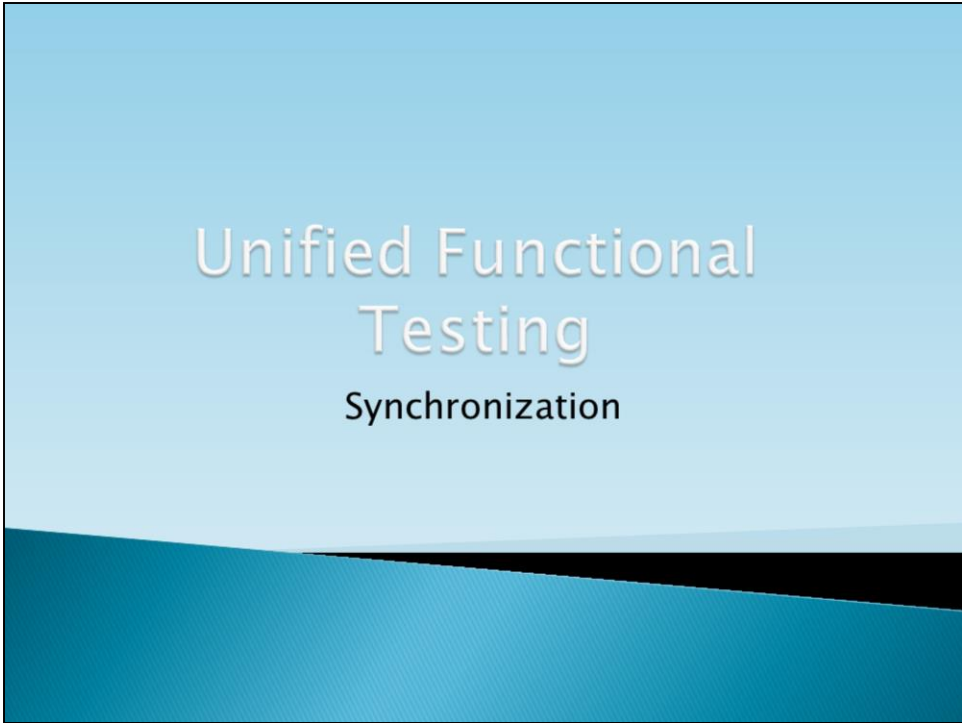


# Unified Functional Testing

Synchronization



# Lesson Objectives

By the end of this Lesson you will be able to:

- Describe synchronization in UFT.
- Identify the uses of synchronization in UFT.
- Add a synchronization step for a specified object.



# Topics

1. What is synchronization
2. Add synchronization
3. Add Wait() statement



## Third Phase – Verification



After creating the automated test , now you need to enhance the test with synchronization point

## Synchronization – Definition

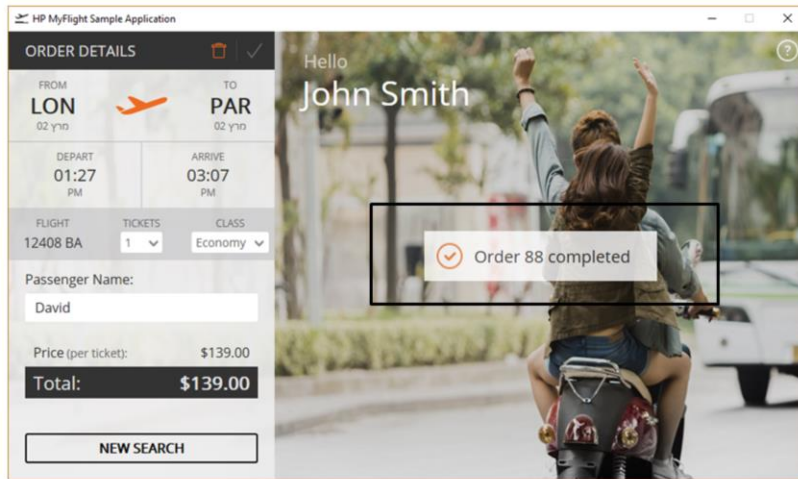
A synchronization point is a line in a test script that causes Quick Test to pause the test or component until a particular object property achieves the value you specify or until a specified timeout is exceeded.

## Examples of Synchronization Points

- There are some examples of Synchronization Points:
  - A window opens and available for inserting data.
  - A button becomes enabled.
  - A progress bar reaches 100% completion.
  - A status message appears.
  - A pop-up message appears in response to an operation.



## Steps For Synchronization point



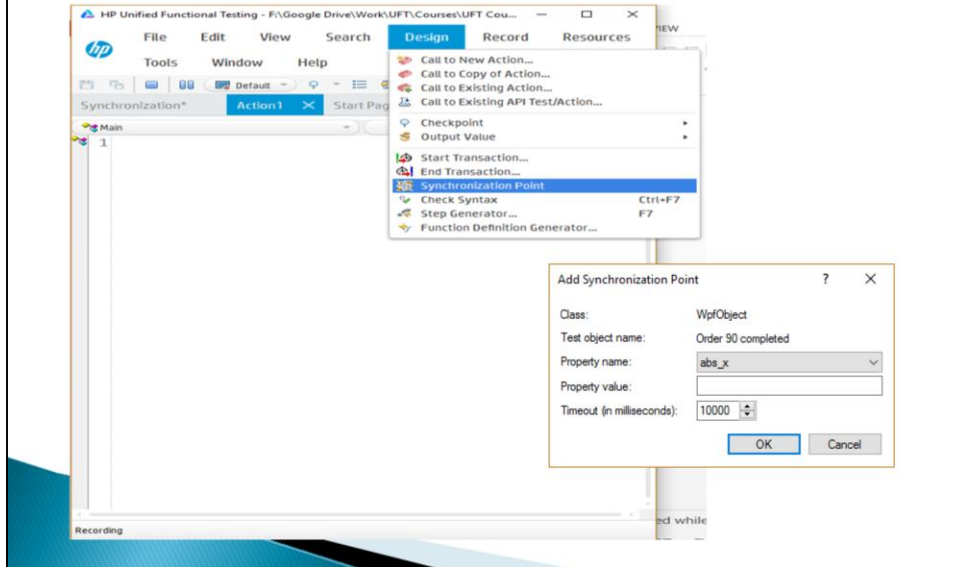
UFT has a default global object synchronization timeout , If a process takes considerably longer to complete, the global synchronization timeout may not suffice for the step to complete and the next step might fail. To give these longer steps in a test enough time to complete, add a synchronization point.

Synchronization point instruct UFT to pause the test or component until a particular object property achieves the value you specify.

When you insert a synchronization point into your test or component, UFT generates a WaitProperty statement.

UFT displays an error message if it proceeds to the next step before completing the previous step.

# Add a Synchronization Point While Recording



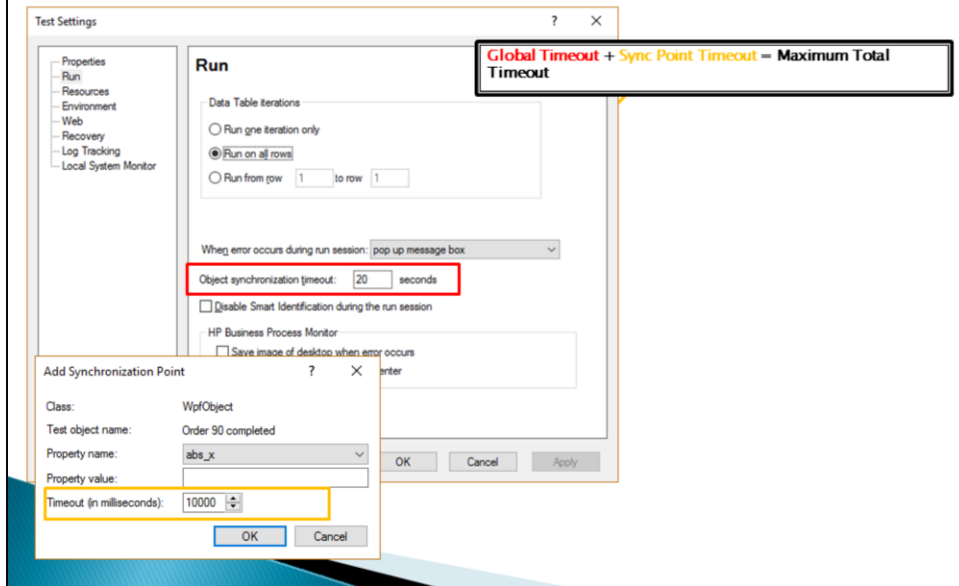
A synchronization point must be inserted while recording.

To add a synchronization point:

1. From the UFT menu bar, select **DESIGN**→**SYNCHRONIZATION POINT**. The cursor changes to a pointing hand.
2. Use the pointing hand cursor to select the object in the FLIGHT RESERVATION window for which you want to add the synchronization point. The OBJECT SELECTION - SYNCHRONIZATION POINT dialog box appears.
3. Click OK. The **ADD SYNCHRONIZATION POINT** dialog box appears.
4. From the PROPERTY NAME list, select the property name and in the PROPERTY VALUE field, type the property value for which UFT should wait before moving to the next step.
5. In the TIMEOUT field, type the synchronization point timeout in milliseconds. This time will be added to the global timeout.
6. Click **OK**



# Object Synchronization Timeout



Global timeout value specifies the maximum time, in seconds, for which UFT waits for an object to load before executing a test step. By default, UFT will wait up to 20 seconds between the execution of consecutive test steps.

When you add a synchronization point in a test, you specify a timeout value for the synchronization point. This timeout value is known as synchronization step timeout value. The synchronization step timeout value is added to the global timeout value.

UFT will wait up to the total allotted time to recognize the object. For example, consider an object that has a global timeout of 20 seconds and a synchronized timeout of 10 seconds. If the actual time that UFT takes to recognize the object is 25 seconds, the test moves to the next step after 25 seconds. If after 30 seconds UFT not recognize the object the test will fail.

## What's Next?

- Review Questions
- Next Lesson
  - The next lesson in the course is:  
**Alternative Record Types**



End of Lesson

