

**Assignment Sr. MTS Web Automation**

**Q1) Problem Statement - Weather reporting**

Create a project that compares weather reporting done by 2 sources.

Source 1 : The website<https://weather.com/>

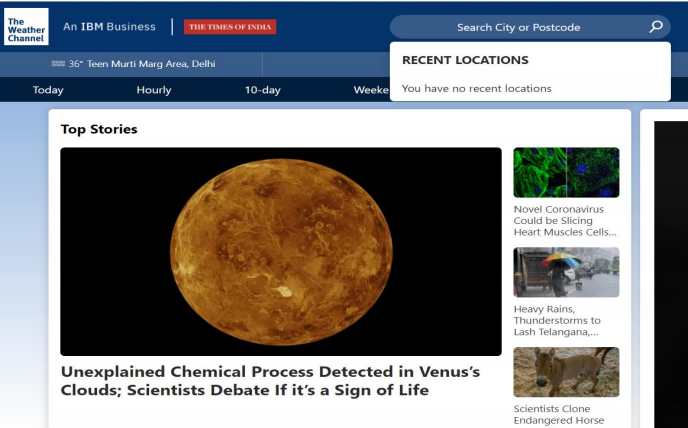
Source 2 : The public weather API by<https://openweathermap.org/>

**What to do?**

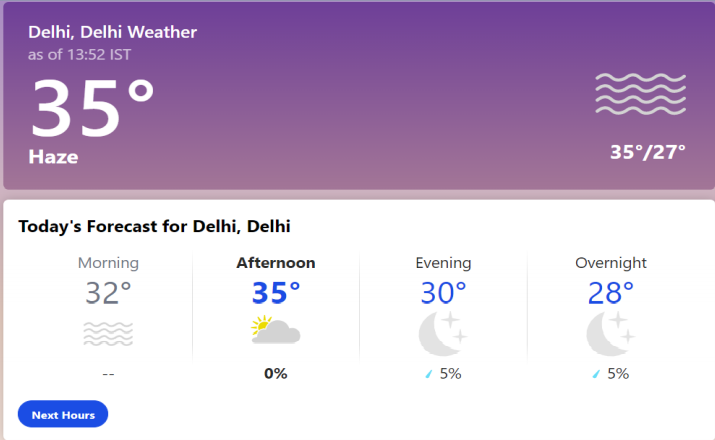
**Phase 1**

1. Use any UI automation tool to automate [https://weather.com/](https://meet.google.com/linkredirect?authuser=0&dest=https%3A%2F%2Fweather.com%2F)

2. Reach the Search City or Postcode section of the website



3. Use the Search City or Postcode section to search the City or Postcode & select the searched city(example city is Delhi).



**Phase 2**

1.Use any API listed here ([https://openweathermap.org/current](https://meet.google.com/linkredirect?authuser=0&dest=https%3A%2F%2Fopenweathermap.org%2Fcurrent)) to get the current weather data for any city. No need to subscribe to any service.

You can use your own API ID.

2. Automate the above REST API using any Rest client

**Phase 3**

1. Create a comparator that matches the temperature information from the UI in **phase1** against the API response(ensure both are using the same temperature unit) in **phase 2**

2. Build a variance logic(should be configurable) that returns a success if temperature difference is within a specified range, else return a matcher exception

Note: The solution should be configured such that user can input a json where he will specify Cities(location) and the variance (In %)

For example the json would look like:

{

“City” : [“Delhi”, “Chandigarh”, “Indore”, “Mumbai”, “Kolkata”, “Newyork”, “Texas”],

“Variance” : 3

}

Great to have : Analyse other available weather conditions on both sources that can be compared and do the comparison following a similar variance logic.

**Q2) Problem Statement 2 : Game.tv**

**Note:** Preferred platform is Android but IOS is also welcome

**Game.tv** is an app available on IOS and Android which serves as a platform to Play & host tournaments, build ladders within your guild/clan and grow your community. Play against other guilds/clans on popular games like PubG Mobile, Brawl Stars, Free Fire etc.

Android: <https://play.google.com/store/apps/details?id=tv.game>

IOS: https://apps.apple.com/us/app/game-tv/id1510786360

**You are required to write automation code to test for the following test cases, make sure you use proper logging and comments in your code.**

1. Install and launch the app.

Verify that the user is able to launch the application and login screen is visible.

1. Twitter Icon should be visible on the login screen and users should be able to click on it.
2. User should be able to login to Game.tv through the twitter option.

Use test account for login into game.tv using twitter credentials below

Creds: [tes1.auto1@gmail.com](mailto:tes1.auto1@gmail.com)

Password: game@twitter

1. Once a user logs in successfully, confirm it by verifying that you are on Home Page.
2. Generate a consolidated report containing the status of each test case (clearly mentioning if a test case passed or failed)

**Important Notes**

* Share GitHub link of the source code.
* Git repository should contain a good README.md And Requirements.txt
* Application code should be neat and clean (should not contain un-used or commented code /warning).
* Error or Exception handling is expected.