Page Object Design Pattern

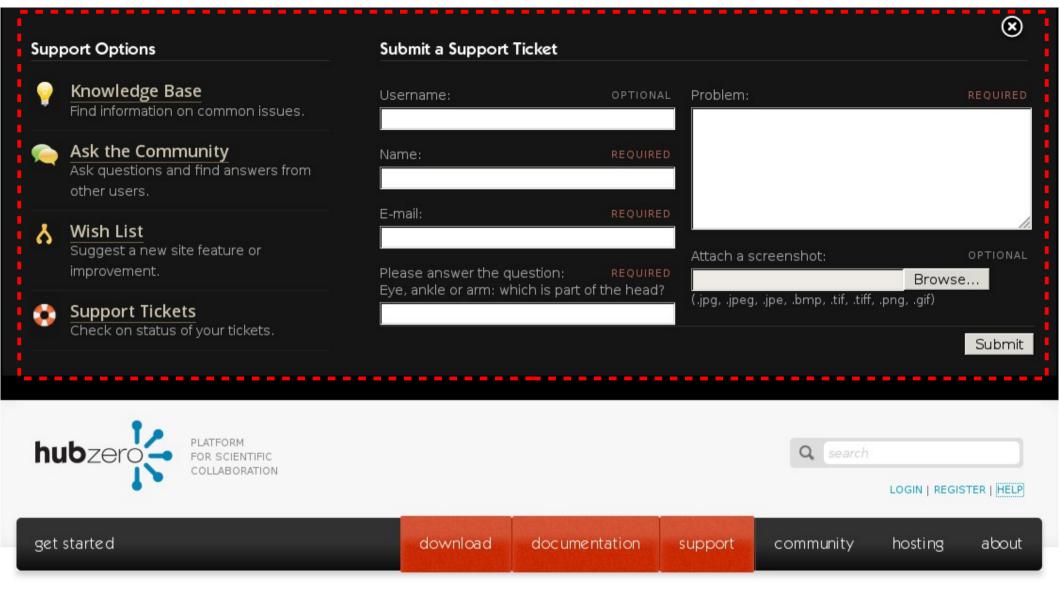
- Represent part of a web page as a class.
- Two parts of the page object:
 - Description of web elements
 - Services provided
- Goals:
 - Separate specification and implementation.
 - Take advantage of OOP features (encapsulation, inheritance, polymorphism).

Steps to create a Page Object

- 1. Identify the boundaries.
- 2. Locate the widgets.
- 3. Define the services.

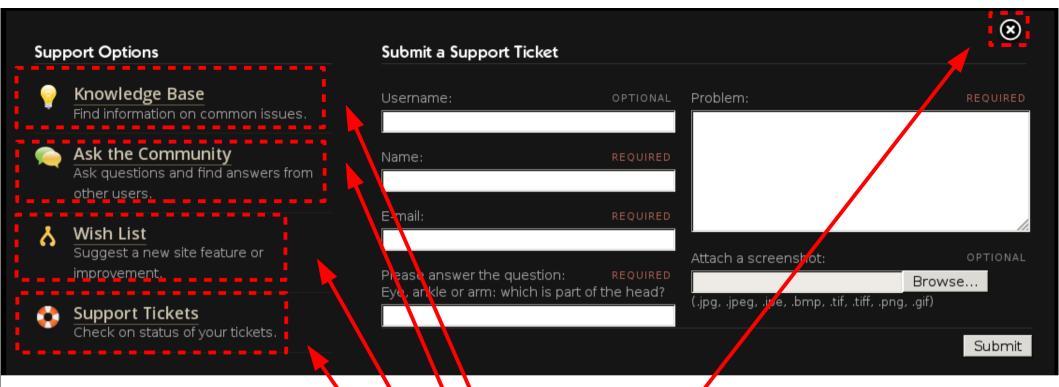
Page Description

Page Services



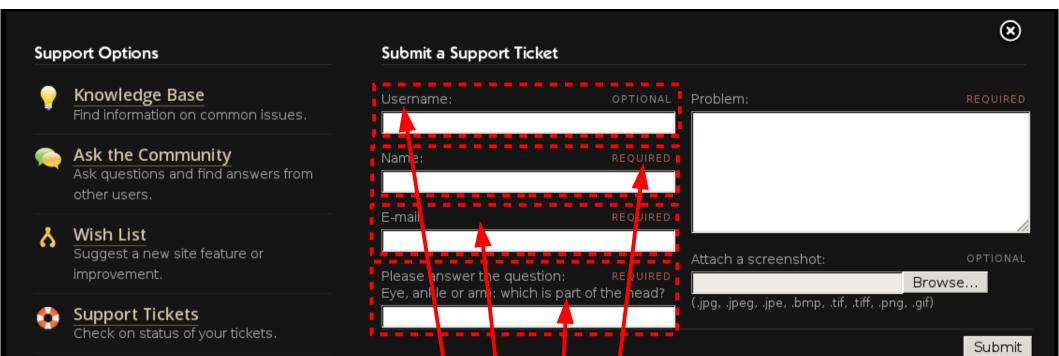
HUBzero® is a powerful, open source software platform for creating dynamic web sites that support scientific research and educational activities



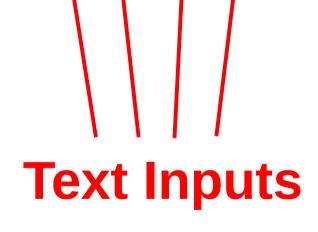


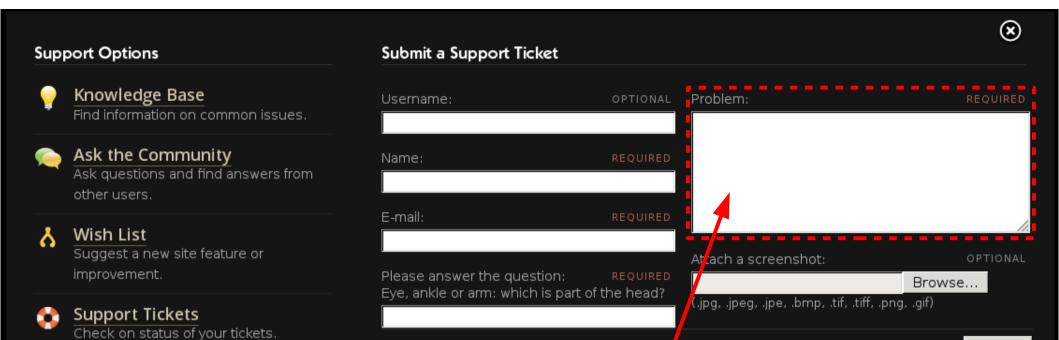
Widgets





Widgets

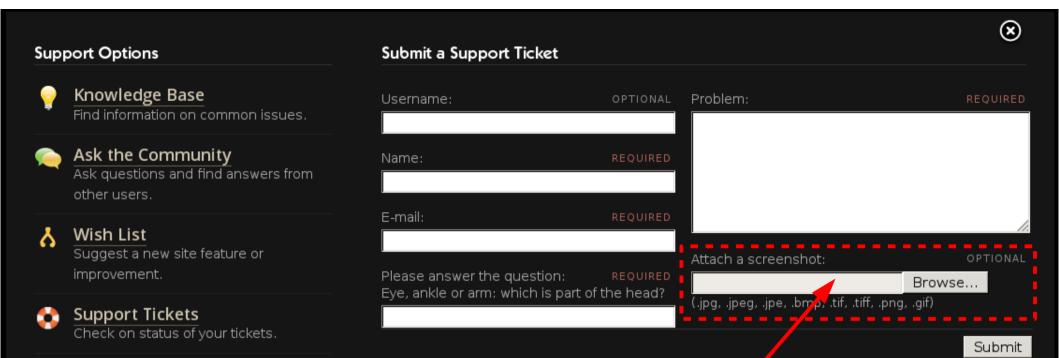




Submit

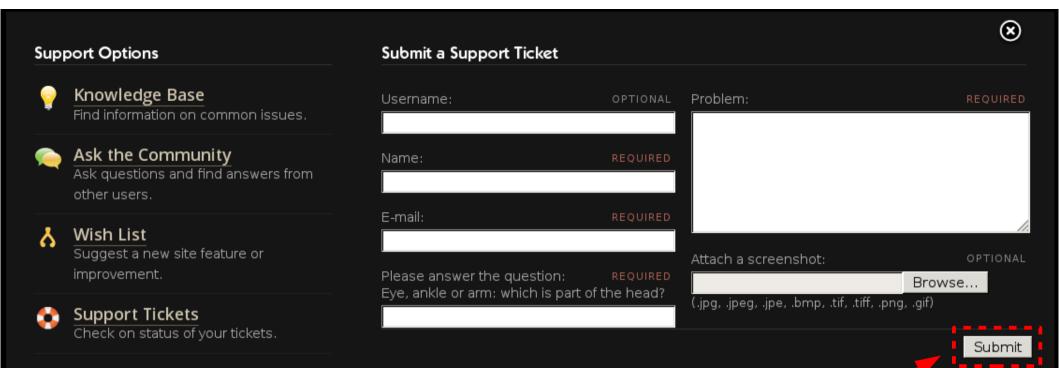
Widgets

Text Area



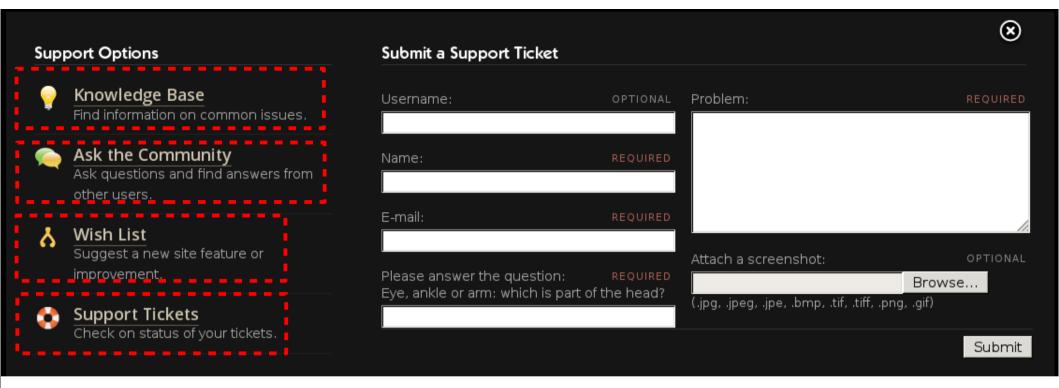
Widgets

File Upload



Widgets





Services

Navigation:

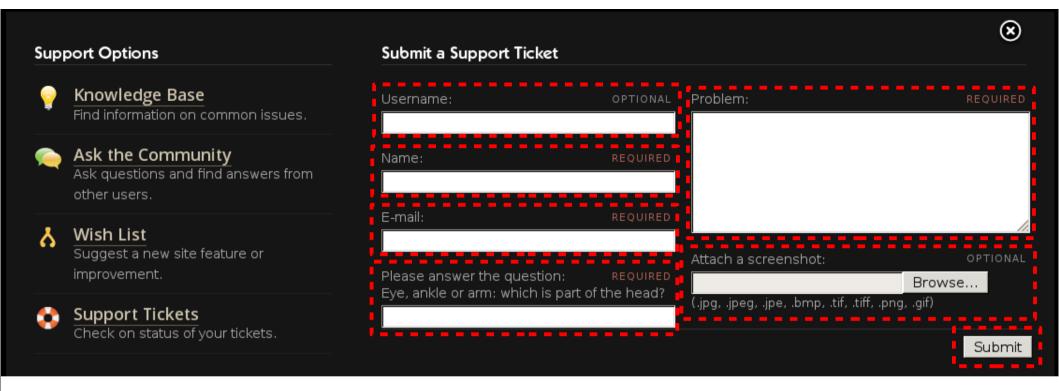
- 1.Knowledge Base
- 2.Q&A
- 3.Wishlist
- 4. Support Tickets

Support Ticket:

- 1.Populate Form
- 2.Submit Form

Other:

1.Close



Services

Navigation:

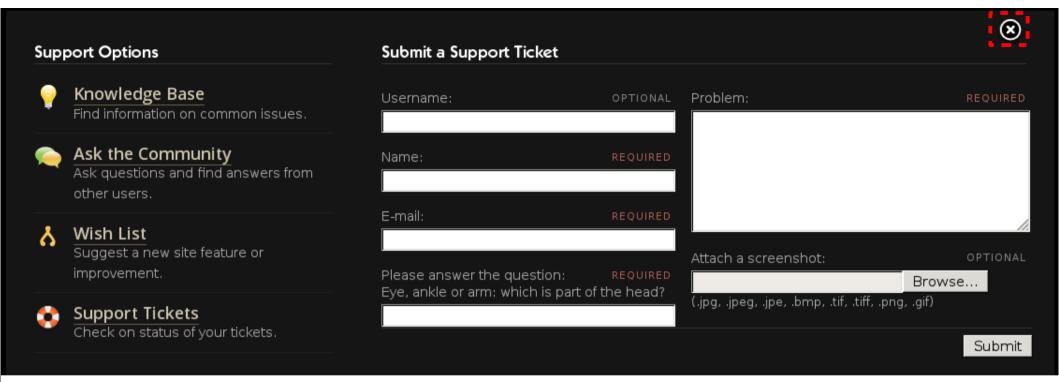
- 1.Knowledge Base
- 2.Q&A
- 3. Wishlist
- 4. Support Tickets

Support Ticket:

- 1.Populate Form
- 2.Submit Form

Other:

1.Close



Services

Navigation:

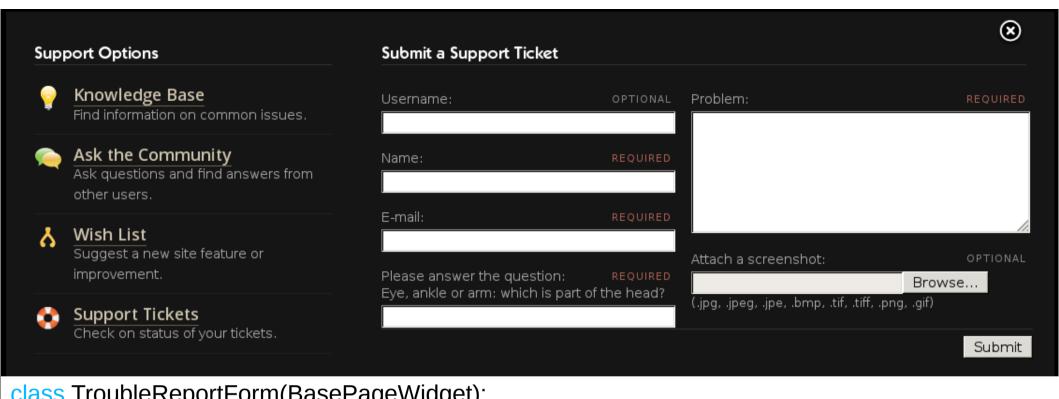
- 1.Knowledge Base
- 2.Q&A
- 3. Wishlist
- 4. Support Tickets

Support Ticket:

- 1.Populate Form
- 2.Submit Form

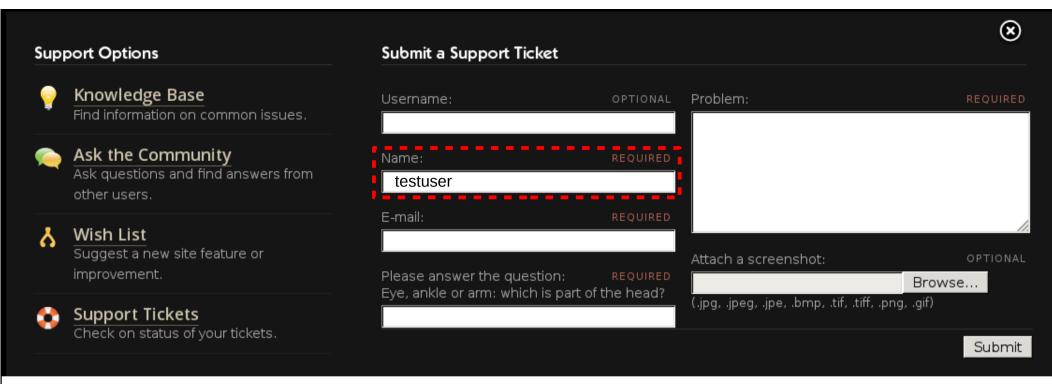
Other:

1.Close



Page Description

Page Services

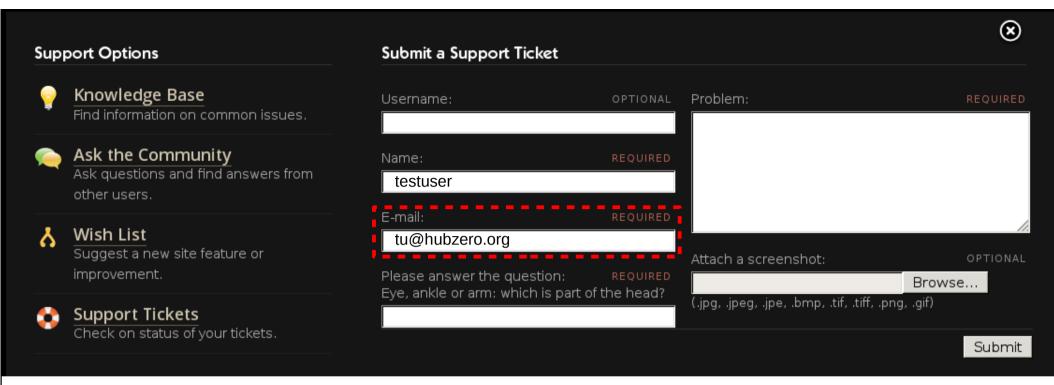


Writing to a Text Input:

- 1. Find the element
- 2. Clear the element
- 3. Send keys to the element

```
<label for="trName">
    Name:
    <span class="required">required</span>
    <input id="trName" type="text" value=""
    name="reporter[name]">
    </label>
```

```
e = browser.find_element(by=BY.CSS, value="input[id='trName']")
e.clear()
e.send_keys("testuser")
...
```

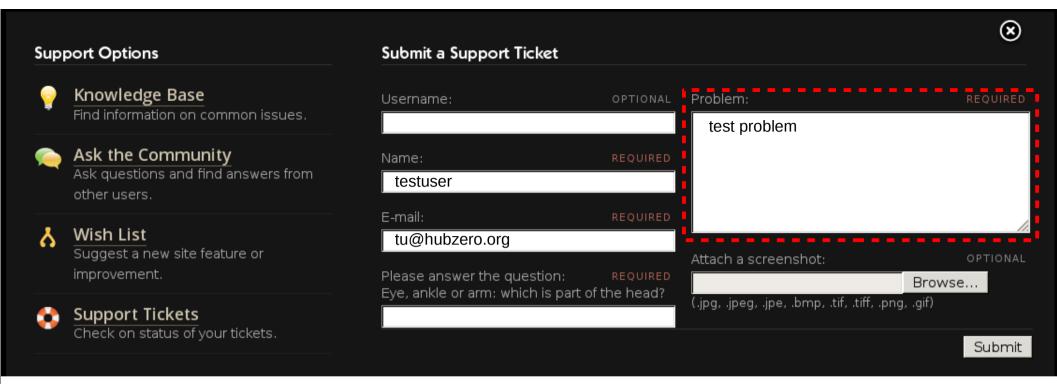


Writing to a Text Input:

- 1. Find the element
- 2. Clear the element
- 3. Send keys to the element

```
<label for="trEmail">
        E-mail:
        <span class="required">required</span>
        <input id="trEmail" type="text" value=""
            name="reporter[email]">
        </label>
```

```
e = browser.find_element(by=BY.CSS, value="input[id='trEmail']")
e.clear()
e.send_keys("tu@hubzero.org")
...
```

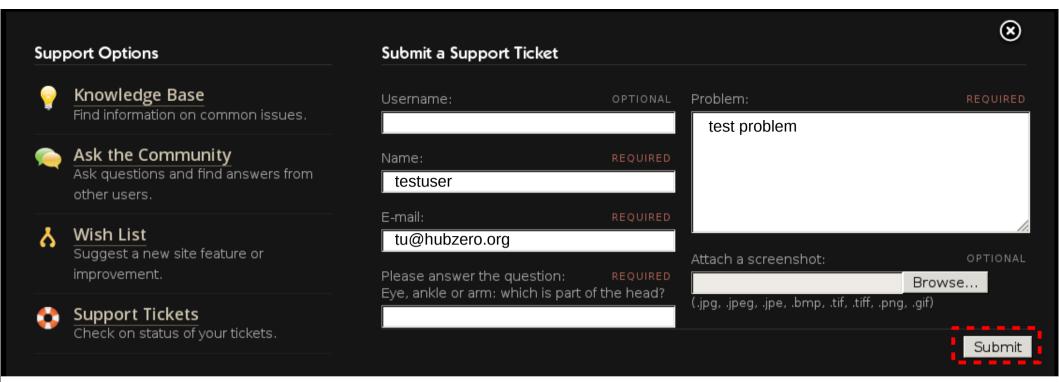


Writing to a Text Input:

- 1. Find the element
- 2. Clear the element
- 3. Send keys to the element

```
<label for="trProblem">
    Problem:
    <span class="required">required</span>
    <textarea id="trProblem"
        name="problem[long]"> </textarea>
    </label>
```

```
e = browser.find_element(by=BY.CSS, value="textarea[id='trProblem']")
e.clear()
e.send_keys("test problem")
...
```



Pushing a button:

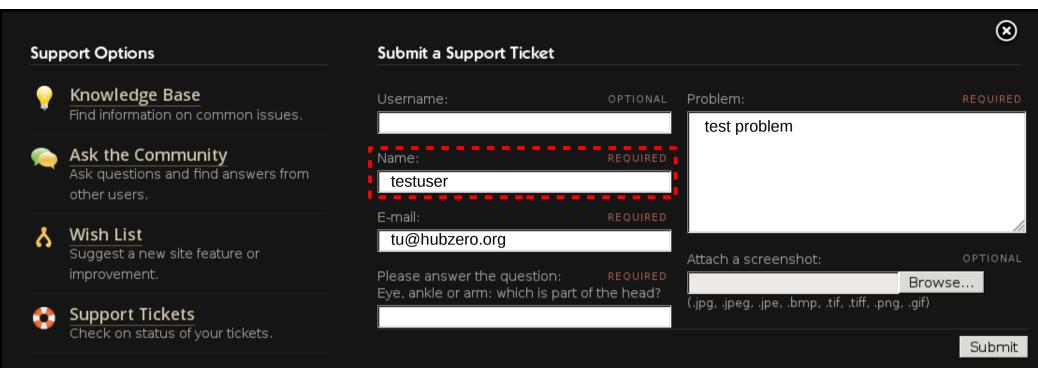
- 1. Find the element
- 2. Call the element's "click()" method

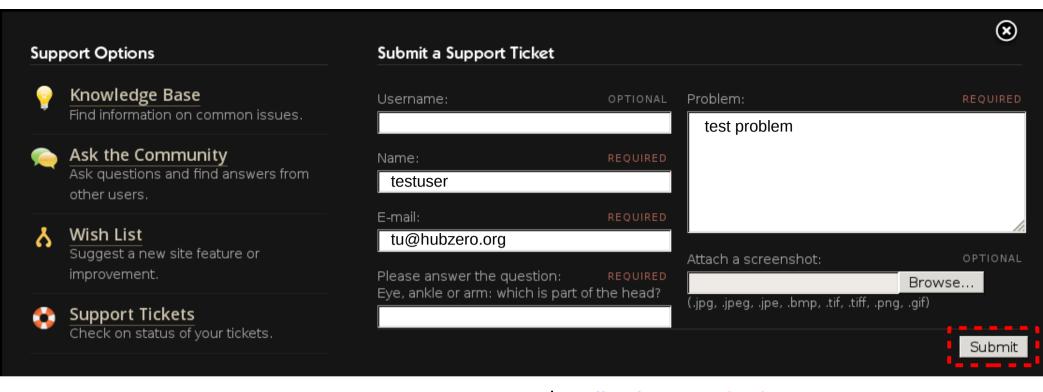
```
<div class="submit">
    <input id="send-form" type="submit"
     value="Submit">
    </div>
```

```
e = browser.find_element(by=BY.CSS,value="input[id='send-form']")
e.click()
...
```

```
# File a Support Ticket
# Populate the Name field
e = browser.find_element(by=BY.CSS, value="input[id='trName']")
e.clear()
e.send_keys("testuser")
# Populate the Email field
e = browser.find element(by=BY.CSS, value="input[id='trEmail']")
e.clear()
e.send_keys("tu@hubzero.org")
# Populate the Problem field
e = browser.find_element(by=BY.CSS, value="textarea[id='trProblem']")
e.clear()
e.send_keys("test problem")
# Click the Submit button
e = browser.find element(by=BY.CSS,value="input[id='send-form']")
e.click()
```

```
# File a Support Ticket
# Populate the Name field
e = browser.find element(by=BY.CSS, value="input[id='trName']")
                                                                         Text Input
e.clear()
e.send_keys("testuser")
# Populate the Email field
e = browser.find_element(by=BY.CSS, value="input[id='trEmail']")
                                                                         Text Input
e.clear()
e.send_keys("tu@hubzero.org")
# Populate the Problem field
e = browser.find_element(by=BY.CSS, value="textarea[id='trProblem']")
                                                                         Text Input
e.clear()
e.send_keys("test problem")
# Click the Submit button
                                                                            Button
e = browser.find element(by=BY.CSS,value="input[id='send-form']")
e.click()
```





```
class Button(BasePageWidget):
    def __init__(self, locator):
        ...
    def click(self):
        e = self.find_element(self.locator)
        e.click()
<div class="submit">
        <input id="send-form" type="submit"
        value="Submit">
        </div>
```

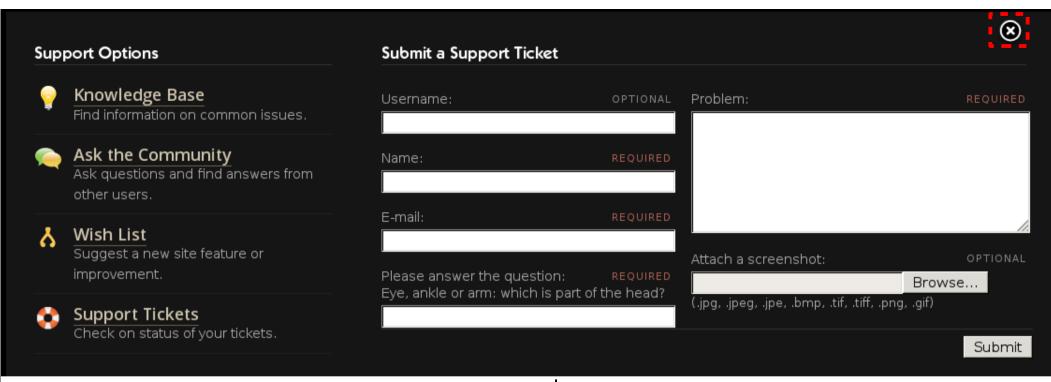
```
# File a Support Ticket
# Populate the Name field
name = Text("input[id='trName']")
                                                                         Text Input
name.value("testuser")
# Populate the Email field
email = Text("input[id='trEmail']")
                                                                         Text Input
email.value("tu@hubzero.org")
# Populate the Problem field
problem = Text("textarea[id='trProblem']")
                                                                         Text Input
problem.value("test problem")
# Click the Submit button
                                                                            Button
submit = Button("input[id='send-form']")
submit.click()
```

```
# File a Support Ticket
# Populate the Name field
name = Text("input[id='trName']")
                                                                         Text Input
name.value("testuser")
# Populate the Email field
email = Text("input[id='trEmail']")
                                                                         Text Input
email.value("tu@hubzero.org")
# Populate the Problem field
problem = TextArea("textarea[id='trProblem']")
                                                                         Text Area
problem.value("test problem")
# Click the Submit button
                                                                            Button
submit = Button("input[id='send-form']")
submit.click()
```

```
class TroubleReportForm(BasePageWidget):
  def init (self):
    self.username = Text(self,'#trUsername')
    self.name = Text(self,'#trName')
    self.email = Text(self,'#trEmail')
    self.problem = TextArea(self,'#trProblem')
    self.upload = Upload(self,'#trUpload')
                   = Button(self,'#send-form')
    self.submit
  def submit ticket(self,data):
    self.name.value(data['name'])
    self.email.value(data['email'])
    self.problem.value(data['problem'])
    self.submit.click()
  def open(self):
  def close(self):
```

Page Description

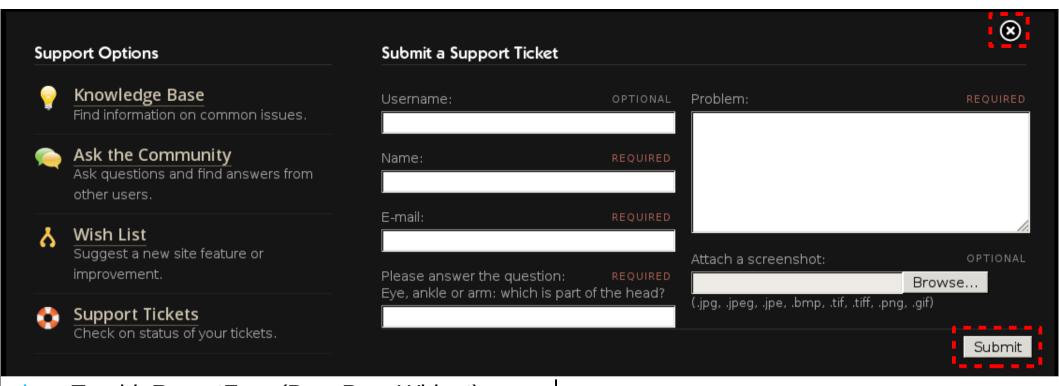
Page Services



```
class TroubleReportForm(BasePageWidget):
    def __init__(self):
        ...
        self.username = Text(self,'username')
        self.captcha = Captcha(self,'captcha')
        self.problem = TextArea(self,'problem')
        self.upload = Upload(self,'upload')
        self.submit = Button(self,'submit')
        ...
    def submit_ticket(self,data):
        ...
    def open(self):
        ...
    def close(self):
```

open and close the need help pane

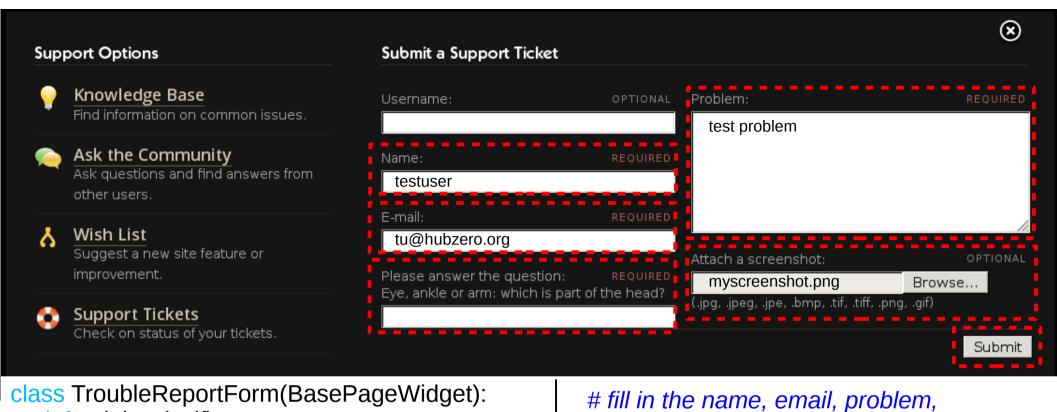
po = TroubleReportForm()
po.open()
po.close()



```
class TroubleReportForm(BasePageWidget):
    def __init__(self):
        ...
        self.username = Text(self,'username')
        self.captcha = Captcha(self,'captcha')
        self.problem = TextArea(self,'problem')
        self.upload = Upload(self,'upload')
        self.submit = Button(self,'submit')
        ...
    def submit_ticket(self,data):
        ...
    def open(self):
        ...
    def close(self):
```

submit a blank ticket

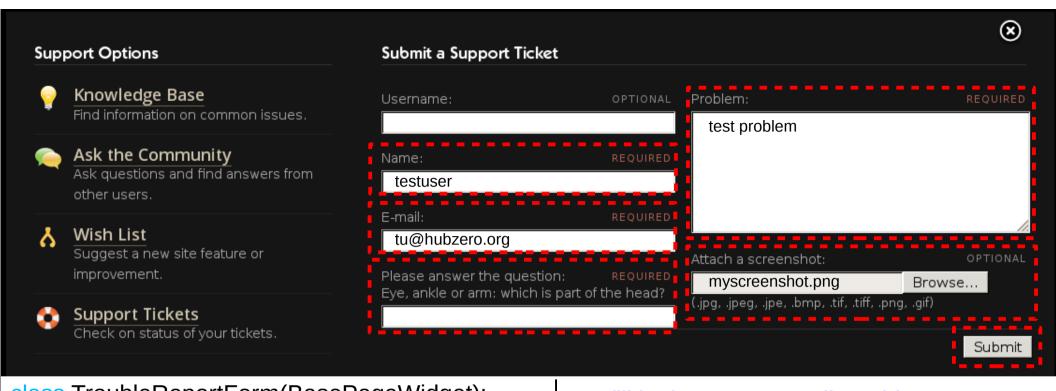
```
po = TroubleReportForm()
po.open()
data = {}
po.submit_ticket(data)
```



```
class TroubleReportForm(BasePageWidget):
    def __init__(self):
        ...
        self.username = Text(self,'username')
        self.captcha = Captcha(self,'captcha')
        self.problem = TextArea(self,'problem')
        self.upload = Upload(self,'upload')
        self.submit = Button(self,'submit')
        ...
    def submit_ticket(self,data):
        ...
    def open(self):
        ...
    def close(self):
```

```
# upload a file, then submit the ticket

po = TroubleReportForm()
po.open()
data = {
    'name' : 'testuser',
    'email' : 'tu@hubzero.org',
    'problem' : 'test problem',
    'upload' : 'myscreenshot.png',
}
po.submit_ticket(data)
```



```
class TroubleReportForm(BasePageWidget):
    def __init__(self):
        ...
        self.username = Text(self,'username')
        self.captcha = Captcha(self,'captcha')
        self.problem = TextArea(self,'problem')
        self.upload = Upload(self,'upload')
        self.submit = Button(self,'submit')
        ...
    def submit_ticket(self,data):
        ...
    def open(self):
        ...
    def close(self):
```

```
# fill in the name, email, problem,
# upload a file, then submit the ticket

po = TroubleReportForm()
po.open()

po.name.value('testuser')
po.email.value('tu@hubzero.org')
po.problem.value('test problem')
po.upload.value('myscreenshot.png')

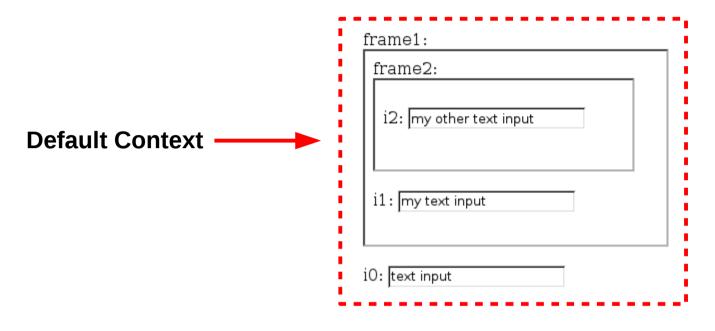
po.submit.click()
```

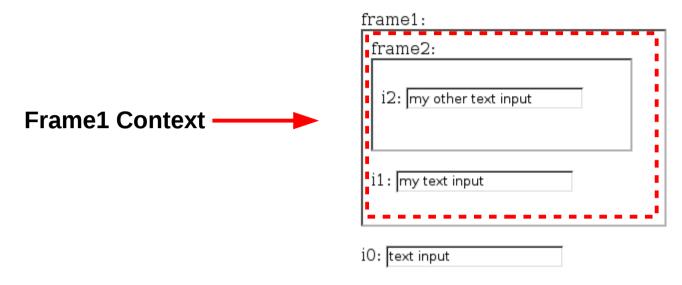
Interacting with Iframes

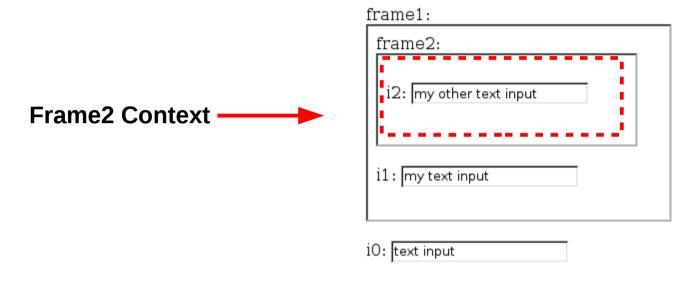
Interacting with Iframes

fr	rame1:
:	frame2:
	i2: my other text input
	i1: my text input

i0: text input

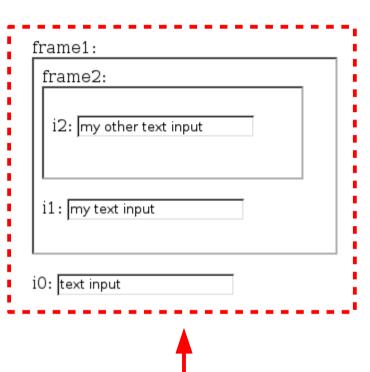






Page Object for i0

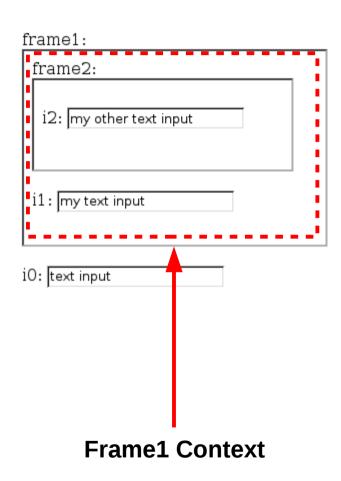
```
class Text(BasePageWidget):
  def __init__(self, locator):
  # getter
  def value(self):
     e = self.find_element(self.locator)
     return e.get attribute('value')
  # setter
  def value(self, text):
     e = self.find element(self.locator)
     e.clear()
     e.send_keys(text)
  def append(self, text):
     e = self.find_element(self.locator)
     e.send_keys(text)
```



Default Context

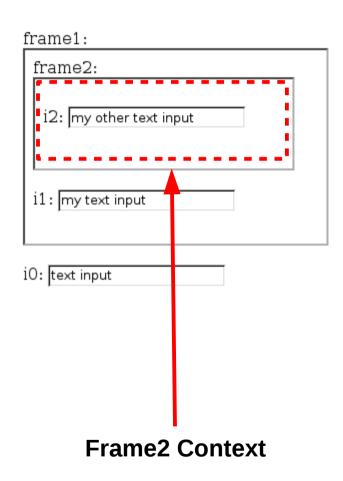
Page Object for i1

```
class Text1Frame(BasePageWidget):
  def __init__(self, locator):
  # getter
  def value(self):
  # setter
  def value(self, text):
     frame = self.find_element('#frame1')
     self. browser.switch to frame(frame)
     e = self.find element(self.locator)
     e.clear()
     e.send_keys(text)
     self. browser.switch to default content()
  def append(self, text):
```



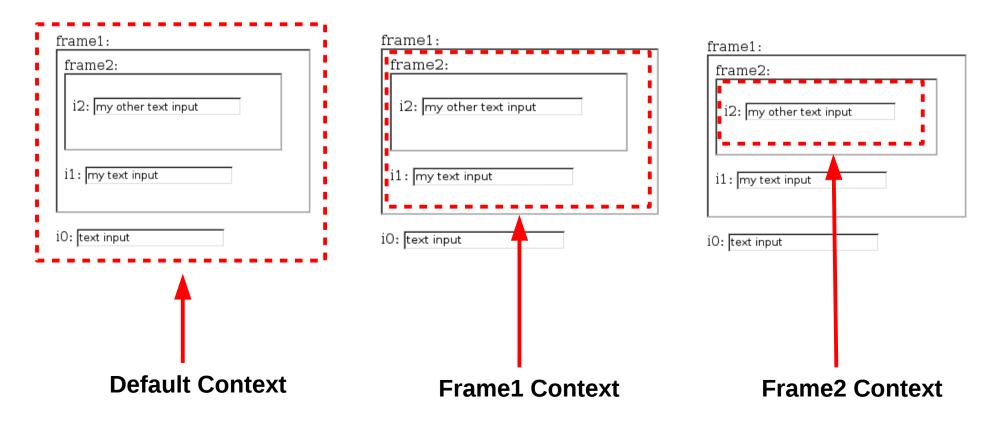
Page Object for i2

```
class Text2Frame(BasePageWidget):
  def init (self, locator):
  # getter
  def value(self):
  # setter
  def value(self, text):
     frame1 = self.find_element('#frame1')
     self._browser.switch_to_frame(frame1)
     frame2 = self.find_element('#frame2')
     self._browser.switch_to_frame(frame2)
     e = self.find_element(self.locator)
     e.clear()
     e.send_keys(text)
     self. browser.switch to default content()
  def append(self, text):
     . . .
```



Dealing with Iframes

- Enter / Exit frames to interact with elements
- Must update all methods of page object.
- Create new page objects for Iframes?!?



Use Decorator Pattern to wrap attributes of a page object with Enter / Exit Iframe calls.

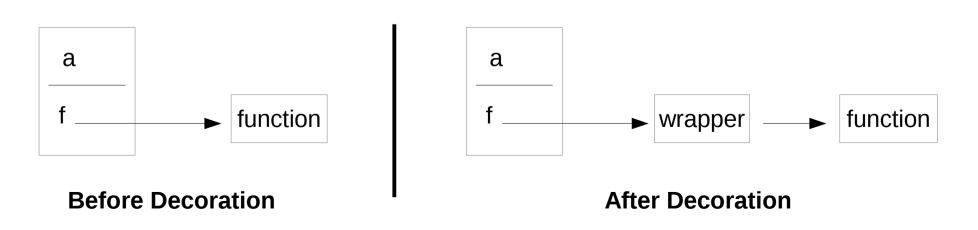
Decorator Pattern

Attach additional responsibilities to an object dynamically and transparently.

Elements of Reusable Object-Oriented Software

Foreword by Grady Booch

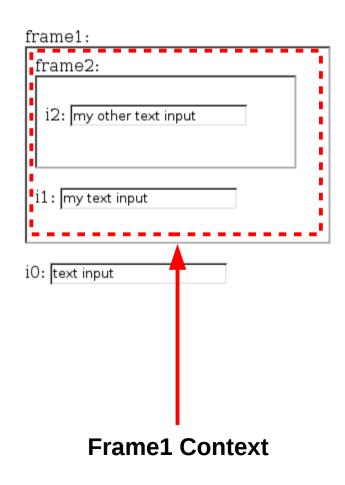
```
class A (object):
    def f (self):
        do_some_stuff()
a = A()
```



Use Decorator Pattern to wrap attributes of a page object with Enter / Exit Iframe calls.

```
class Text(BasePageWidget):
    # setter
    def value(self, text):
        e = self.find_element(self.locator)
        e.clear()
        e.send_keys(text)

i1 = Text('#i1')
i1.value('new i1 text')
```

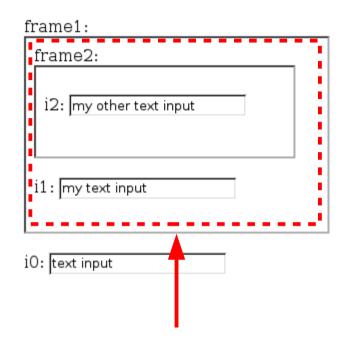


frame1:

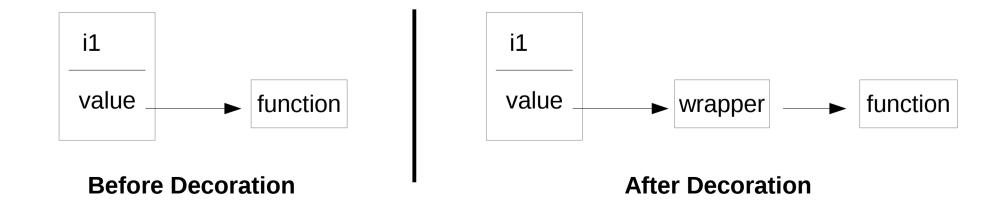
```
frame2:
class Text(BasePageWidget):
                                                                  i2: my other text input
  # setter
  def value(self, text):
     e = self.find element(self.locator)
                                                                i1: my text input
     e.clear()
     e.send_keys(text)
                                                                i0: text input
i1 = Text('#i1')
i1.value('new i1 text')
                                                                      Frame1 Context
     i1
                                                 i1
    value
                                                 value
                       function
                                                                                      function
                                                                   wrapper
     Before Decoration
                                                             After Decoration
```

```
def wrapper_method(self,f):
    def wrapper(*args, **kwargs):
        frame1 = self.find_element('#frame1')
        self._browser.switch_to_frame(frame1)
        rv = f(*args, **kwargs)
        self._browser.switch_to_default_content()
        return rv
    return wrapper

i1 = IframeWrap(Text('#i1'),['#frame1'])
i1.value('new i1 text')
```



Frame1 Context



Page Objects for i0, i1, and i2

```
class FramedInputs(BasePageObject):
    def __init__(self):
        self.i0 = Text('#i0')
        self.i1 = IframeWrap( Text('#i1'), ['#frame1'] )
        self.i2 = IframeWrap( Text('#i2'), ['#frame2', '#frame1'] )
```