

Package.json is same as pom.

If playwright not there or to upgrade run this -

```
○ naveenautomationlabss-MacBook-Pro:PWS naveenautomationlabs$  
○ naveenautomationlabss-MacBook-Pro:PWS naveenautomationlabs$ npm install playwright --save-dev
```

Playwright has come in package.json file.

Second command to create tests module-

```
TERMINAL  PROBLEMS  OUTPUT  DEBUG CONSOLE  TEST RESULTS  PORTS  ...  node T V W I  
○ naveenautomationlabss-MacBook-Pro:PWS naveenautomationlabs$ npm install @playwright/test --save-dev
```

Seen in package file.

```
10  "devDependencies": {  
11    "@playwright/test": "^1.41.0",  
12    "@types/node": "^20.11.0",  
13    "playwright": "^1.41.0"  
14  }
```

Version of pw test and pw should be same.

Install typescript-

```
○ naveenautomationlabss-MacBook-Pro:PWS naveenautomationlabs$  
○ naveenautomationlabss-MacBook-Pro:PWS naveenautomationlabs$  
○ naveenautomationlabss-MacBook-Pro:PWS naveenautomationlabs$ npm install typescript --save-dev
```

Present in package file.

```
10  "devDependencies": {  
11    "@playwright/test": "^1.41.0",  
12    "@types/node": "^20.11.0",  
13    "playwright": "^1.41.0",  
14    "typescript": "^5.3.3"  
15  }
```

Initialise ts in project-

```
○ naveenautomationlabss-MacBook-Pro:PWS naveenautomationlabs$  
○ naveenautomationlabss-MacBook-Pro:PWS naveenautomationlabs$  
○ naveenautomationlabss-MacBook-Pro:PWS naveenautomationlabs$ npx tsc --init
```

```
package.json  
TS playwright.config.ts  
tsconfig.json
```

file is created.

Change target to es6 in the file-

```

12
13     /* Language and Environment */
14     "target": "ES6",

```

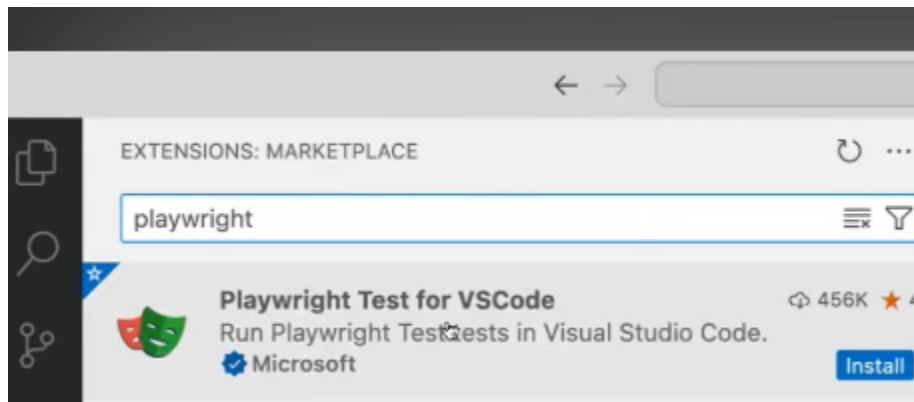
Module should be common js-

```

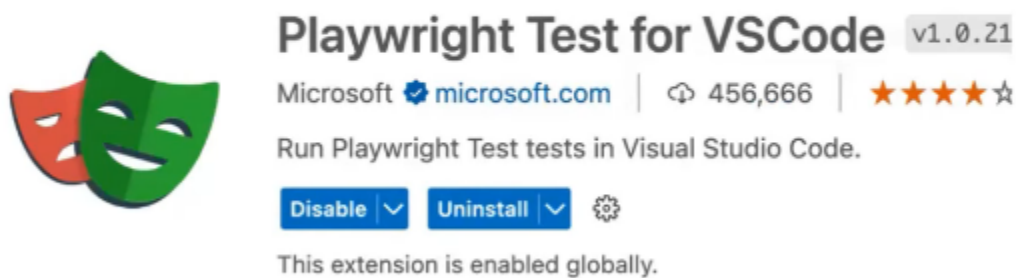
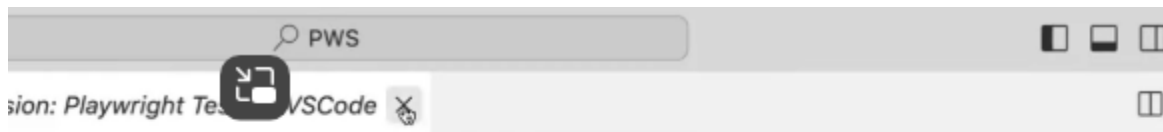
25     // "module": "commonjs",
26
27     /* Modules */
28     "module": "commonjs",
29     // "rootDir": "./",

```

Install extension to run pw test-

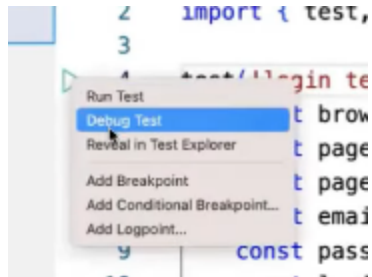


Install it



DETAILS   FEATURE CONTRIBUTIONS   RUNTIME STATUS

Right click on runner-  
Reveal in explorer.



Select whatever option you like-

