

# Login Base - Folder Structure (Developer Notes)

```
■ PROJECT_ROOT
■■ ■ config
■■■ ■ appConfig.ts
■■■ ■ playwright.config.ts
■■ ■ pageObjects
■■■ ■ BasePage.ts
■■■ ■ BaseLogin.ts
■■■ ■ *.ts
■■ ■ tests
■■■ ■ login
■■■ ■ loop
■■ ■ enums
■■■ ■ UserRole.ts
■■■ ■ ButtonType.ts
■■■ ■ Menu.ts
■■ ■ utils
■■■ ■ storage
■■■ ■ data
■■■ ■ reports
■ .env
■ .gitignore
```

- **PROJECT\_ROOT** — Main project folder containing full test automation framework.
- ■ **config** — Contains Playwright & application-level configurations.
- ■ **appConfig.ts** — Reads .env values and exposes role credentials + URLs.
- ■ **playwright.config.ts** — Browser config, reporters, storage state, retries.
- ■ **pageObjects** — Contains Page Object Model classes for each UI page.
- ■ **BasePage.ts** — Reusable UI actions: click, type, goto, assertions.
- ■ **BaseLogin.ts** — Role-based login using env credentials.
- ■ **\*.ts** — Any additional feature page objects.
- ■ **tests** — Test scripts organized by modules/features.
- ■ **login** — Test cases related to login functionality.
- ■ **loop** — Feature modules like Client Background, Reports etc.
- ■ **enums** — Stores enums for buttons, menus, roles to avoid hard-coded strings.
- ■ **UserRole.ts** — Stores administrator/approver/user roles.
- ■ **ButtonType.ts** — Enum for button names like Submit, View All.
- ■ **Menu.ts** — Enum for page navigation menus.
- ■ **utils** — Custom utility helpers for waits, API, file operations.
- ■ **storage** — Contains session storage files (auth.json) for login reuse.
- ■ **data** — Dummy test data (non-sensitive values only).
- ■ **reports** — Container for custom generated reports.
- **.env** — Secure credentials + base URLs. Must NOT be committed.
- **.gitignore** — Ensures env, reports, storage & node files not committed.