

This is the BOL.COM assignment for the function of performance test engineer. This assignment is to see what choices you make when you create a script. For this assignment you will be creating a LoadRunner TruClient script for the BOL.COM website. In addition to the steps several questions are added so we can get a better idea of your thought process. The time set for this assignment is 4-8 hours. Please also be aware, that the BOL.COM website does not have an option for English language. Sorry for this inconvenience.

If you have any questions related to the assignment, don't hesitate to contact recruitment; Patrick Sengers (psengers@bol.com). In addition, please be advised that we ask you to send your solution no later than 24 hours before the interview. Please send me the answers to the questions and the solution in zip file or from your private GitHub account.

Basic

Step 1 – Visit the bol.com homepage

Question 1 – How do you determine when this page is done?

Step 2 – Search for the following word in the search field: 'warehouse'.

Step 3 – Store the number of articles found.

Step 4 – Turn the saved number of articles into a JavaScript variable (integer) that could be used later in the script.

Question 2 – How did you do this and why?

Step 4 – Click the top result.

Question 3 – What object recognition method did you use to click the object and what was your reasoning behind this?

Step 5 – Go back to the results page.

Step 6 – Click a random result from the first page.

Question 4 – How did you decide to solve this?

Advanced

Step 7 – Add a way to handle a situation when no article is found (you can use a weird search term to test this).

Question 5 – Why did you set it up like this?

Step 8 – Create a C function that uses the number of articles found (step 4) to output a random article number. Note that normally this would make more sense to do in JavaScript, but this is just to see how you handle the interaction between TruClient and C.

Question 6 – Can you explain your thought process on how you did this?