

# Common Lisp Selenium Webdriver

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A.U. Thor <bug-sample@gnu.org>

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# 1 Introduction

CL Selenium WebDriver is a binding library to the Selenium 2.0

This software is in development. The APIs will be likely to change.

## 2 Usage

```
;; see examples/*.lisp and t/*.lisp
(in-package :cl-user)

(eval-when (:compile-toplevel :load-toplevel :execute)
  (ql:quickload :cl-selenium))

(defpackage go-test
  (:use :cl :cl-selenium))

(in-package :go-test)

(defparameter *code* "
package main
import \"fmt\"

func main() {
    fmt.Print(\"Hello WebDriver!\")
}")

(with-session ()
  (setf (url) "http://play.golang.org/?simple=1")
  (let ((elem (find-element "#code" :by :css-selector)))
    (element-clear elem)
    (element-send-keys elem *code*))
  (let ((btn (find-element "#run")))
    (element-click btn))

  (loop
    with div = (find-element "#output")
    for ouput = (element-text div)
    while (equal ouput "Waiting for remote server...")
    do (sleep 0.1)
    finally (print ouput)))
```

## 3 Installation

```
git clone https://github.com/TatriX/cl-selenium-webdriver ~/quicklisp/local-  
projects/  
(ql:quickload :cl-selenium)
```

You need a running instance of selenium-server-standalone.

[Download](<http://www.seleniumhq.org/download/>) it and run:

```
curl -LO https://goo.gl/SP94ZB -o selenium-server-standalone.jar  
java -jar selenium-server-standalone.jar
```

## 4 Utils

There is a `:cl-selenium-utils` package which should reduce boilerplate. For example:

```
(defpackage my-test
  (:use :cl :cl-selenium)
  (:import-from :cl-selenium-utils
    :send-keys
    :click
    :wait-for
    :classlist))

(in-package :my-test)

(with-session ()
  (setf (url) "http://google.com")
  (send-keys "cl-selenium-webdriver")
  (click "[name=btnK]")
  (wait-for "#resultStats"))
```

### 4.1 Interactive session

You can just start the session and control it from your repl:

```
(in-package :my-test)

(start-interactive-session)

(setf (url) "http://google.com")
(send-keys "cl-selenium-webdriver")
(send-keys (key :enter))
(classlist "#slim_appbar") ; prints ("ab_tnav_wrp")

(stop-interactive-session)
```

### 4.2 Utils API conventions

If utility function needs an element to work on it defaults to `(active-element)`.

`(click)` ; click on the current active element.

You can also pass a css selector as a last parameter.

`(print (id "#submit"))` ; print id the of matched element

`(assert (= (first (classlist "div")) "first-div-ever"))`

To change default element you can:

```
(setf cl-selenium-utils:*default-element-func* (lambda () (find-element "input[type=su
```

### 4.3 Waiting for the reaction

Often you need to wait for some action to be done. For example if you do a `(click)` on the button to load search results, you need to wait them to load.

```
(wait-for ".search-result" :timeout 10) ; wait 10 seconds
```

Timeout defaults to 30 seconds. You can globally change it:

```
(setf cl-selenium-utils:*timeout* 3)
```

### 4.4 Running tests

#### REPL

```
(ql:quickload '(:cl-selenium :prove))  
(setf prove:*enable-colors* nil)  
(prove:run :cl-selenium-test)
```

#### Shell

```
sh  
./test.sh
```



## 5 API

### 5.1 CL-SELENIUM package

CL-SELENIUM [PACKAGE]

This package exports functions for working with Selenium WebDriver.

For documentation see:

- <https://github.com/SeleniumHQ/selenium/wiki/JsonWireProtocol>
- <https://www.w3.org/TR/webdriver1>.

### External definitions

#### Macros

WITH-SESSION ((**&rest** *capabilities*) **&body** *body*) [CL-SELENIUM]  
Execute *BODY* inside a Selenium session.

See: [MAKE-SESSION], page 10

#### Functions

CLOSE-CURRENT-WINDOW (**&key** (*session* *\*session\**)) [CL-SELENIUM]  
Close the current window.

COOKIE (**&key** (*session* *\*session\**)) [CL-SELENIUM]  
Retrieve all cookies visible to the current page.

See: <https://www.w3.org/TR/webdriver1/#get-all-cookies> .

See: <https://github.com/SeleniumHQ/selenium/wiki/JsonWireProtocol#sessionsessionidcookie> .

URL (**&key** (*session* *\*session\**)) [CL-SELENIUM]  
Get the current url in *session*.

See: <https://www.w3.org/TR/webdriver1/#dfn-get-current-url> .

ELEMENT-SEND-KEYS (*element* *keys* **&key** (*session* *\*session\**)) [CL-SELENIUM]  
The *Element* Send Keys command scrolls into view the form control *element* and then sends the provided *keys* to the *element*. In case the *element* is not keyboard-interactable, an *element* not interactable error is returned.

See: <https://www.w3.org/TR/webdriver1/#element-send-keys> .

ELEMENT-CLICK (*element* **&key** (*session* *\*session\**)) [CL-SELENIUM]  
The *Element* Click command scrolls into view the *element* if it is not already pointer-interactable, and clicks its in-view center point.

If the *element*'s center point is obscured by another *element*, an *element* click intercepted error is returned. If the *element* is outside the viewport, an *element* not interactable error is returned.

See: <https://www.w3.org/TR/webdriver1/#element-click> .

**LOG-TYPES** (**&key** (*session* *\*session\**)) [CL-SELENIUM]

Return the types of logs supported by the WebDriver.

- browser: Javascript console logs from the browser.
- client: Logs from the client side implementation of the WebDriver protocol (e.g. the Java bindings).
- driver: Logs from the internals of the driver (e.g. FirefoxDriver internals).
- performance: Logs relating to the performance characteristics of the page under test (e.g. resource load timings).
- server: Logs from within the selenium server.

See: <https://github.com/SeleniumHQ/selenium/wiki/Logging> .

**FIND-ELEMENTS** (*value* **&key** (*by* *:css-selector*) (*session* *\*session\**)) [CL-SELENIUM]

Find elements that match *VALUE* using location strategy in *BY*.

See [FIND-ELEMENT], page 8.

See <https://www.w3.org/TR/webdriver1/#find-elements> .

**MOUSE-MOVE-TO** (*x y* **&key** *element* (*session* *\*session\**)) [CL-SELENIUM]

Move the mouse by an offset of the specified *element*. If no *element* is specified, the move is relative to the current mouse cursor. If an *element* is provided but no offset, the mouse will be moved to the center of the *element*. If the *element* is not visible, it will be scrolled into view.

See: <https://github.com/SeleniumHQ/selenium/wiki/JsonWireProtocol#sessionsessionidmoveto>

**ELEMENT-ATTRIBUTE** (*element name* **&key** (*session* *\*session\**)) [CL-SELENIUM]

Return the *ELEMENT*'s attribute named *NAME*.

**SWITCH-TO-FRAME** (*id* **&key** (*session* *\*session\**)) [CL-SELENIUM]

Change focus to another frame on the page. If the frame *id* is null, the server should switch to the page's default content.

In the context of a web browser, a frame is a part of a web page or browser window which displays content independent of its container, with the ability to load content independently.

See: <https://github.com/SeleniumHQ/selenium/wiki/JsonWireProtocol#sessionsessionidframe> .

See: [https://en.wikipedia.org/wiki/Frame\\_\(World\\_Wide\\_Web\)](https://en.wikipedia.org/wiki/Frame_(World_Wide_Web)) .

**EXECUTE-SCRIPT** (*script* *args* **&key** (*session* *\*session\**)) [CL-SELENIUM]

Inject a snippet of JavaScript into the page for execution in the context of the currently selected frame. The executed *script* is assumed to be synchronous and the result of evaluating the *script* is returned to the client.

The *script* argument defines the *script* to execute in the form of a function body. The value returned by that function will be returned to the client. The function will be invoked with the provided *args* array and the values may be accessed via the arguments object in the order specified.

Arguments may be any JSON-primitive, array, or JSON object. JSON objects that define a WebElement reference will be converted to the corresponding DOM element. Likewise, any WebElements in the *script* result will be returned to the client as WebElement JSON objects.

See: <https://github.com/SeleniumHQ/selenium/wiki/JsonWireProtocol#sessionsessionidexecute> .

**START-INTERACTIVE-SESSION** (**&rest** *capabilities*) [CL-SELENIUM]

Start an interactive session. Use this to interact with Selenium driver from a REPL.

See: [MAKE-SESSION], page 10

**SCREENSHOT** (**&key** (*session* *\*session\**)) [CL-SELENIUM]

Screenshots are a mechanism for providing additional visual diagnostic information. They work by dumping a snapshot of the initial viewport's framebuffer as a lossless PNG image. It is returned to the local end as a Base64 encoded string.

See: <https://www.w3.org/TR/webdriver2/#screen-capture> .

**FIND-ELEMENT** (*value* **&key** (*by* *:css-selector*) (*session* *\*session\**)) [CL-SELENIUM]

The Find Element command is used to find an element in the current browsing context that can be used as the web element context for future element-centric commands.

For example, consider this pseudo code which retrieves an element with the `#toremove` ID and uses this as the argument for a script it injects to remove it from the HTML document:

```
let body <undefined> [=], page <undefined> session.find.css("#toremove");
session.execute("arguments[0].remove()", [body]);
```

The *BY* parameter represents the element location strategy.

It can be one of:

- *:id* : Finds element *by* id.
- *:class-name* : Finds element *by* class name.
- *:css-selector* : Returns element that matches css selector.

- *:link-text* : Returns element that matches <a> element text.
- *:partial-link-text*: Returns element that matches <a> element text partially.
- *:tag-name*: Returns element that matches tag name.
- *:xpath*: Returns element that matches the XPath expression.

If result is empty, a `<undefined>` [HANDLE-FIND-ERROR], page `<undefined>` is signaled.

See: <https://www.w3.org/TR/webdriver1/#dfn-find-element> .

**MOUSE-CLICK** (*button* &key (*session* \*session\*)) [CL-SELENIUM]  
Click any mouse *button* (at the coordinates set by the last *moveto* command). Note that calling this command after calling *button*down and before calling *button* up (or any out-of-order interactions sequence) will yield undefined behaviour).

See: <https://github.com/SeleniumHQ/selenium/wiki/JsonWireProtocol#sessionsessionidclick>

**USE-SESSION** (*session*) [CL-SELENIUM]  
Make *SESSION* the current *session*.

**PAGE-TITLE** (&key (*session* \*session\*)) [CL-SELENIUM]  
This command returns the document title of the current top-level browsing context, equivalent to calling `document.title`.  
See: <https://www.w3.org/TR/webdriver2/#get-title> .

**LOGS** (*type* &key (*session* \*session\*)) [CL-SELENIUM]  
Return the logs of a particular *TYPE*.  
See: [LOG-TYPES], page 7.

**ELEMENT-LOCATION** (*element* &key (*session* \*session\*)) [CL-SELENIUM]  
Return the *ELEMENT*'s location.

**ELEMENT-TEXT** (*element* &key (*session* \*session\*)) [CL-SELENIUM]  
The Get *Element* Text command intends to return an *element*'s text "as rendered". An *element*'s rendered text is also used for locating a elements by their link text and partial link text.

See: <https://www.w3.org/TR/webdriver1/#get-element-text> .

**ACTIVE-ELEMENT** (&key (*session* \*session\*)) [CL-SELENIUM]  
Return the active element of the current browsing context's document.  
The active element is the Element within the DOM that currently has focus.  
If there's no active element, an error is signaled.

See: <https://www.w3.org/TR/webdriver2/#get-active-element>.

See: <https://developer.mozilla.org/en-US/docs/Web/API/Document/activeElement>.

**MAKE-COOKIE** (*name value &key path domain secure expiry*) [CL-SELENIUM]

**STOP-INTERACTIVE-SESSION** *nil* [CL-SELENIUM]  
Stop an interactive session.

**ELEMENT-TAGNAME** (*element &key (session \*session\*)*) [CL-SELENIUM]  
Return the *ELEMENT*'s tag name.

**REFRESH** (*&key (session \*session\*)*) [CL-SELENIUM]  
Refresh the current page.

**ELEMENT-DISPLAYED** (*element &key (session \*session\*)*) [CL-SELENIUM]  
Returns if *ELEMENT* is visible.

See: <https://www.w3.org/TR/webdriver1/#element-displayedness> .

**DELETE-SESSION** (*session*) [CL-SELENIUM]  
Delete the WebDriver *SESSION*.

**MAKE-SESSION** (*&key (browser-name :chrome) browser-version platform-name platform-version accept-ssl-certs additional-capabilities*) [CL-SELENIUM]  
Creates a new WebDriver session with the endpoint node. If the creation fails, a session not created error is returned.

See: <https://www.w3.org/TR/webdriver1/#new-session> .

See: <https://www.w3.org/TR/webdriver1/#capabilities> .

**KEY** (*key*) [CL-SELENIUM]

**ELEMENT-CLEAR** (*element &key (session \*session\*)*) [CL-SELENIUM]  
Clear the contents of *ELEMENT* (for example, a form field *element*).

See: <https://www.w3.org/TR/webdriver1/#dfn-element-clear> .

**BACK** (*&key (session \*session\*)*) [CL-SELENIUM]  
This command causes the browser to traverse one step backward in the joint *session* history of the current top-level browsing context. This is equivalent to pressing the back button in the browser chrome or invoking `window.history.back`.

See: <https://www.w3.org/TR/webdriver1/#dfn-back> .

## Classes

**COOKIE** [CL-SELENIUM]  
Class precedence list: `cookie, standard-object, t`

**NO-SUCH-ELEMENT-ERROR** [CL-SELENIUM]  
Error signaled when no such element is found.

Class precedence list: `no-such-element-error, find-error, error, serious-condition, condition, t`

## 5.2 CL-SELENIUM-UTILS package

CL-SELENIUM-UTILS

[PACKAGE]

Package with the purpose of reducing boilerplate.

### External definitions

#### Variables

**\*TIMEOUT\***

[CL-SELENIUM-UTILS]

Default timeout value to use in selenium-utils functions.

**\*DEFAULT-ELEMENT-FUNC\***

[CL-SELENIUM-UTILS]

Function used to get the 'default element' by selenium-utils functions.

It is [ACTIVE-ELEMENT], page 9 function by default.

#### Functions

**ID (&optional selector)**

[CL-SELENIUM-UTILS]

Get active element id.

**GET-COOKIE (cookie name)**

[CL-SELENIUM-UTILS]

Get value of *COOKIE* at *NAME*.

**FIND-ELEM (selector &key (by :css-selector))**

[CL-SELENIUM-UTILS]

Find element by *SELECTOR*. Returns NIL if the element is not found.

**WAIT-FOR (selector &key (timeout \*timeout\*))**

[CL-SELENIUM-UTILS]

Wait for an element that matches *SELECTOR* to appear on the screen.

*TIMEOUT* indicates how much time to wait (default is *\*TIMEOUT\**).

**CLASSNAME (&optional selector)**

[CL-SELENIUM-UTILS]

Get active element classname.

**TEXT (&optional selector)**

[CL-SELENIUM-UTILS]

Get active element's text.

**SEND-KEY (key &optional selector)**

[CL-SELENIUM-UTILS]

Send a *key* to active element.

**CLASSLIST (&optional selector)**

[CL-SELENIUM-UTILS]

Get active element class list.

**ATTR (name &optional selector)**

[CL-SELENIUM-UTILS]

Get active element attribute.

**SEND-KEYS (keys &optional selector)**

[CL-SELENIUM-UTILS]

Send *keys* to active element.

**ELEM** (**&optional** *selector*) [CL-SELENIUM-UTILS]

If *SELECTOR* is given, wait for an element that matches the *selector* to appear.

Otherwise, call [\*DEFAULT-ELEMENT-FUNC\*], page 11 (the active element is returned by default).

**CLICK** (**&optional** *selector*) [CL-SELENIUM-UTILS]

Click on active element.

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