3   constructor(page) {
4     this.page = page;
5
6     this.usernameField = page.locator(loginSelectors.usernameField);
7     this.passwordField = page.locator(loginSelectors.passwordField);
8     this.loginButton = page.locator(loginSelectors.loginButton);
9     this.dashboardTitle = page.locator(loginSelectors.dashboardTitle);
10
11   }
12
13   async open(siteUrl) {
14     await this.page.goto(siteUrl);
15   }
16
17   async login(username, password) {
18     await this.usernameField.fill(username);
19     await this.passwordField.fill(password);
20     await this.loginButton.click();
21   }
22
23   async verifyDashboard() {
24     await expect(this.page).toContain('Dashboard.*.html?');
25     await expect(this.dashboardTitle).toContain('Dashboard');
26   }
27
28 }
```

The terminal at the bottom shows the command being run: `PS C:\app-files\yocode\class-projects\02 -\Vite-tests> npx playwright test tests/specs/login.spec.js`

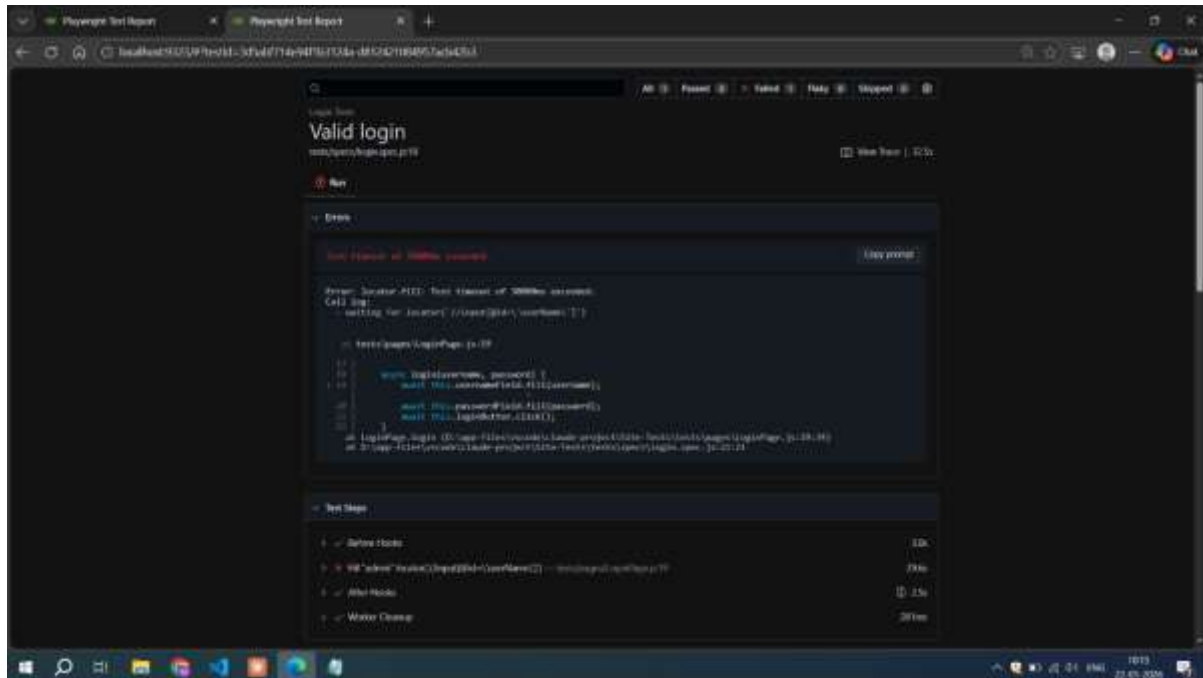




3) test result in terminal (npx playwright test)

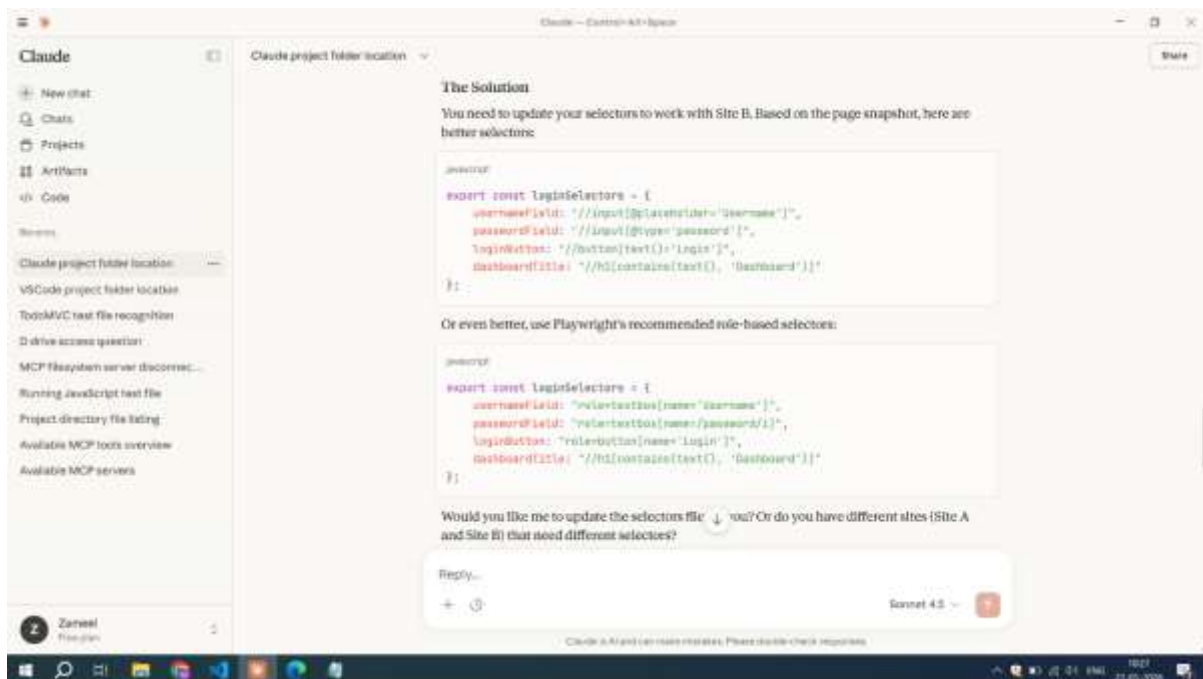


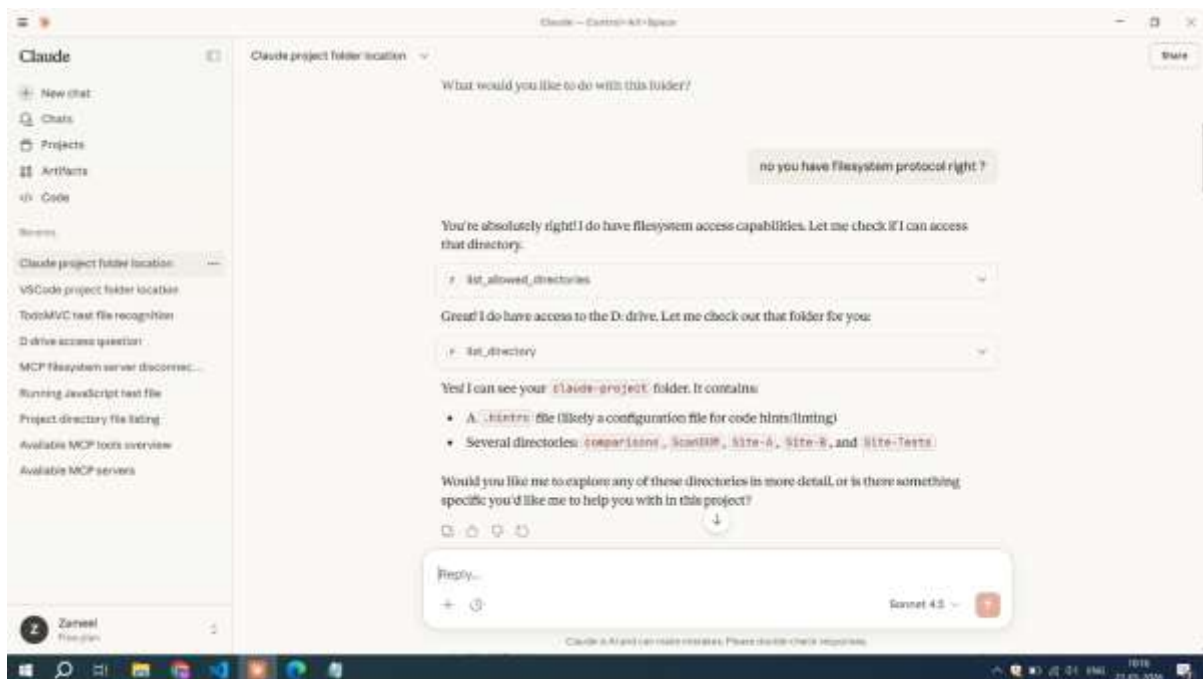
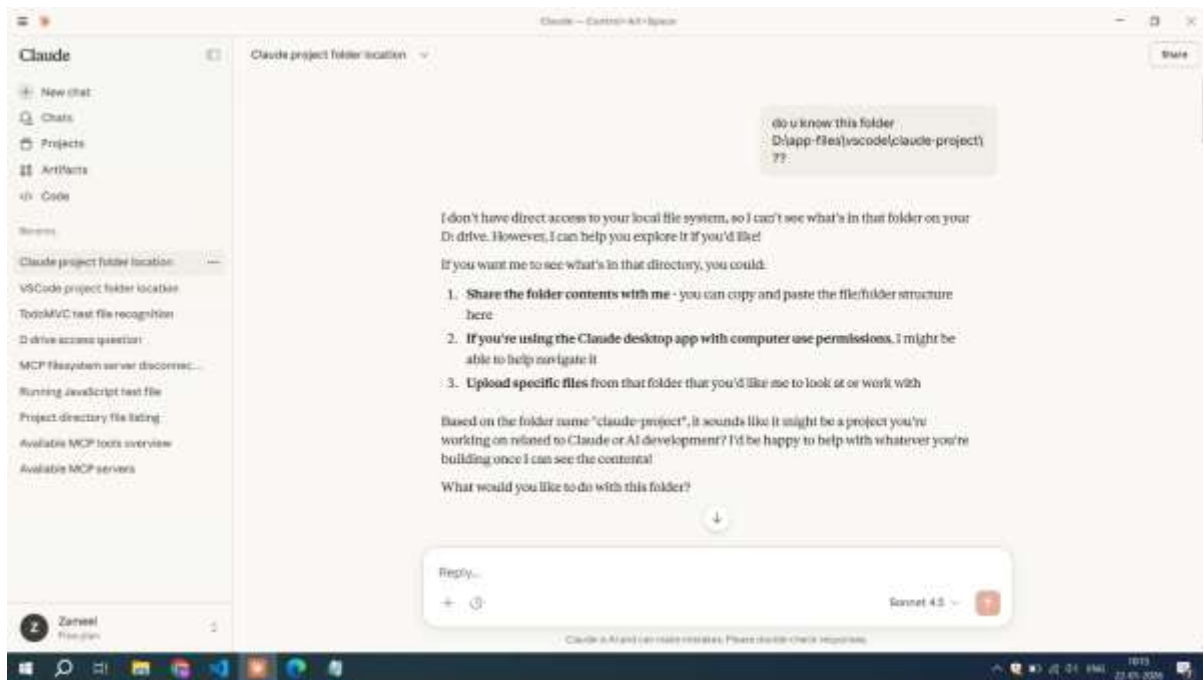
4) playwright report

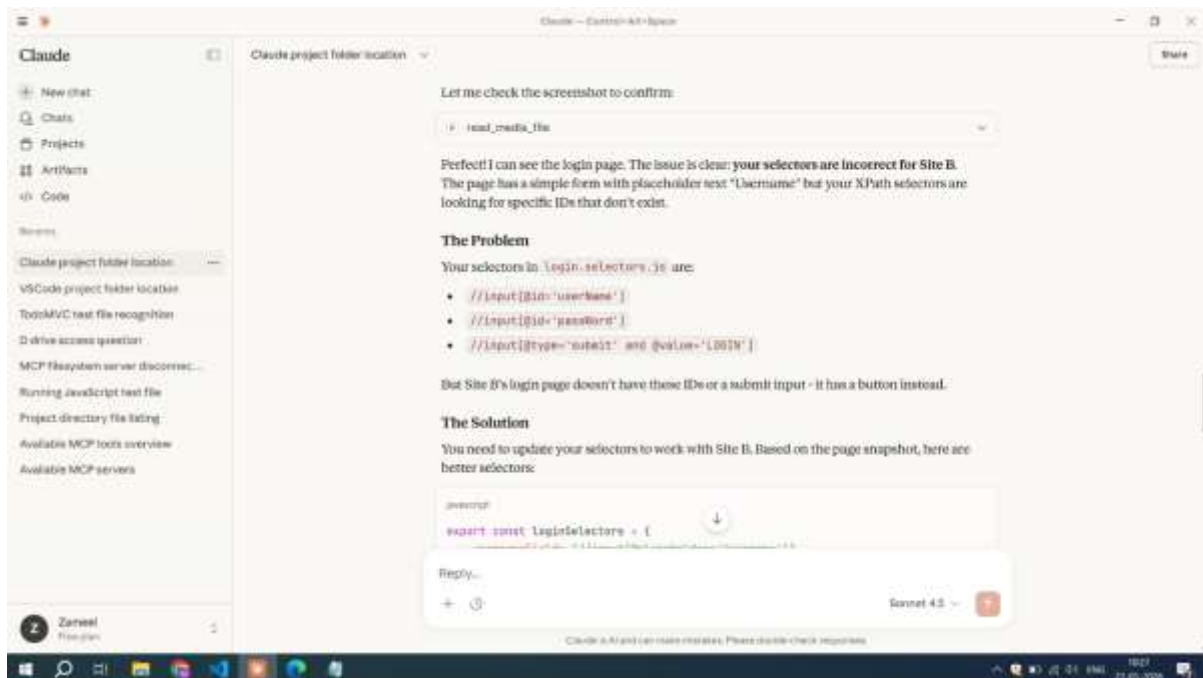
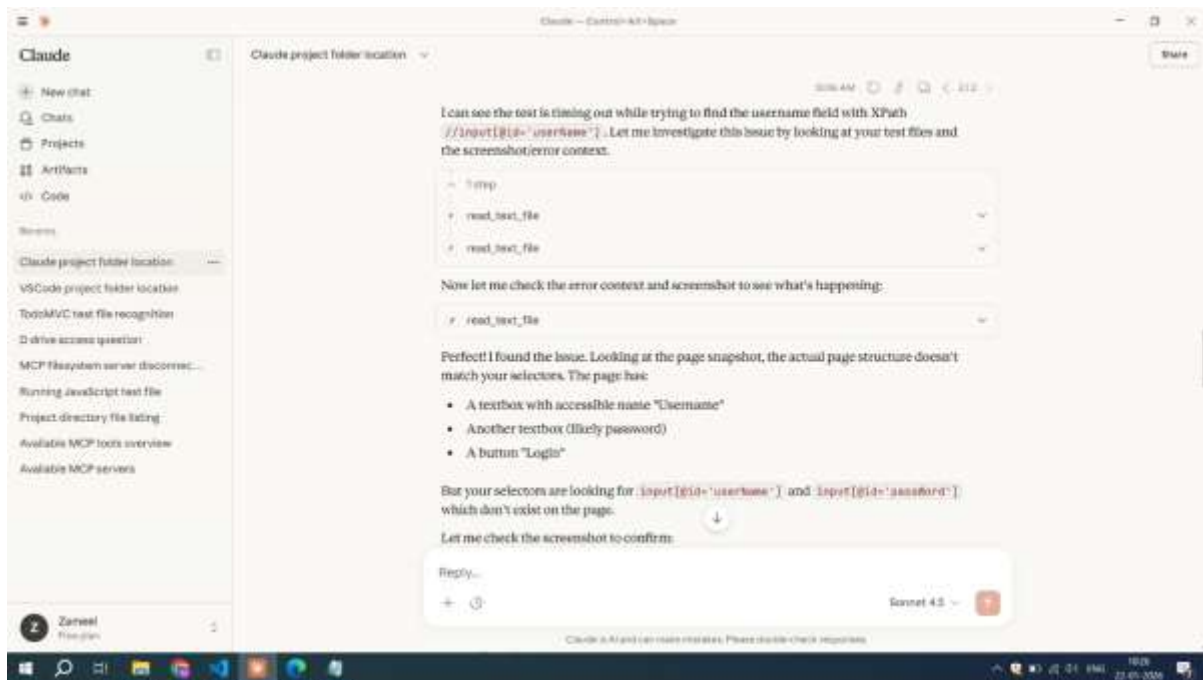


5) agentic ai interface(Claude)

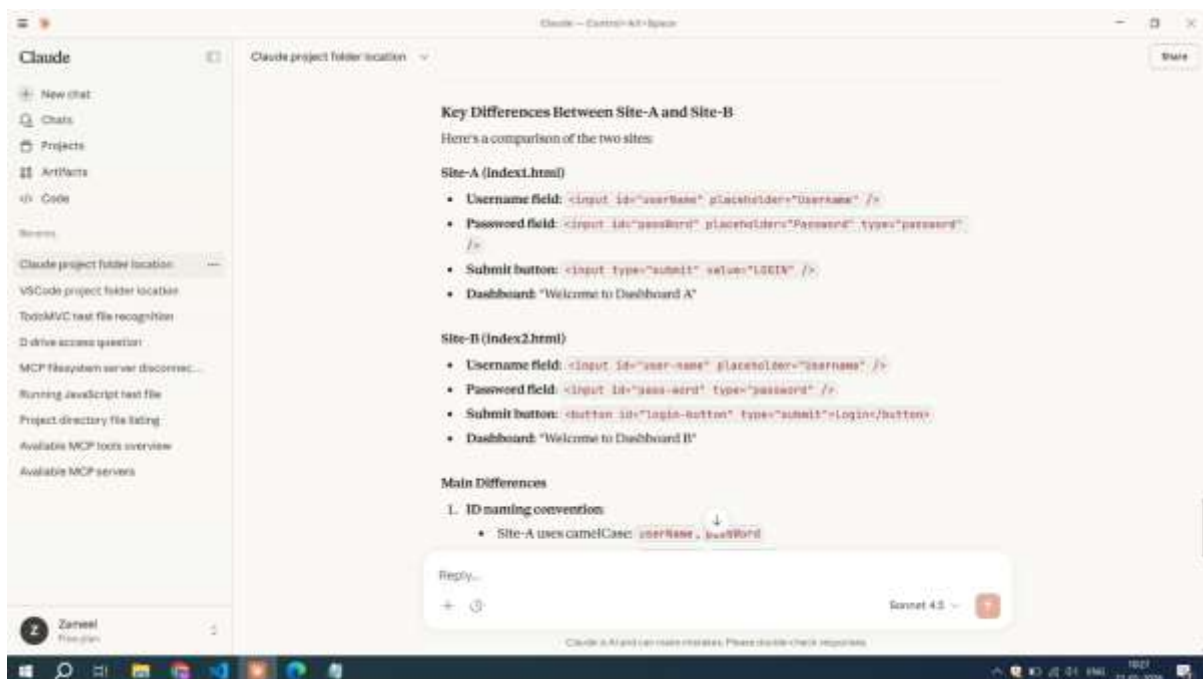
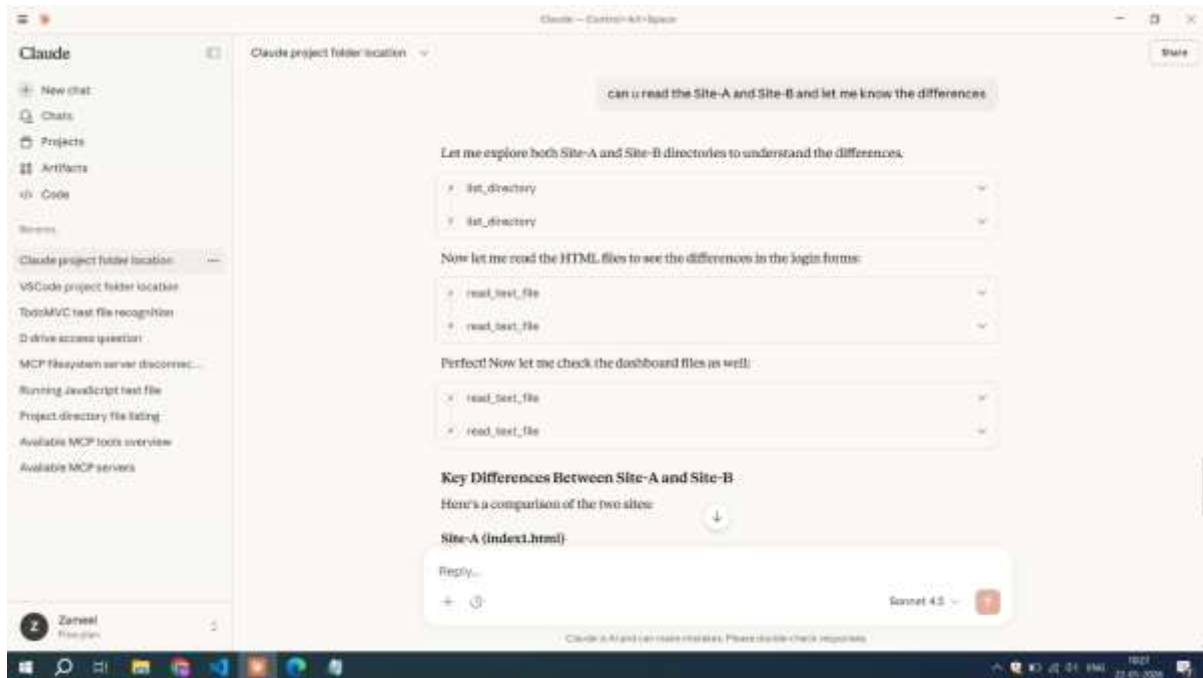
i) analysing the error

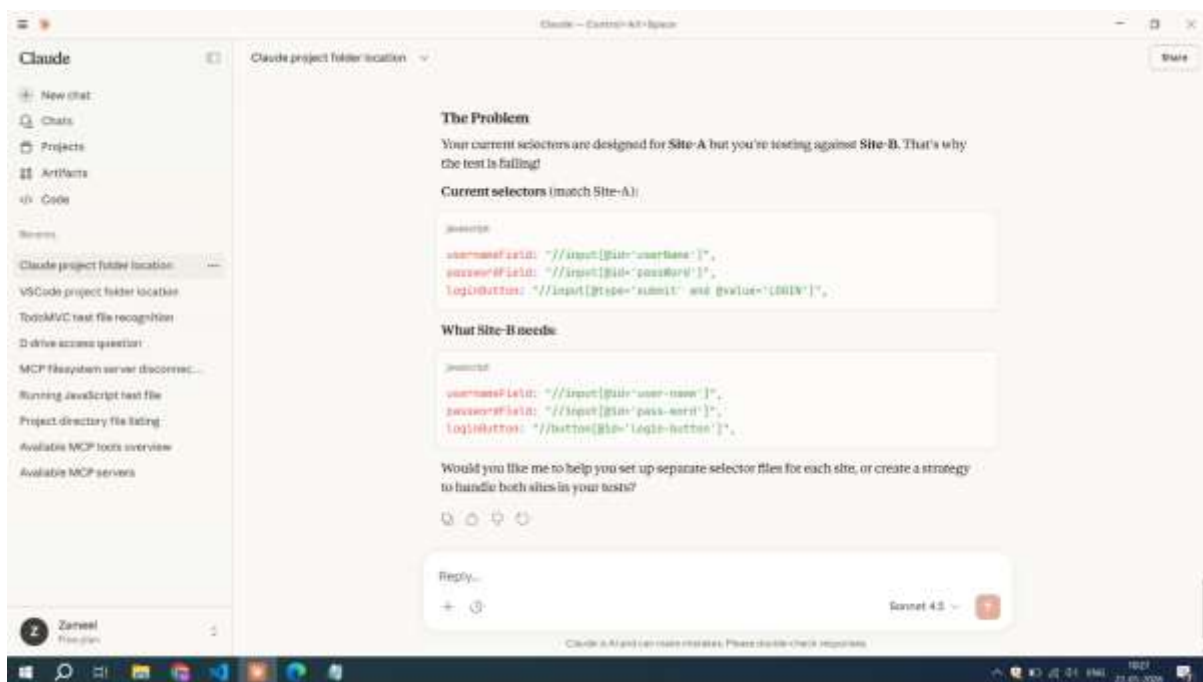
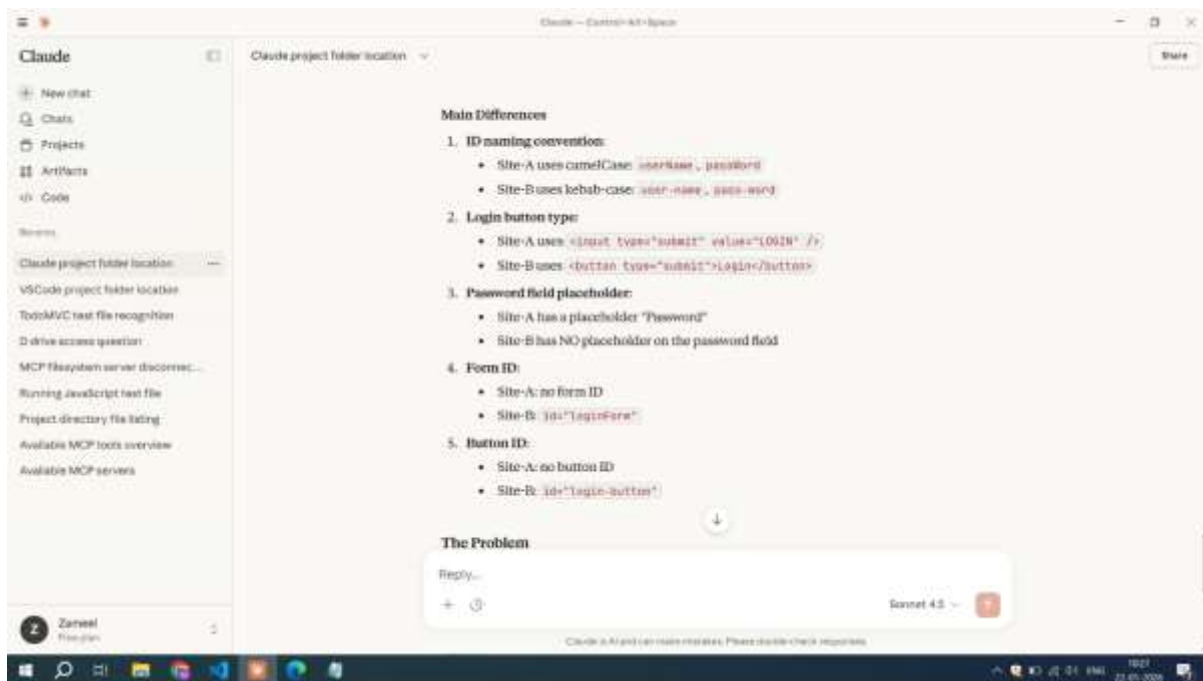




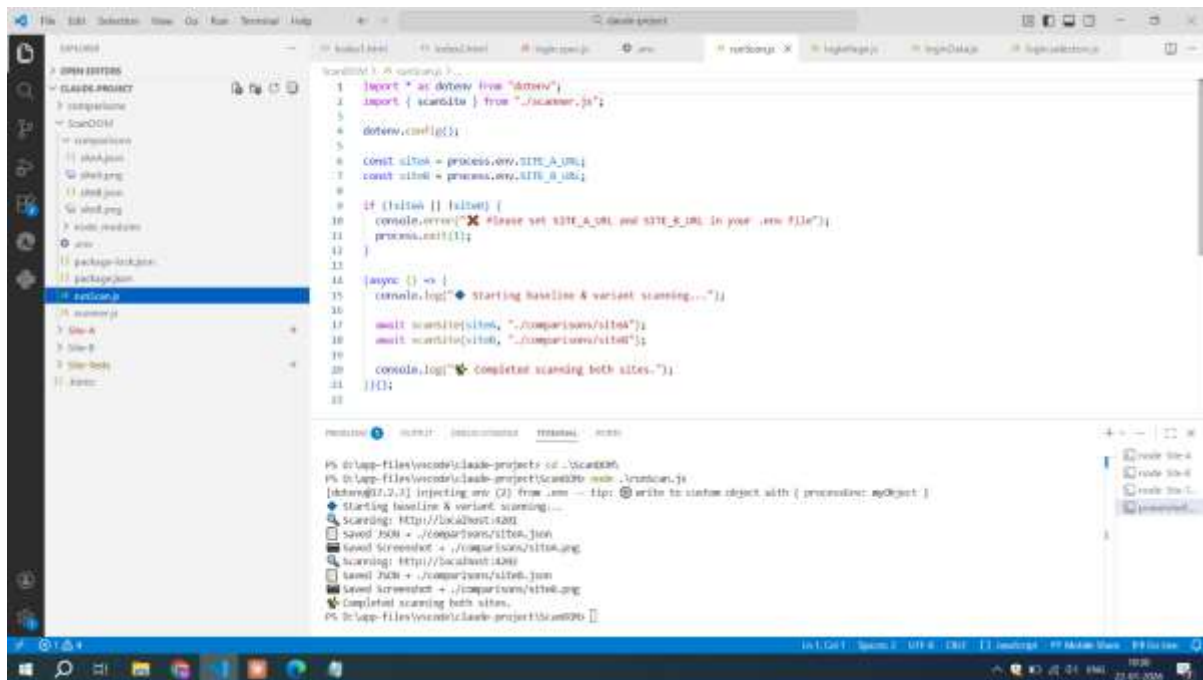


ii)using the files of the Sites used





iii) using ScanDOM and its results

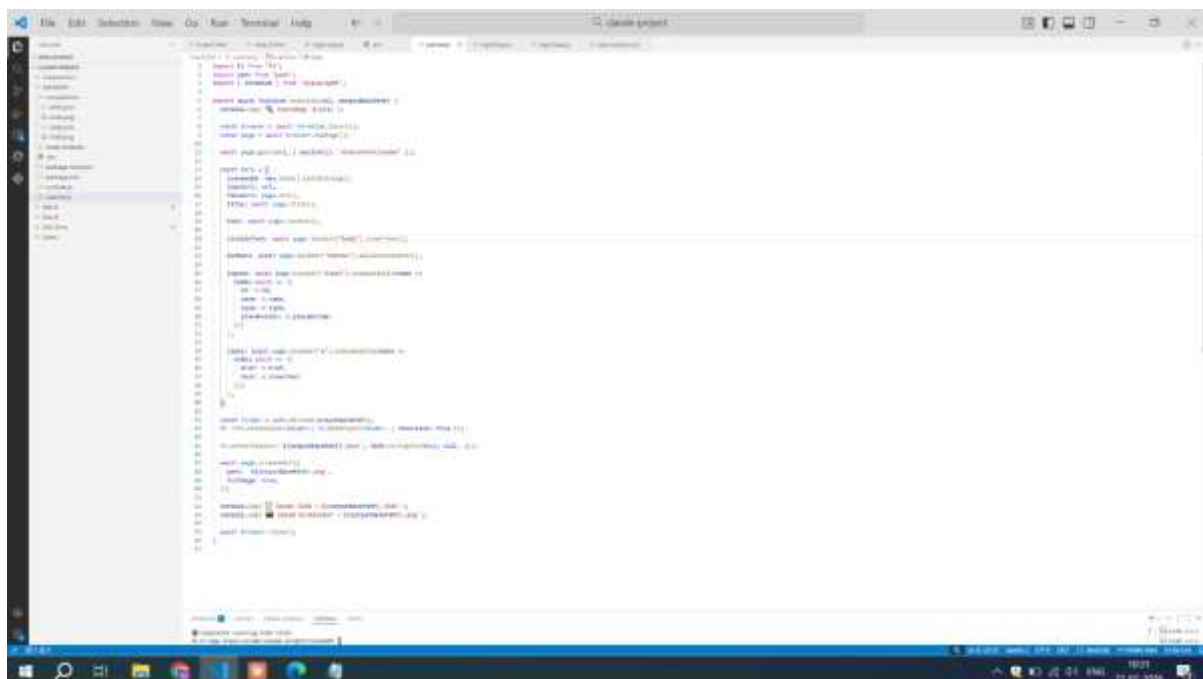


The screenshot shows the VS Code editor with the `ScanDOM.js` file open. The file contains JavaScript code for performing a baseline and variant scan. The console output shows the execution of the script, including the injection of the `scanDom` module and the execution of the `scanDom` function.

```
1 import * as dotenv from "dotenv";
2 import { scanSite } from "../scanner.js";
3
4 dotenv.config();
5
6 const siteA = process.env.SITE_A_URL;
7 const siteB = process.env.SITE_B_URL;
8
9 if (!siteA || !siteB) {
10   console.error("❌ Please set SITE_A_URL and SITE_B_URL in your .env file");
11   process.exit(1);
12 }
13
14 [async () => {
15   console.log("Starting baseline & variant scanning...");
16
17   await scanSite(siteA, "../comparisons/siteA.json");
18   await scanSite(siteB, "../comparisons/siteB.json");
19
20   console.log("Completed scanning both sites.");
21 }]()];
```

Terminal Output:

```
PS C:\app-files\vscode\clouds-projects> cd ..\ScanDOM
PS C:\app-files\vscode\clouds-projects\ScanDOM> node ./scanDom.js
[dotenv@11.2.2] injecting env (2) from .env -- tip: @write to custom object with { process.env: myObject }
Starting baseline & variant scanning...
Scanning: http://localhost:4000
Saved JSON + ../comparisons/siteA.json
Saved Screenshot + ../comparisons/siteA.png
Scanning: http://localhost:4000
Saved JSON + ../comparisons/siteB.json
Saved Screenshot + ../comparisons/siteB.png
Completed scanning both sites.
PS C:\app-files\vscode\clouds-projects\ScanDOM>
```

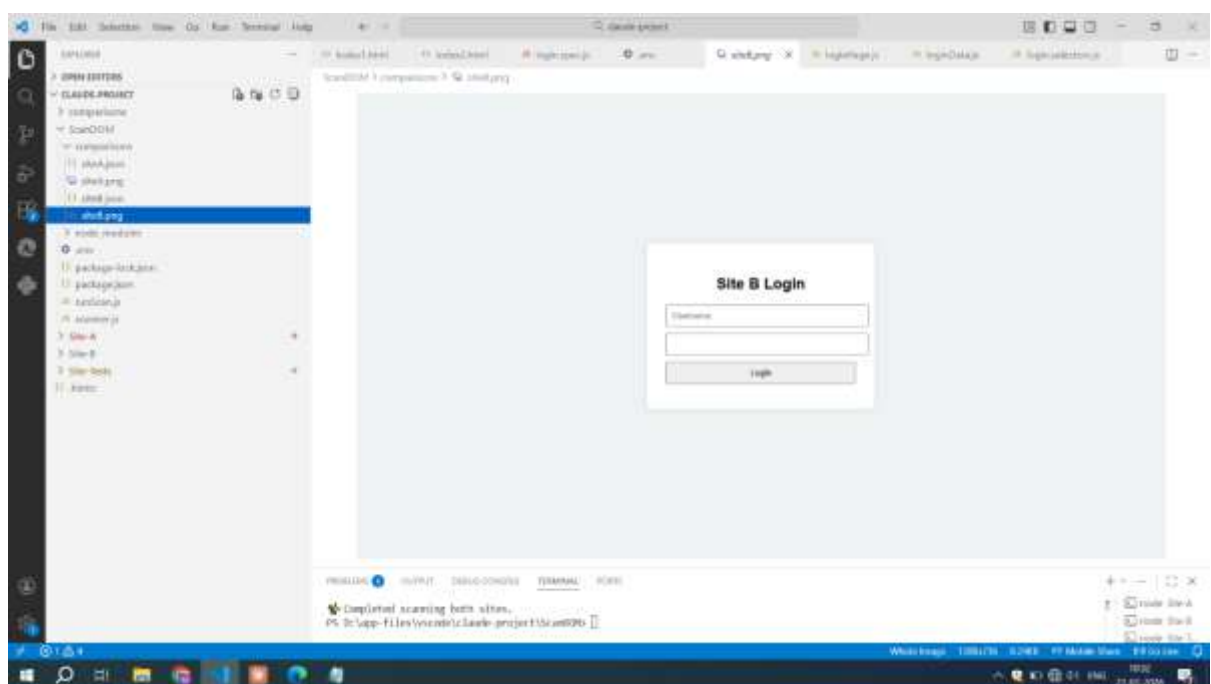


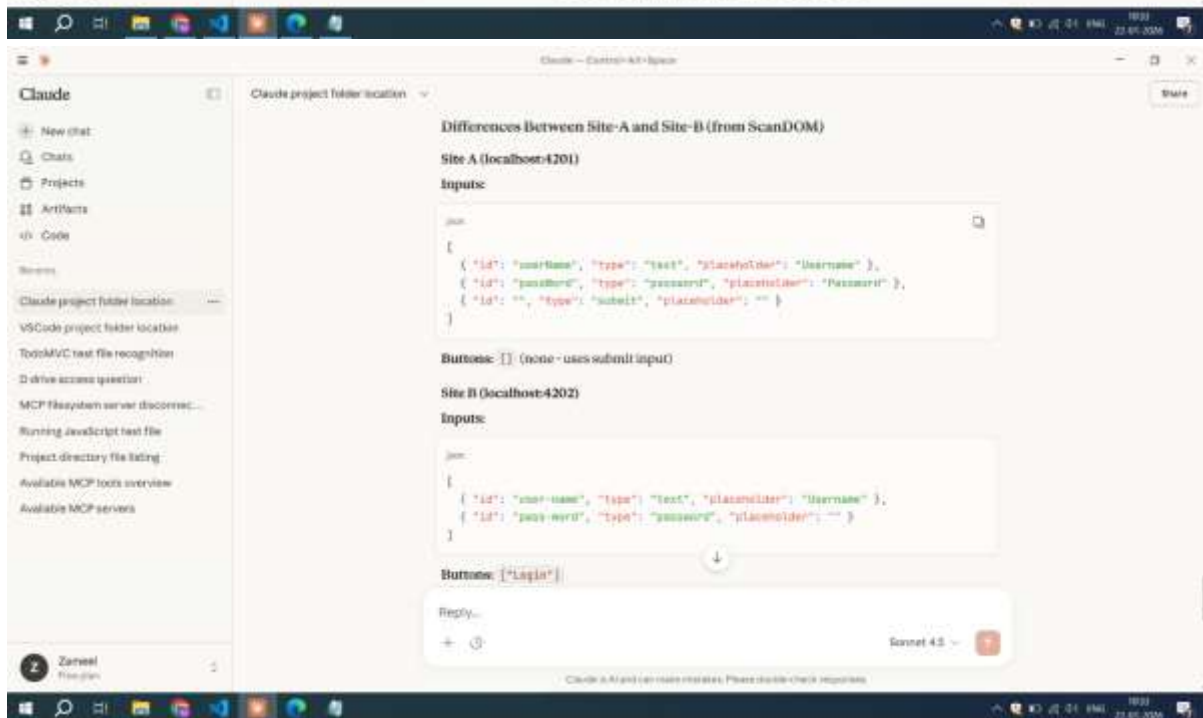
The screenshot shows the VS Code editor with the `scanSite.js` file open. The file contains JavaScript code for performing a scan on a specific site. The console output shows the execution of the script, including the injection of the `scanSite` module and the execution of the `scanSite` function.

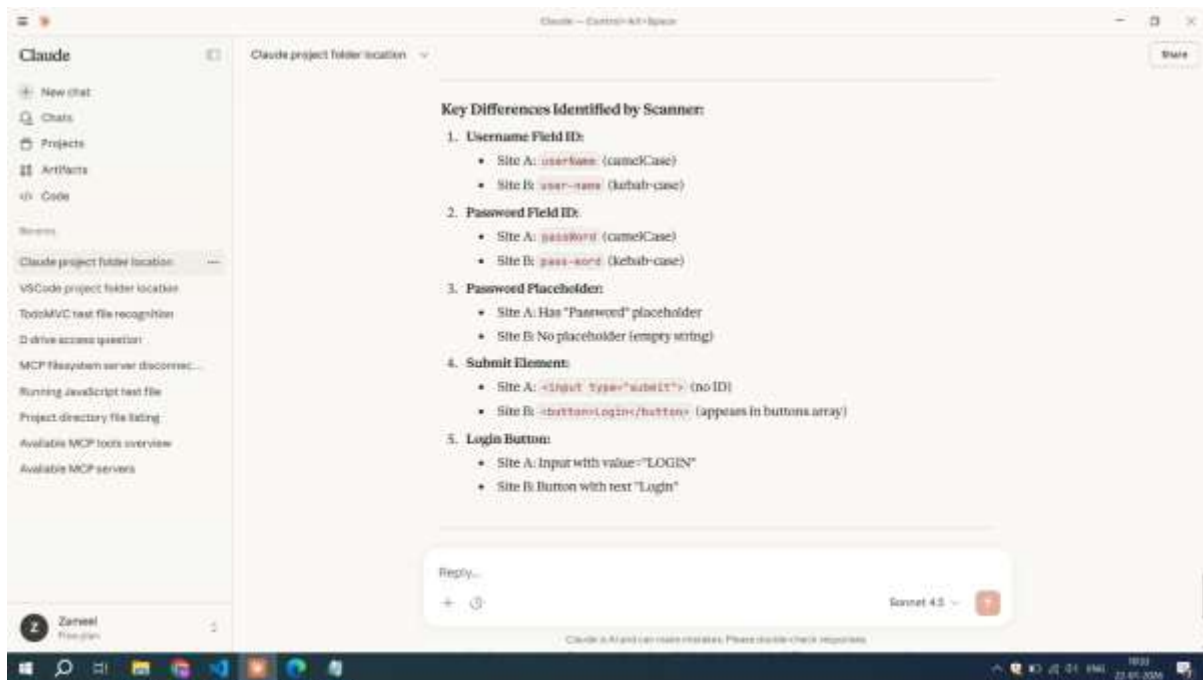
```
1 import * as dotenv from "dotenv";
2 import { scanSite } from "../scanner.js";
3
4 dotenv.config();
5
6 const siteA = process.env.SITE_A_URL;
7 const siteB = process.env.SITE_B_URL;
8
9 if (!siteA || !siteB) {
10   console.error("❌ Please set SITE_A_URL and SITE_B_URL in your .env file");
11   process.exit(1);
12 }
13
14 [async () => {
15   console.log("Starting baseline & variant scanning...");
16
17   await scanSite(siteA, "../comparisons/siteA.json");
18   await scanSite(siteB, "../comparisons/siteB.json");
19
20   console.log("Completed scanning both sites.");
21 }]()];
```

Terminal Output:

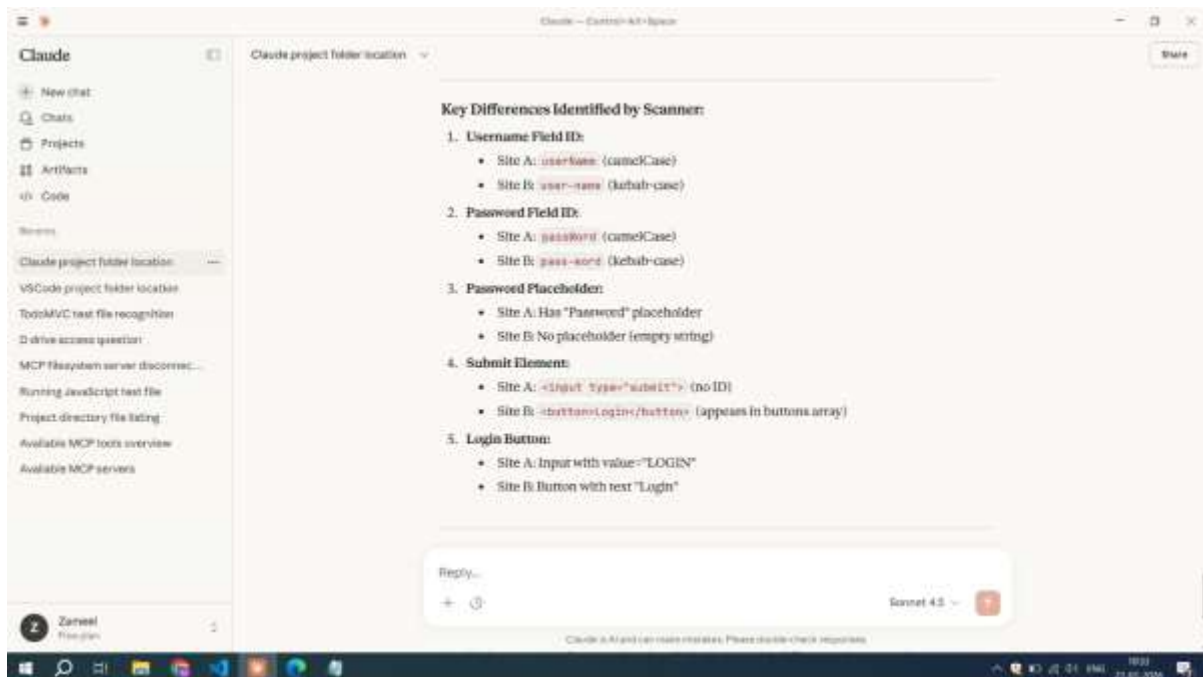
```
PS C:\app-files\vscode\clouds-projects> cd ..\ScanDOM
PS C:\app-files\vscode\clouds-projects\ScanDOM> node ./scanSite.js
[dotenv@11.2.2] injecting env (2) from .env -- tip: @write to custom object with { process.env: myObject }
Starting baseline & variant scanning...
Scanning: http://localhost:4000
Saved JSON + ../comparisons/siteA.json
Saved Screenshot + ../comparisons/siteA.png
Scanning: http://localhost:4000
Saved JSON + ../comparisons/siteB.json
Saved Screenshot + ../comparisons/siteB.png
Completed scanning both sites.
PS C:\app-files\vscode\clouds-projects\ScanDOM>
```

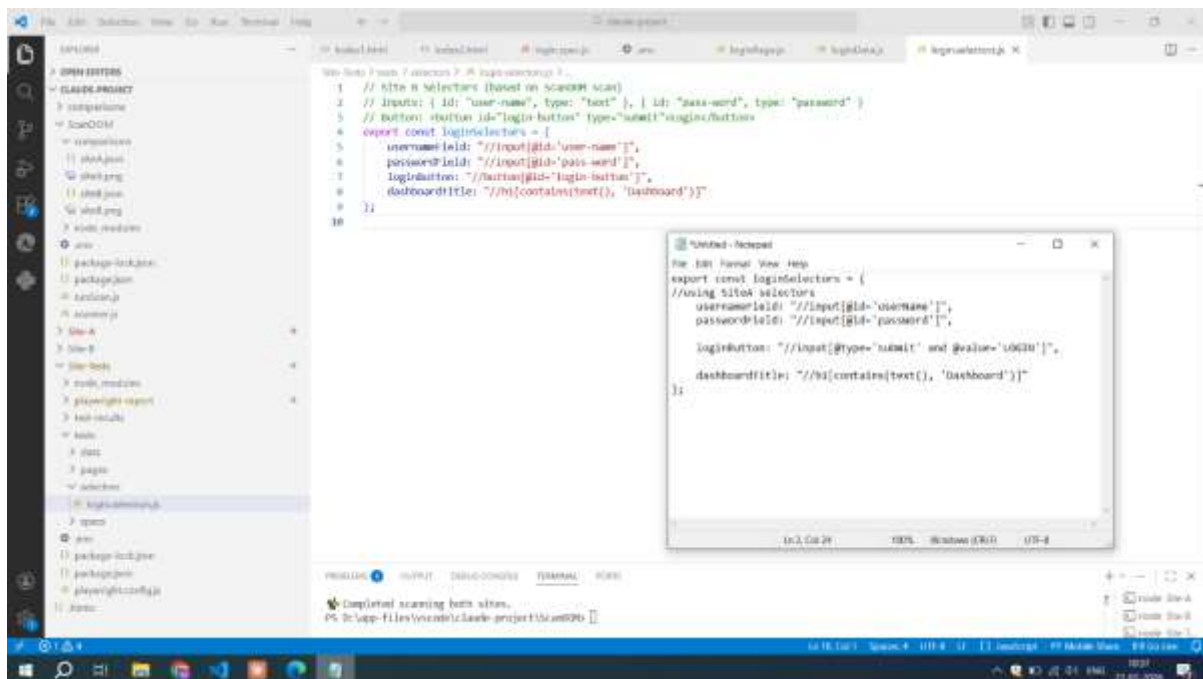
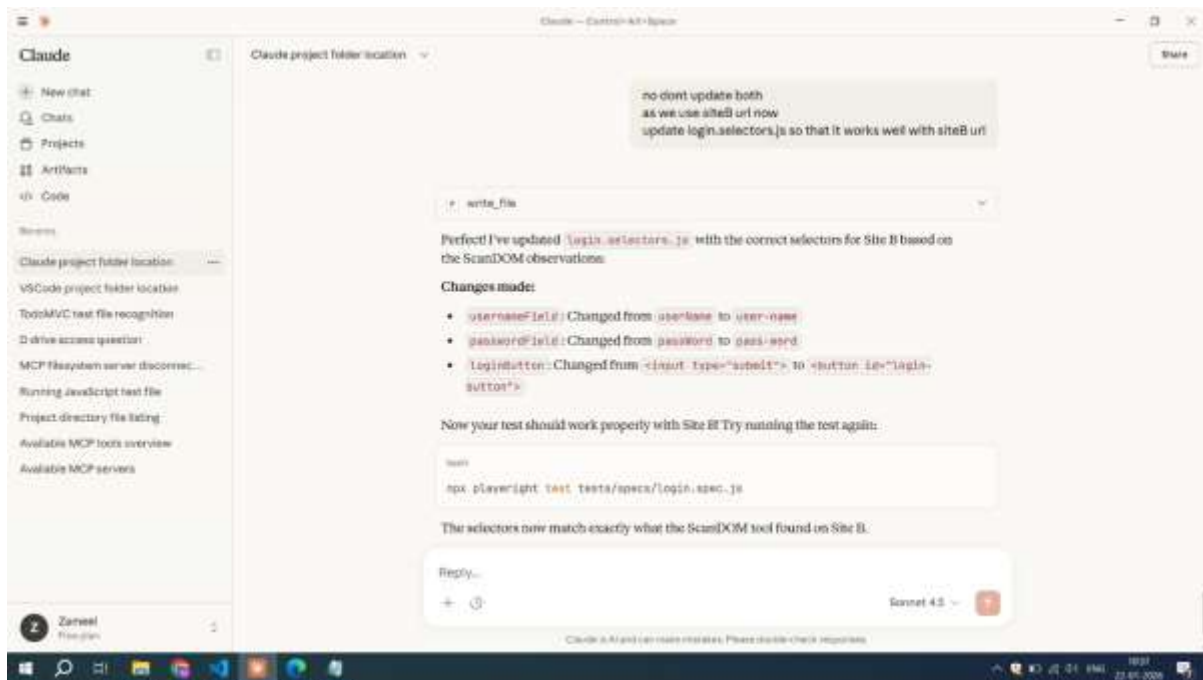







iv) using Filesystem protocol and Playwright protocol to make changes





6) Running the tests

The top screenshot shows the VS Code editor with the file `login.spec.js` open. The code defines a test suite for login functionality. The `test.describe` block contains two tests: `test('Valid login', async ({ page }) => { ... })` and `test('Invalid login', async ({ page }) => { ... })`. The `test` function is imported from `@playwright/test`. The `test` function is called with `test('Valid login', async ({ page }) => { ... })` and `test('Invalid login', async ({ page }) => { ... })`. The `test` function is called with `test('Valid login', async ({ page }) => { ... })` and `test('Invalid login', async ({ page }) => { ... })`.

The bottom screenshot shows the terminal output after running the tests. The output indicates that the tests passed successfully. The output is as follows:

```
PS C:\app-Files\code\code-project\site-tests> npx playwright test tests/specs/login.spec.js
Running 1 test using 1 worker

[chromium@7.2.1] Injecting env (2) from .env -- tip: @ override existing env vars with { override: true }

[chromium@7.2.1] Injecting env (0) from .env -- tip: @ override existing env vars with { override: true }
1 tests/specs/login.spec.js:10:7 = login Tests = Valid login

To open last HTML report run:
npx playwright show-report

PS C:\app-Files\code\code-project\site-tests>
```

