

versus

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Orange Innovation 2023





Cypress, Playwright, what ?

Test automation tools

RPA capabilities

Cypress, Playwright, why?

Open source / Free

Easy / Powerful

Cypress, Playwright, what for ?

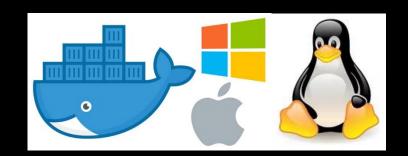
HTTP oriented functional tests

GUI and API



Cypress, Playwright, where ?

Most platforms



Your machine or on a VM or on a cloud

Cypress, Playwright, how?

Hands-on training

see by yourselves



means it's your turn to type

Let's go!

Cypress, Playwright, what is different?





friendly ui better integrated js/browser standard libs included step-by-step debug possible
js + python + others
browser tab management

exercise 1



goal : install the software

install the environment



install a proper editor or IDE
 notepad++, eclipse, vscode, vim ...

install node.js

Go to https://nodejs.org/en

Follow the install guide for your OS

configure for Orange proxies



eburo => dev access VPN
yourdev => set proxy.rd.francetelecom.fr

^{*} For docker, start here : https://docs.cypress.io/examples/examples/docker

launch: 2 modes

open in a GUI => design, debug and analyse use headed browser

run as a CLI => run tests
 use headless browser (or headed)

Cypress, Playwright and browsers





Cypress is shipped with a electron browser

Playwright is shipped with out any browser

Cypress can use installed standard browsers

You must install specific browsers for Playwright

Cypress can control headed or headless browsers

Playwright can control headed or headless browsers







λ mkdir cypress_training

 λ cd cypress_training

 λ npm init -y

 λ npm $\mathsf{install}$ $\mathsf{cypress}$

λ mkdir playwright_training

λ cd playwright_training

λ npm init playwright

Getting started with writing end-to-end tests with Playwright: Initializing project in '.'

- $\sqrt{}$ Do you want to use TypeScript or JavaScript? \cdot JavaScript
- $\sqrt{\text{Where to put your end-to-end tests?}} \cdot \text{tests}$
- √ Add a GitHub Actions workflow? (y/N) · false
- √ Install Playwright browsers (can be done manually via 'npx playwright install')? (Y/n) · true



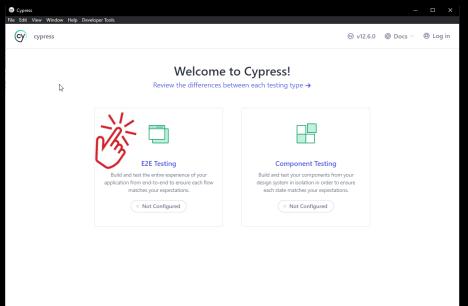




λ npx cypress open

λ npx playwright test --ui λ npx playwright test --debug

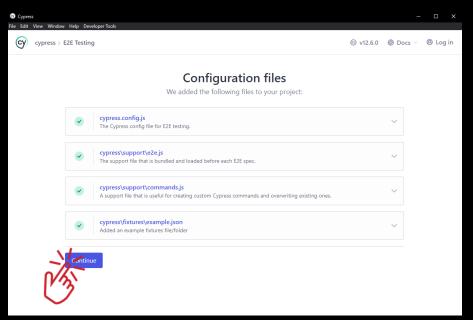








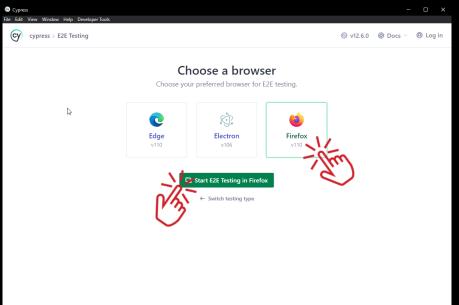








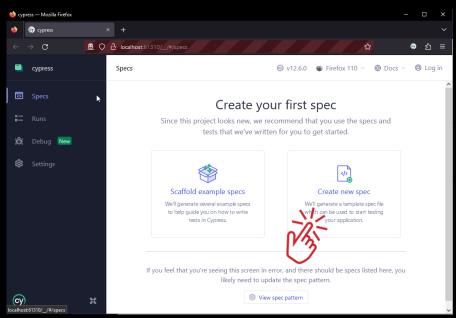








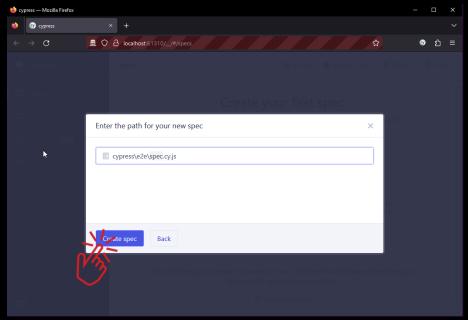








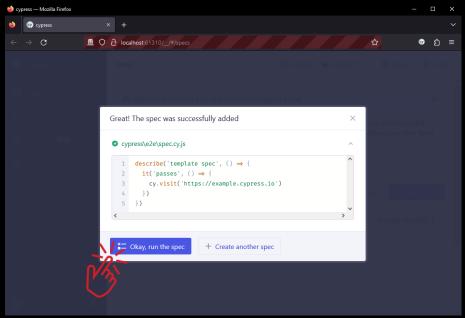








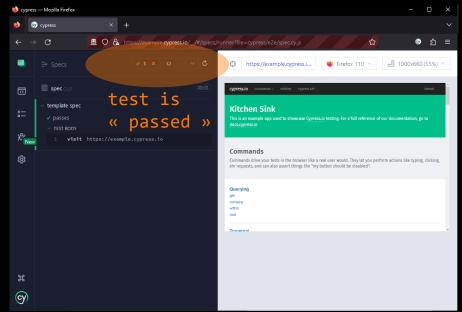






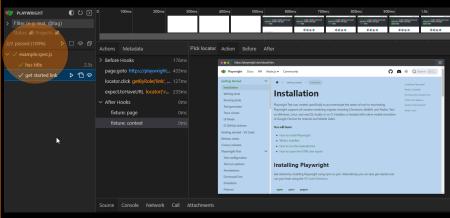














run headless

headless run will be used in a ci pipeline

exercise 2



goal : headless run

run headless







λ npx cypress run --e2e --browser firefox λ npx playwright test --project=firefox

run headless



```
D:\dev\cypress
λ npx cypress run --e2e --browser firefox
  (Run Starting)
                      Firefox 110 (headless)
                      1 found (spec.cy.js)
  template spec
  (Run Finished)
```







configuration





Cypress is shipped with Playwright is shipped a default config :

with a default config:

cypress.config.js

playwright.config.js

exercise 3



goal : configure the tools

configuration



```
λ cat cypress.config.js
const { defineConfig } = require("cypress");
module.exports = defineConfig(
                              control video creation
  video: false,
  e2e:
    baseUrl:"https://ozh.github.io/cookieclicker",
    setupNodeEvents(on, config) {}
```

default ur





```
λ cat playwright.config.js
const { defineConfig, devices } =
require('@playwright/test');
module.exports = defineConfig({
/* Run tests in files in parallel */
                                      run test in //
 fullyParallel: false,
                                      CAUTION !!!
use: { actionTimeout: 0,
       video: 'off',
       /* Base URL to use in actions like
          `await
                   page.goto('/')`. */
       baseURL: 'https://ozh.github.io',
  /* Configure projects for major browsers */
  projects: [
    { name: 'chromium',
       use: { ...devices['Desktop Chrome']
      name: 'firefox',
       use: { ...devices['Desktop Firefox
      name: 'webkit',
       use: { ...devices['Desktop Safari'
```

environment variables



Cypress can use environment variables from

.env file (using dotenv)
cypress.config.js
cypress.env.json
CYPRESS_* system variables
cypress cli



Playwright can use environment variables from

.env file (using dotenv)
system variables

exercise 4



goal : use environment variables

environment variables



```
λ cat cypress.env.json
  "url": "https://ozh.github.io/cookieclicker"
                         create variable «url»
λ cat cypress/e2e/spec.cy.js
describe('test suite', () =>
 it('test', () =>
    cy.visit(Cypress.env('url'));
```





```
λ npm install dotenv
λ cat playwright.config.js
require('dotenv').config();
λ cat .env
url="https://ozh.github.io/cookieclicker"
λ cat tests/example.spec.js
const {test, expect} = require('@playwright/test');
test.describe('test suite', () =>
  test('test', async ({ page }) =>
    await page.goto(process.env.url);
```

log





log in Cypress

cy.log('my trace');

log in the browser console

console.log('my trace');

log in the browser console

await page.evaluate(() =>
console.log('my trace'));

exercise 5



goal : log debug traces

log



```
λ cat cypress/e2e/spec.cy.js
describe('test suite', () =>
{
  it('test', () =>
  {
    console.log('hey, its working');
    cy.log('we can test now');
```



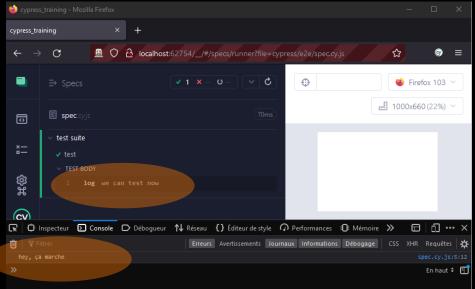


```
λ cat tests/example.spec.js
const {test, expect} = require('@playwright/test');
test.describe('test suite', () =>
{
   test('test', async ({ page }) =>
   {
    await page.evaluate(()=> console.log('hello'));
   await page.waitForTimeout(20000);
   });
});
```

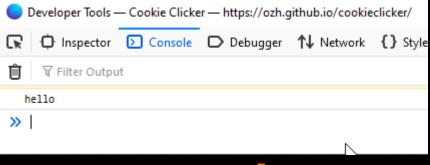
});

log









only seen in Playwright debug mode



load an url

load a url (web site or api route) with the browser

```
cy
cy.visit('https://site.com');
    or
cy.visit('/');
```

```
await page.goto('https://site.com');
    or
await page.goto('/');
```



use default «baseUrl» defined in config

exercise 6



goal : load an url

load an url



```
λ cat cypress/e2e/spec.cy.js
describe('test suite', () =>
 it('test', () =>
   cy.visit('/');
 });
```

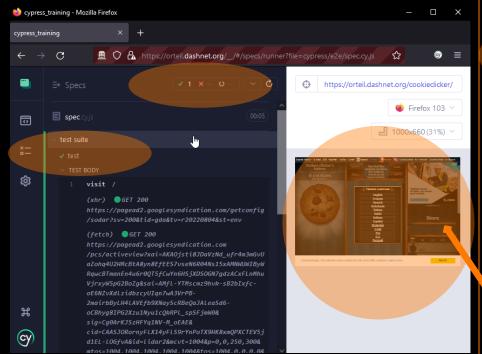




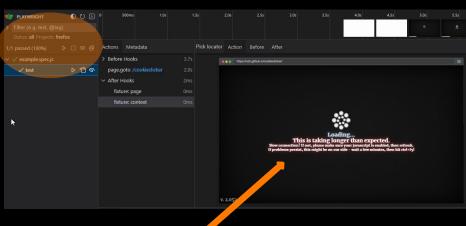
```
λ cat tests/example.spec.js
const { test, expect } =
require('@playwright/test');
test.describe('test suite', () =>
  test('test', async ({page}) =>
    await page.goto('/cookieclicker');
 });
```

load an url









note the difference
Cypress ends the test when
everything is loaded
Playwright ends the test when
the « loaded » event is fired

get, click and auto retry

get a DOM element using a selector
retrying (no wait needed)

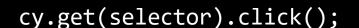


```
cy.get(selector);
```

await page.locator(selector);

click on an actionable element retrying (no wait needed)





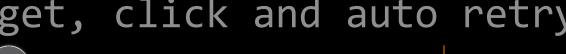


await page.locator(selector).click(



goal : select a DOM element and click on it

get, click and auto retry



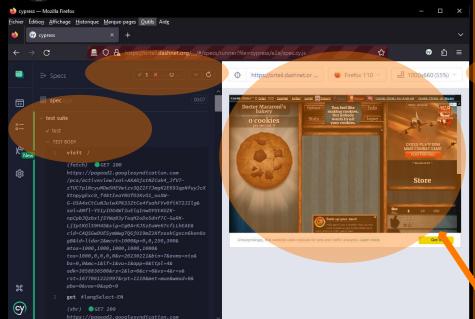


```
λ cat cypress.env.json
                                                       λ cat .env
  "lang": "#langSelect-EN",
  "care": ".cc btn accept all"
                                                         care=".cc btn accept all"
                     , use specific test ids whenever it is possible
                      and encourage developers to add them or add them yourself
λ cat cypress/e2e/spec.cy.js
                                                       λ cat tests/example.spec.js
describe('test suite', () =>
                                                       test.describe('test suite', () =>
  cy.get(Cypress.env('lang')).click();
  cy.get(Cypress.env('care')).click();
```

```
lang2="#langSelect-EN" another name
await page.locator(process.env.lang2).click();
await page.locator(process.env.care).click();
```

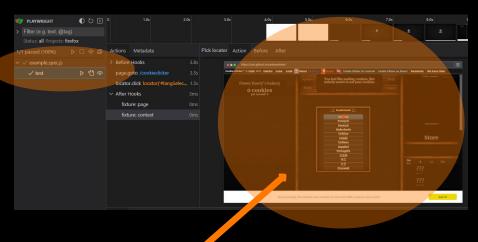
get, click and auto retry











again note the difference Cypress ends the test when everything is loaded Playwright ends the test immediately



asserting

asserting is a major feature of an automated testing tool





Cypress is providing the major standard assertion libs out of the box:

```
chai (BDD and TDD)
chai-jquery
sinon-chai
common assertions (should)
```

Playwright is providing only 1 build-in assertion system. Any standard other lib must be be downloaded and specifically imported.



goal : use an assertion

asserting





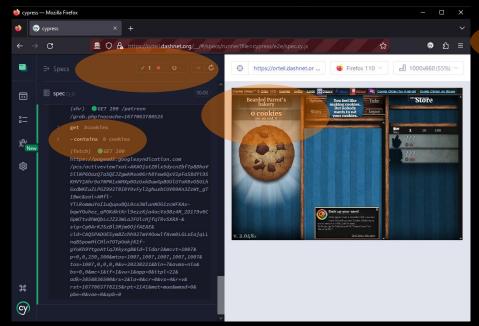


```
λ cat cypress.env.json
  "nbcookies": "#cookies"
λ cat cypress/e2e/spec.cy.js
describe('test suite', () =>
  cy.get(Cypress.env('nbcookies'))
  .contains('0 cookie');
```

```
λ cat .env
  nbcookies="#cookies"
λ cat tests/example.spec.js
test.describe('test suite', () =>
  await
  expect(page.locator(process.env.nbcookies))
  .toContainText('0 cookie');
```

asserting











```
Cypress and Playwright are clearing the context by default the DOM the cookies the local storage between each test!
```



Cypress proposes 2 mechanisms for context management session

tests are isolate by default, context is saved using a cy.session call and restored using another cy.session call restore is taking a bit of time and the entire test must be in an it scope

test isolation



the user controls if Cypress clears the context or not for every test suite aka describe scope test content can be splitted over several it calls it runs faster



Playwright proposes to use the beforeAll and afterAll functions to open and close the page.

Don't forgot to run the test suite in "serial mode" to avoid Playwright running the tests in parallel.



```
describe('clear env', { testIsolation:true }, () =>
 it('clear', () => { cy.log('context cleared'); });
});
describe('testing Cookie Clicker', { testIsolation:false }, () =>
                                                            keeps context
it('test1', () => { // do something });
it('test2', () => { // do something else in the same context });
});
```



```
test.describe('test suite', () =>
  test.describe.configure({ mode: 'serial' });
 let page;
  test.beforeAll(async ({ browser }) => { page = await browser.newPage(); });
  test.afterAll(async () => { await page.close(); });
  test('test1', async () => { // do something with page });
  test('test2', async () => { // do something else in the same context });
 test('debug only', async () => { await page.waitForTimeout(5000); });
});
```



goal : organize tests and control context



```
λ cat cypress.env.json
{
     ...
     "bigcookie":"#bigCookie"
}
```



```
λ cat .env
{
 ...
 bigcookie="#bigCookie"
}
```



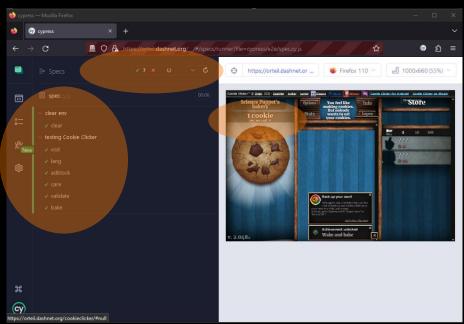


```
describe('clear env', { testIsolation:true }, () => {
 it('clear', () => { cy.log('env cleared'); }); });
describe('test suite', { testIsolation:false }, () => {
 it('init', () => {
    cy.visit('/');
    cy.get(Cypress.env('lang')).click();
    cy.get(Cypress.env('care')).click();
    cy.get(Cypress.env('nbcookies')).contains('0 cookie'); });
  it('bake', { scrollBehavior: false }, () => {
    cy.get(Cypress.env('bigcookie')).click();
    cy.get(Cypress.env('nbcookies')).contains('1 cookie'); });
});
```



```
test.describe('test suite', () => {
 test.describe.configure({ mode: 'serial' });
 let page;
 test.beforeAll(async ({ browser }) => { page = await browser.newPage(); });
 test.afterAll(async () => { await page.close(); });
 test('init', async () => {
    await page.goto('/cookieclicker');
    await page.locator(process.env.lang2).click();
    await page.locator(process.env.care).click();
    await expect(page.locator(process.env.nbcookies)).toContainText('0 cookie'); });
 test('bake', async () => {
    await page.locator(process.env.bigcookie).click();
    await expect(page.locator(process.env.nbcookies)).toContainText('1 cookie'); });
```









exercise 9

keyboard interaction

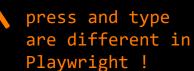
whether it is for filling a form or any other keyboard usage





cy.get(selector).type('{ctrl}s');

await
page.keyboard.press('Control+s');





goal : simulate keyboard action

keyboard interaction



```
λ cat cypress/e2e/spec.cy.js
describe('test suite', () =>
  it('save', () =>
    cy.get('body').type('{ctrl}s');
 });
```

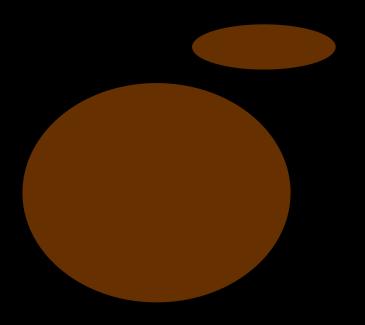




```
λ cat tests/example.spec.js
test.describe('test suite', () =>
  test('save', async () =>
    await
page.keyboard.press('Control+s');
  });
```

Cypress: keyboard interaction











Cypress : reload

reload the current page



cy.reload();

```
cy.reload(true);
// clears the cache
```



await page.reload();



goal : reload the current page

reload



```
λ cat cypress/e2e/spec.cy.js
describe('test suite', () =>
  it('reload', () =>
    cy.reload();
  });
```



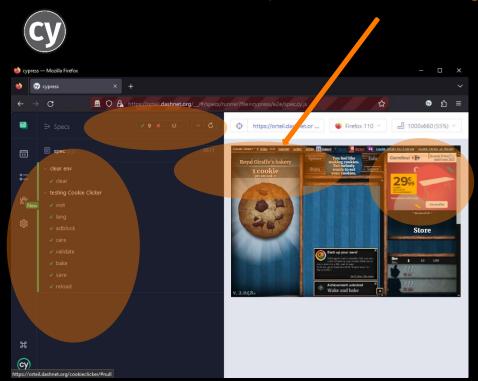


```
λ cat tests/example.spec.js
test.describe('test suite', () =>
  test('reload', async () =>
    await page.reload();
 });
```

reload

note that the éléments linked to the context (cookie, local storage) are recovered







problem in Playwright,
cookies are not restored ?



scrolling

to simulate scrolling:

```
cy.scrollTo(position|x,y);
cy.scrollIntoView();
 65
```



```
await page.evaluate(() =>
  document
  .querySelector(locator)
  .scrollBy(0, 1000)
); nothing specific in Playwright,
  fallback on standard js, a bit awkward ...
```



goal : scroll the page

scrolling



```
λ cat cypress.env.json
  "sectionright": "#sectionRight"
λ cat cypress/e2e/spec.cy.js
describe('test suite', () => {
 it('scroll', () => {
   cy.get(Cypress.env('sectionright'))
    .scrollTo('bottom');
 });
```

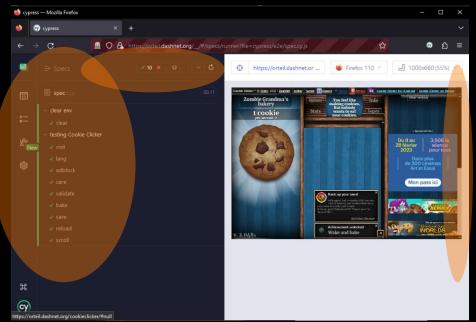




```
λ cat .env
  sectionright="#sectionRight"
λ cat tests/example.spec.js
describe('test suite', () => {
  await page.evaluate(() =>
    document.querySelector('#sectionRight')
            .scrollBy(0, 1000))
  });
```

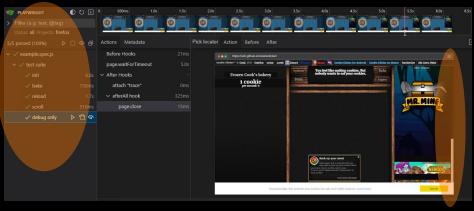
Cypress : scrolling













mobile web

to simulate a mobile web device :

```
set the viewport size
cy.viewport(screen);
```

```
set the user agent
cy.intercept('/', (req) =>
req.headers['user-agent'] = useragent);
```

```
V3
```

```
set the viewport size
  test.use({ viewport:
    { width: 123, height: 456 }});

set the user agent
test.use({ userAgent: useragent });
```



goal : simulate a mobile browser

mobile web



```
λ cat cypress/e2e/spec.cy.js
const config = {screen:'samsung-s10',
                useragent: "Mozilla/5.0 (Android 9;
Mobile; rv:97.0) Gecko/20100101 Firefox/97.0"};
describe('test suite', () => {
  it('mobile', () => {
    cy.viewport(config.screen);
    cy.intercept('/', (req) => req.headers['user-
agent'] = config.useragent);
    cy.visit('/');
    cy.get(Cypress.env('lang')).click();
    cy.get(Cypress.env('care')).click();
    cy.get(Cypress.env('nbcookies')).contains('0
cookie');
 }); });
```

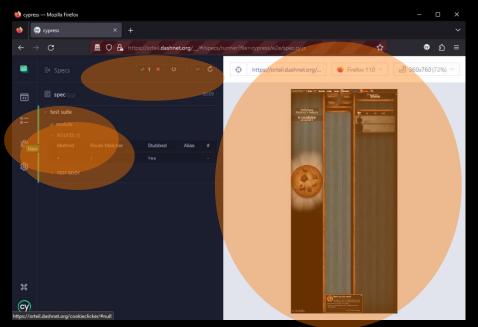




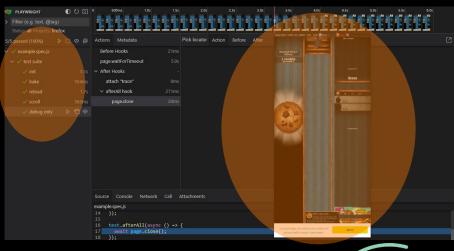
```
λ cat tests/example.spec.js
const config = {screen:{width:360, height:760},
                useragent:"Mozilla/5.0 (Android 9;
Mobile; rv:97.0) Gecko/20100101 Firefox/97.0"};
test.describe('test suite', () => {
  test.use({ userAgent: config.useragent });
  test.use({ viewport: config.screen });
  test('test', async ({page}) => {
    await page.goto('/cookieclicker');
    await page.locator(process.env.lang2).click();
    await page.locator(process.env.care).click();
    await expect(page.locator(process.env.nbcookies))
          .toContainText('0 cookie');
    await page.waitForTimeout(20000);
```

mobile web











wrap-up

to wrap-up, I propose a exercice to simulate really playing Cookie Clicker ©



goal : play Cookie Clicker

play Cookie Clicker



- 1- start with code for the exercice 9
- 2- click on the big cookie until you have enough cookies to buy a cursor, then buy the cursor
- 3- click on the big cookie until you have enough cookies to buy a grandma or an upgrade, then buy the latest
- 4- carry on until you have plenty of cookies ☺

Thanks