

People matter, results count.

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Script Debugging



Script debugging

- Script debugging is a process, involving careful examination of the code line by line while executing the script with an objective to see the actions performed by the script at every step.
- This is required to fix a script which does not perform as expected.
- Debugging is a process of eliminating the bugs in QTP scripts.
- For starting the debugging process, go to "Debug" menu and select the desired debug process.
- We can start debugging from the existing position of the cursor or we can execute the script up to the cursor position in the debug mode



Script debugging

There are three types of debugging processes:

1) Debugging by "Step Into": When we select "Step Into" option, we can see if a function being executed is performing as expected.

This will open the function desired to be debugged in "Read Only" mode and we can keep on hitting the "F11" key on the keyboard to view the execution of every line of the function.

2) Debugging by "Step Over": This option is selected when we are sure that the function is performing as expected & we don't want to view the execution of the function.

We can hit "F10" key to execute the entire function without stopping and will stop for our next command at the beginning of the next line after the function call.

3) Debugging by "Step Out": This option is selected when we are in the function debug and we sure that the function is performing as expected & we don't want to debug the execution of the entire function.

We can hit Shift +"F10" keys to execute the remaining statements in the function without stopping and will stop for our next command at the beginning of the next line after the function call.



Debug Commands

Run to Step :

You can instruct QuickTest to run from the beginning of the test or action (Expert View only)—or from the current location in the test or action—and to stop at a particular step. This is similar to adding a temporary breakpoint to a step. For example, if you want to begin debugging your test or action from a particular step, you may want to run your test or action to that step, as this opens your application to the relevant location

Debug from Step :

You can instruct QuickTest to begin your debug session from a particular step instead of beginning the run at the start of the test or action. Before you start debugging from a specific step, make sure that the application is open to the location where you want to start debugging. You can begin debugging from a specific step in your test or action when editing a test or action

Run from Step :

You can use the Run from Step option to run a selected part of your component from the selected step to the end of the component. This enables you to check a specific section of your application or to confirm that a certain part of your component runs smoothly



Debug Viewer

The Debug Viewer pane includes the following tabs:

Watch Tab:

Displays the current values and types of variables and VBScript expressions that you add to the Watch tab, and enables you to modify the values of displayed variables and properties.

Variable Tab:

Displays the current values and types of all variables in the main script of the current action, or in a selected subroutine, and enables you to modify their values.

Command Tab:

Enables you to run VBScript commands in your paused run session



Debug Menu Commands

Pause :

Pauses the Run/debug session

Add to Watch :
 Adds the selected item to the Watch tab.

- Insert/Remove Breakpoint :
 Sets or clears a breakpoint in the test
- Enable/Disable Breakpoint : Enables or disables a breakpoint in the test
- Clear All Breakpoints :
 Deletes all breakpoints in the test
- Enable/Disable All Breakpoints : Enables or disables all breakpoints in the test



Object Repository



How Quick Test Recognizes Objects

For each object class, QTP has a default set of properties that it always learns

- 1. Mandatory Properties.
- 2. Assistive properties.
- 3. Ordinal Identifier.

Usually, only a few properties are needed to uniquely identify an object.



Object Identification

Object Identification dialog box is used for following

- Set/Configure mandatory and assistive properties for Test Objects
 - If you expect that the values of the properties currently used in the object description may change, you can modify the mandatory and assistive properties that QuickTest learns when it learns an object of a given class
- Select the ordinal identifier for Test Objects
 - The ordinal identifier assigns the object a numerical value that indicates its order relative to other objects with an otherwise identical description
 - This ordered value enables QuickTest to create a unique description when the mandatory and assistive properties are not sufficient to do so
- Enable/Disable the Smart Identification mechanism for each test object
 - If the learned description does not enable QuickTest to identify the specified object in a step, and a Smart Identification definition is defined (and enabled) for the object, then QuickTest tries to identify the object using the Smart Identification mechanism
 - -Smart Identification is invoked on 2 cases
 - -> No Object Matches the Learned Description
 - -> Multiple Objects Match the Learned Description
- Define user-defined object classes and map them to Standard Windows object classes
 - The Object Mapping dialog box enables you to map an object of an unidentified or custom class to a Standard Windows class
 - You should map an object that cannot be identified only to a Standard Windows class with comparable behavior. For example, do not map an object that behaves like a button to the edit class



Ordinal Identifier

QuickTest can use the following types of ordinal identifiers to identify an object:

- Index: Indicates the order in which the object appears in the application code relative to other objects with an otherwise identical description.
- Location: Indicates the order in which the object appears within the parent window, frame, or dialog box relative to other objects with an otherwise identical description.
- CreationTime: (Browser object only.) Indicates the order in which the browser was opened relative to other open browsers with an otherwise identical description.



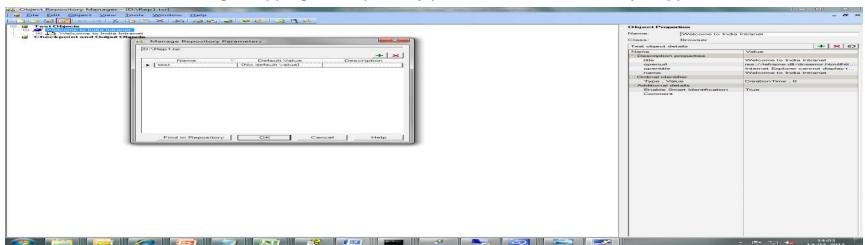
Object Repository Manager

- The Object Repository Manager enables you to open multiple shared object repositories and modify them as needed.
- You can open shared object repositories both from the file system and from a Quality Center project.
- The Object Repository Manager enables you to perform the following operations:
 - Creating New Object Repositories
 - Opening Object Repositories
 - Saving Object Repositories
 - Closing Object Repositories
 - Managing Objects in Shared Object Repositories
 - Managing Repository Parameters
 - Modifying Object Details
 - Locating Test Objects
 - Performing Merge Operations
 - Performing Import and Export Operations



Managing Repository Parameters

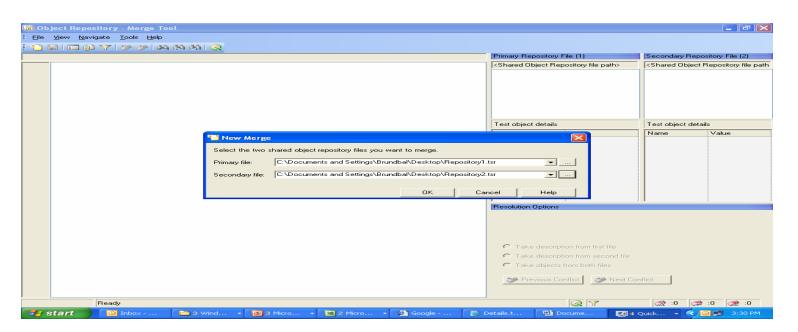
- Repository parameters enable you to specify the certain property values should be parameterized, but leave the actual parameterization to be defined in each test that is associated with the object repository that contains the parameterized identification property values
- Repository parameters are useful when you want to create and run tests on an object that changes dynamically. An object may change dynamically if it is frequently updated in the application, or if its property values are set using dynamic content, for example, from a database
- You define all the repository parameters for a specific object repository using the Manage Repository Parameters dialog box. You define each repository parameter together with an optional default value and meaningful description
- When you open a test that uses an object repository with a repository parameter that has no default value, an indication that there is a repository parameter that needs mapping is displayed in the Missing Resources pane.
- You can then map the repository parameter as needed in the test. You can also map repository parameters that have default values, and change mappings for repository parameters that are already mapped





Object Repository Merge tool

- The object Repository Merge tool is used to merge two shared object repositories into a single shared object repository
- It is also used to merge objects from the local object repository of one or more actions into a shared object repository
- Once after merging you can view the merge statistics.
- Merge Statistics describes how the files were merged, and the number and type of any conflicts that were resolved during the merge





Object Repository Comparison Tool

- QuickTest Professional enables you to compare two shared object repositories using the Object Repository Comparison Tool, and view the differences in their objects, such as different object names, different object descriptions, and so on
- After the compare process, the Comparison Tool provides a graphic presentation of the objects in the object repositories, which are shown as nodes in a hierarchy.
- Objects that have differences, as well as unique objects that are included in one object repository only, can be identified according to a color configuration that you can select.
- Objects that are included in one object repository only are identified in the other object repository by the text "Does not exist". You can also view the properties and values of each object that you select in either object repository



Performing Import and Export Operations

- You can import and export object repositories from and to XML files
- XML provides a structured, accessible format that enables you to make changes to object repositories using the XML editor of your choice and then import them back into QuickTest
- You can import and export files either from and to the file system or a Quality Center project (if QuickTest is connected to Quality Center).



Contents

Descriptive Programming



Descriptive Programming

What is Descriptive Programming?

- Programmatic description to instruct QTP to perform methods on objects without referring to the object repository.
- To do this, you provide QuickTest with a list of properties and values that QuickTest can use to identify the object or objects on which you want to perform a method.



Descriptive programming – when and why?

Consider using DP in following cases:

- Dynamic object properties
 Example: Link Logout <User Name>
- Same objects on every page
 Example: Buttons Next, Back, Cancel, OK
- Lots of similar objects on one page
 Example: table with many First & Last name text boxes



How to use DP?

There are two ways to use DP:

1

Throw the properties and values straight into a command



First Method...

VBWindow("Property1:=Value1").Click.

It's the good old syntax you know, except the string between the () is not the OR name.

It's the property:=value identification string



First Method...

That's kinda restrictive

What if I want to use multiple identification properties?

Yes

• No



First Method...

NO PROBLEM ©

VBWindow("height:=400", "title:=New Document").Maximize

You can use as many properties as you like



Second Method...

2

Throw the properties & values into a description object, and use it into the syntax.

Second Method...

```
1: Set oDesc = Description.Create
2: 
3: oDesc("Property1").Value = "Value1"
4: 
5: VBWindow(oDesc).Maximize
```

Here also, all the values are interpreted as regular expressions. To turn it off, use

oDesc("Property1").RegularExpression = False



Descriptive Programming...

You can use DP with OR as shown below

VBWindow("OR").VBButton("text:=OK").Click
Or (when oDesc is a description object):
VBWindow("OR").VBButton(oDesc).Click



Descriptive Programming...

But, you can only start from OR, and move to DP

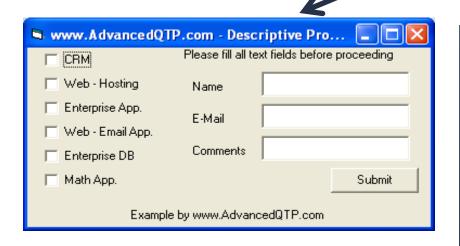
So this will not work:

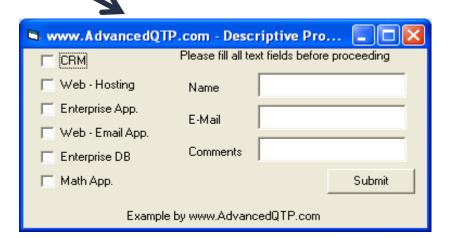
VBWindow("title:=notgood").VBButton("clickme").Click

Descriptive Programming...

- You can store the objects in collections.
- When QTP finds two object which match the same description, it freezes ®

VBWindow("title:=,"AdyancedQTP."").Maximize.





Run Error



The "[VbWindow]" object's description matches more than one of the objects currently displayed in your application. Add additional properties to the object description in order to uniquely identify the object.

Stop



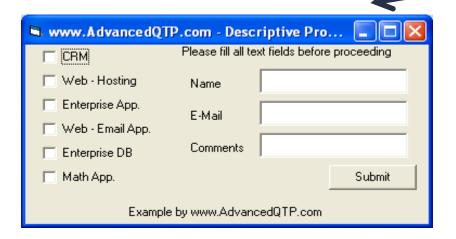
S<u>k</u>ip

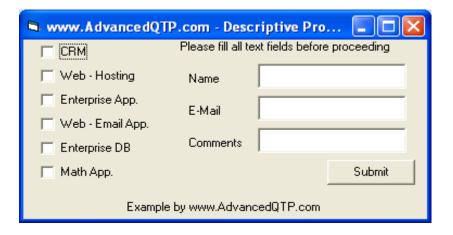
De<u>b</u>ug

<u>H</u>elp

<u>D</u>etails>>

Date



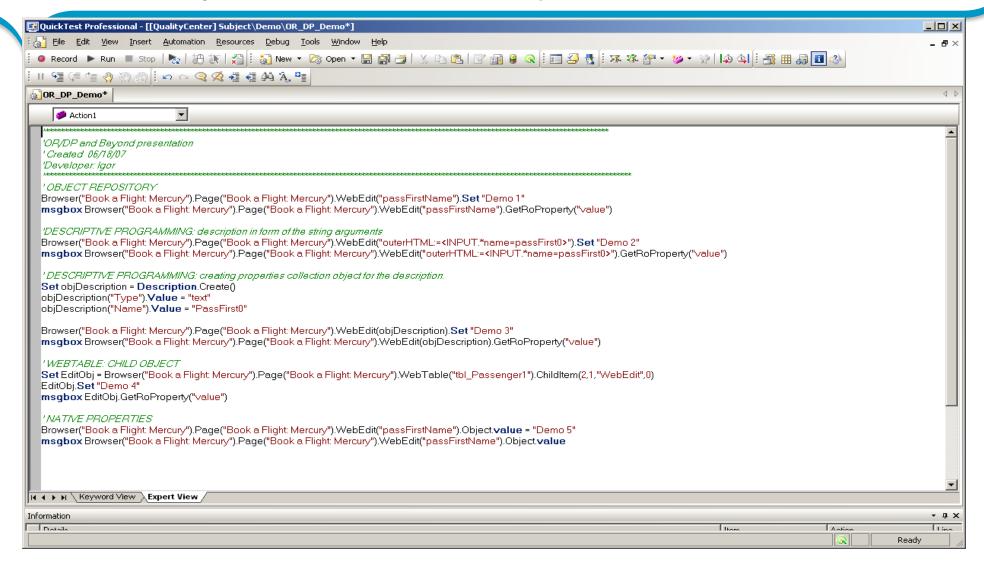


DP has a magic property: "index", which allows us to tell the double objects apart

Index is a zero-based counter

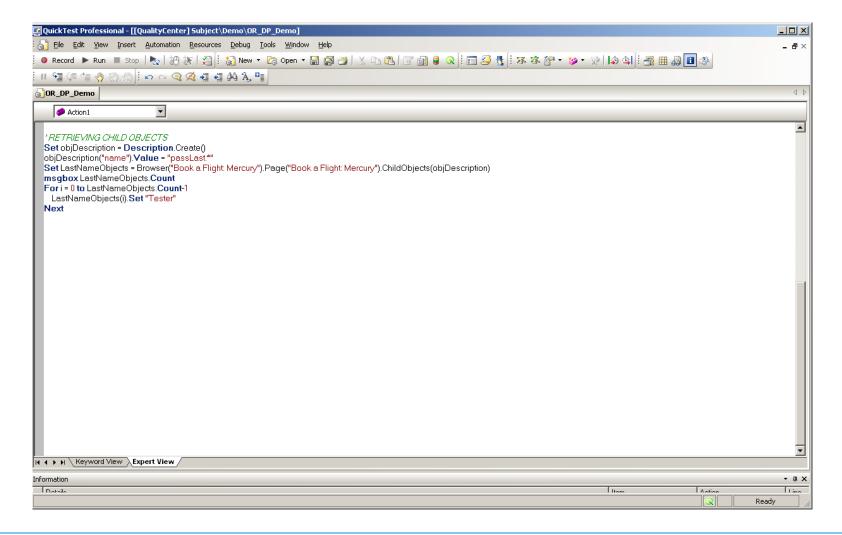


Different ways to work with objects





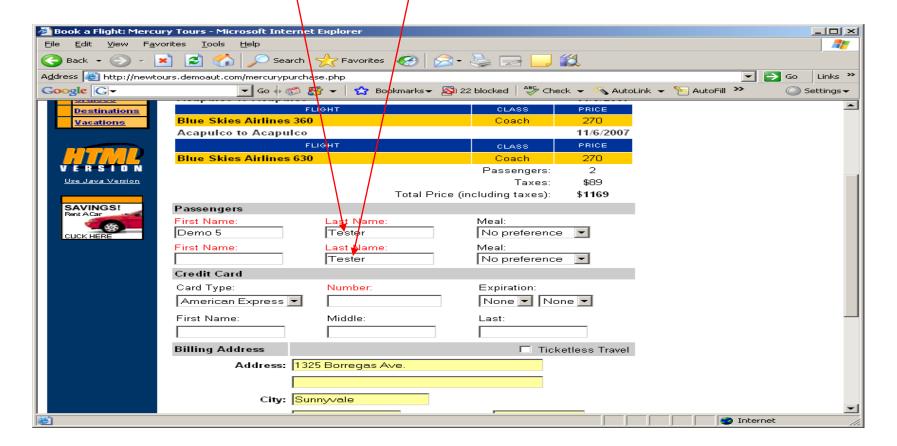
ChildObjects method – using Collection Object





ChildObjects method – using Collection Object

Last Name fields are populated





TO, RO and .Object

- .GetTOproperty/SetToProperty refers to the properties stored in OR
- .GetROProperty property refers to the AUT Object property (Run-time)
- .Object.ct.ct./method
 refers to the AUT Object NATIVE properties/methods



Object Repository vs. Descriptive Programming – what to use?

- There really is no "best way"
- Use the method that gives your company the best ROI, whether that be Object Repository (OR), Descriptive Programming (DP) or a mixture of both



OR Pros and Cons

PROS:

- GUI Front end to examine all the objects in the repository
- Highlight in Application feature is great tool to walk the object tree
- No need to modify the script when object properties changes
- Easy to identify objects in AUT by Object Logical names
- Can be created independently from scripts



OR Pros and Cons

CONS:

- Additional layer to maintain
- Unnecessary objects can be created
- Multiple users cannot concurrently save/write to the shared OR
- It won't eliminate the need for Descriptive Programming in most of cases



DP Pros and Cons

PROS:

- It's a white box
- Compatible with different QTP versions
- Code portability is high
- Easy to mass update



DP Pros and Cons

CONS:

- Lower Code Readability and requires more comments, like "what object is accessed"
- Potentially slower to create
- To highlight an object in the application requires utilizing the "Highlight" method



Regular Expressions



Regular Expressions

Regular Expressions can be used to identify the objects in the application with varying values or names or titles.

- Regular expressions can be added by,
 - Defining the property values of an object in dialog boxes or in programmatic descriptions
 - Parameterize a step
 - Creating checkpoints with varying values
- A Regular Expression is a pattern of text that consists of
 - Alphabets letters a through z
 - Special characters known as Metacharacters.
 - Numbers
- The pattern describes one or more strings to match when searching a body of text.
- The Regular Expression serves as a template for matching a character pattern to the string being searched.



Use Of Regular Expressions

It is used to identify "objects" & "text strings" with varying values

- Use Regular Expressions only for values of type string.
- Use Regular Expressions for Property Values
- Using Regular Expressions for Checkpoints

For example, if you want to create a text checkpoint on a date text string, but the displayed date changes according to the current date. If we define the date as a regular expression, the checkpoint checks that the captured text string matches the expected date format, rather than checking the exact date value.



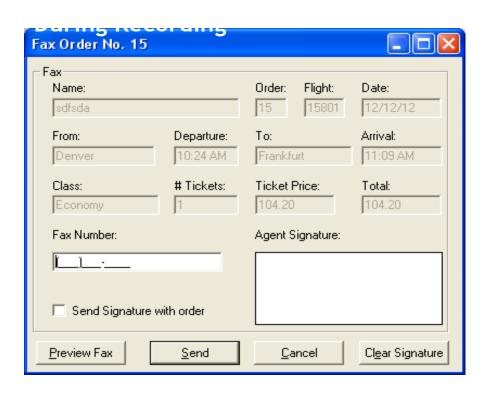
Regular Expressions – Object Repository

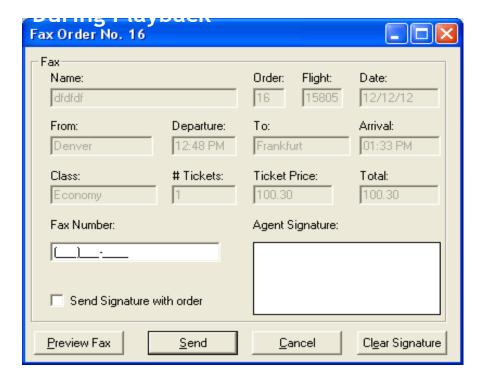
- To handle windows with varying titles
- The Fax Order screen in sample Fight Application is an example for a window with varying title.
- Insert an order and playback the script.
- Follow the steps given below:
- Start Recording
- Insert an Order
- Open the Fax order File > Fax Order
- Close the fax order window
- **■** Close the AUT
- Stop the recording
- Run the test



Regular Expressions

The fax order window name changes whenever a new order is inserted.

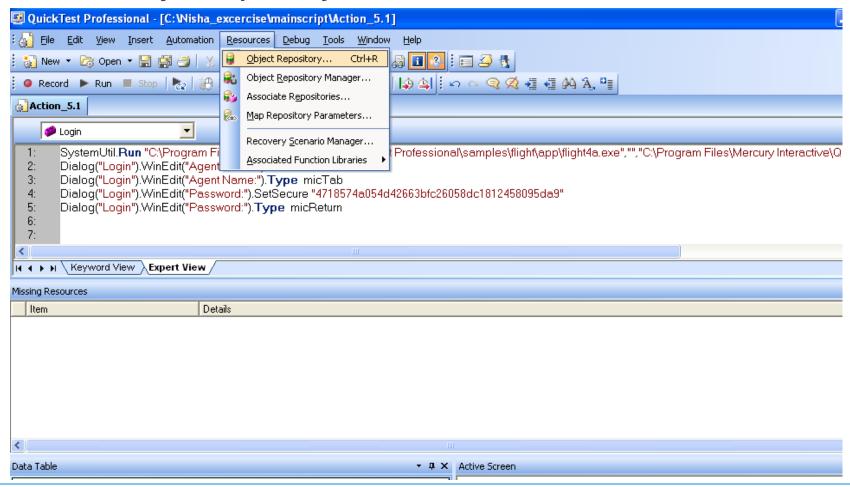






To add Regular Expression

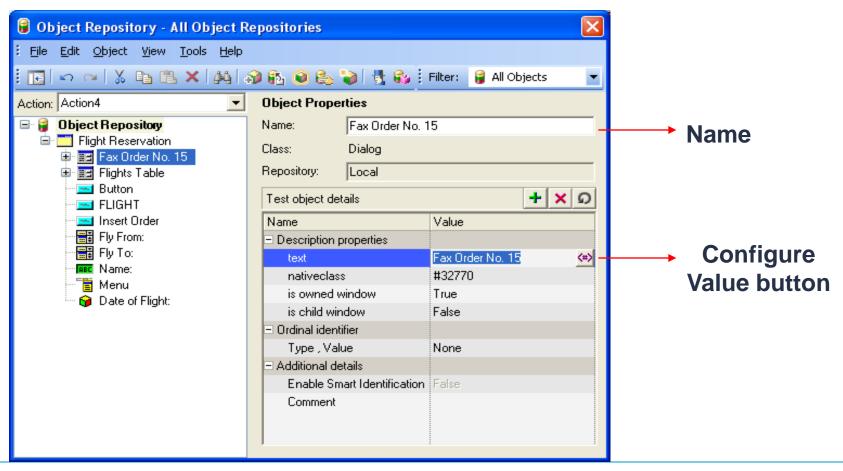
Resources – Object Repository





Regular Expressions – Object Repository

■ To handle this change the fax order window name in Object Repository



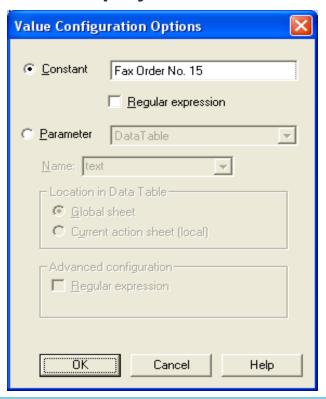


Regular Expression – Object Repository

Select Description Properties – text

Click the Configure value button next to text

The following window will be displayed

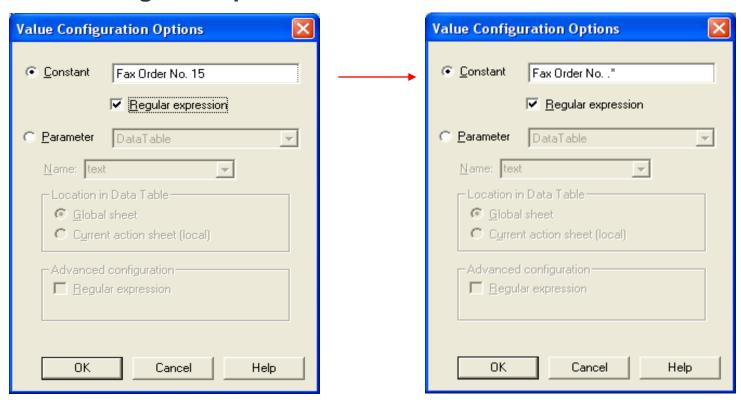




Regular Expression

Change the name of the window as Fax Order No. .*

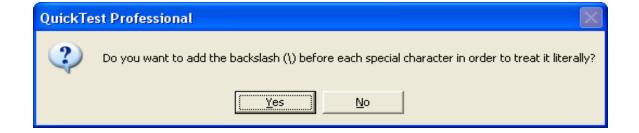
Click the Regular Expression Check box





Regular Expression

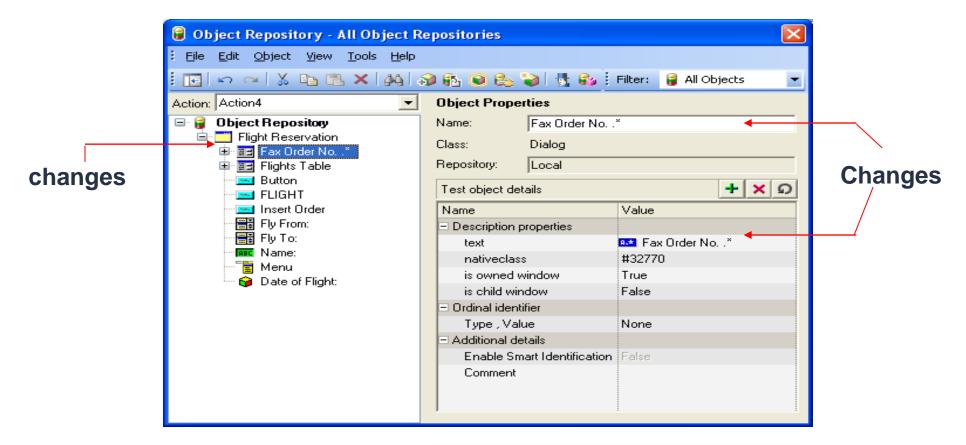
Click No in the msgbox displayed after closing the value configuration screen.





Regular Expression

The Object Repository should look like this after making the necessary changes.





Regular Expressions Characters

Matching Any Non-Alphanumeric Character (\W)

Using the Backslash Character (\) • Matching Any Single Character (.) Matching Any Single Character in a List ([xy]) Matching Any Single Character Not in a List ([^xy]) Matching Any Single Character within a Range ([x-y]) Matching Zero or More Specific Characters (*) Matching One or More Specific Characters (+) Matching Zero or One Specific Character (?) Grouping Regular Expressions (()) Matching One of Several Regular Expressions (|) Matching the Beginning of a Line (^) Matching the End of a Line (\$) Matching Any Alphanumeric Character Including the Underscore (\w)



Virtual Objects



Virtual Objects

- Virtual Objects are objects that behaves like normal objects, but are not recognized by QuickTest.
- We can define these objects as Virtual Objects and map them to standard classes, such as a button or a check box.
- A Virtual Object collection is a group of virtual objects that is stored in the Virtual Object Manager under a descriptive name.



Defining a Virtual Object

- We define a Virtual Object using the Virtual Object Wizard.
- Using the Virtual Object Wizard, we can map a virtual object to a standard object class, specify the boundaries and the parent of the virtual object, and assign it a name.
- Only those objects can be defined as Virtual Objects on which we can click or double-click and that record a Click or DblClick step. Otherwise, the virtual object is ignored.



Steps for Creating Virtual Object

- In QuickTest, choose Tools > Virtual Objects > New Virtual Object.
- Select a standard class to which you want to map your virtual object.
- Click Mark Object button. Use the crosshairs pointer to mark the area of the virtual object.
- An object in the object tree is assigned as the parent of the virtual object.
- Specify a name and a collection for the virtual object.

Case Study of Virtual Object

Let us consider the calculator application. Suppose we are recording the calculations that are performed in the calculator. The script will be recorded as follows.

```
Window("Calculator").WinButton("7").Click
Window("Calculator").WinButton("4").Click
Window("Calculator").WinButton("2").Click
Window("Calculator").WinButton("3").Click
Window("Calculator").WinButton("+").Click
Window("Calculator").WinButton("2").Click
Window("Calculator").WinButton("1").Click
Window("Calculator").WinButton("1").Click
Window("Calculator").WinButton("1").Click
```

The corresponding Keyword View will be as shown below.

Item	Operation	Value	Documentation
··· <u>····</u> 7	Click		Click the "7" button.
··· 🕶 4	Click		Click the "4" button.
··· <u>···</u> 2	Click		Click the "2" button.
··· ···· 3	Click		Click the "3" button.
··· ••• +	Click		Click the "+" button.
··· <u>•••</u> 2	Click		Click the "2" button.
··· 4	Click		Click the "4" button.
1	Click		Click the "1" button.
··· • =	Click		Click the "=" button.



Case Study of Virtual Object (contd.)

Suppose button 7 is made a virtual object and we give the name 7.Now, the script will be displayed as shown below. The button "7" has been assigned as an virtual object.

```
Window("Calculator_2").WinButton("7").VirtualButton("7").Click
Window("Calculator_2").Move 454,309
Window("Calculator_2").WinButton("5").Click
Window("Calculator_2").WinButton("2").Click
```

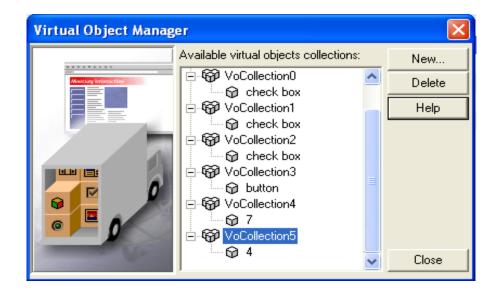
 The corresponding Keyword View will be as follows. The virtual object can be identified by the symbol 'v' attached to the object.





Removing Virtual Objects

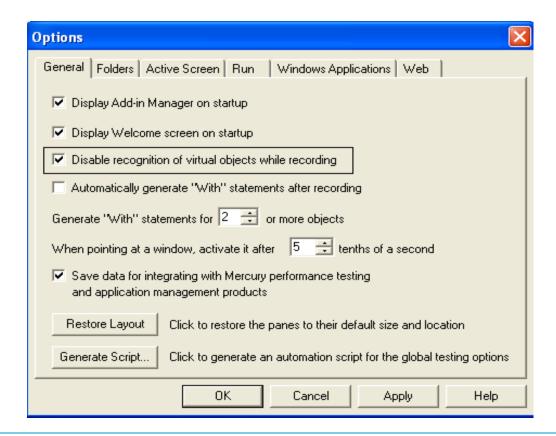
We can remove virtual objects from were test or component by deleting them from Virtual Object Manager that can be accessed from Tools→Virtual Object→ Virtual Object Manager





Disabling Virtual Objects

- Choose Tools > Options or click the Options toolbar button. The Options dialog box opens.
- In the General tab, select the Disable recognition of Virtual Objects while recording





Virtual Objects Limitations

- You can define Virtual Objects only for objects on which you can click or double-click and that record a Click or DblClick step.
- You can use Virtual Objects only when recording and running a test. You cannot insert any type of checkpoint on a Virtual Object, or use the Object Spy to view its properties.
- QuickTest does not support Virtual Objects for analog or low-level recording



Recovery Scenarios

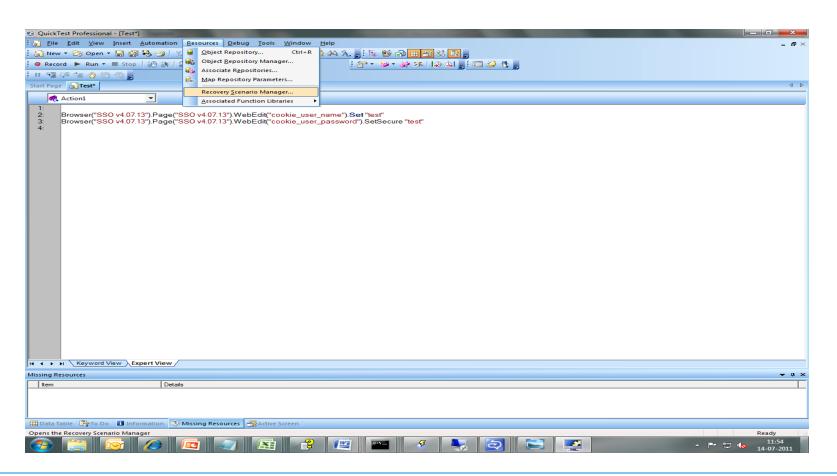


What is a Recovery Scenario?

- Recovery Scenario is a mechanism by which QTP handles any unexpected windows, pop-ups or application crashes while the test is running so that the test is not interrupted.
- Every type of recovery situation needs to be handled with a separate recovery scenario.
- The recovery scenarios continuously look for the recovery situations occurring in the application as long as the test is running.
- A Recovery scenario consists of 3 Stages
 - a) Trigger Event
 - b) Recovery Operation
 - c) Post Recovery Run Option

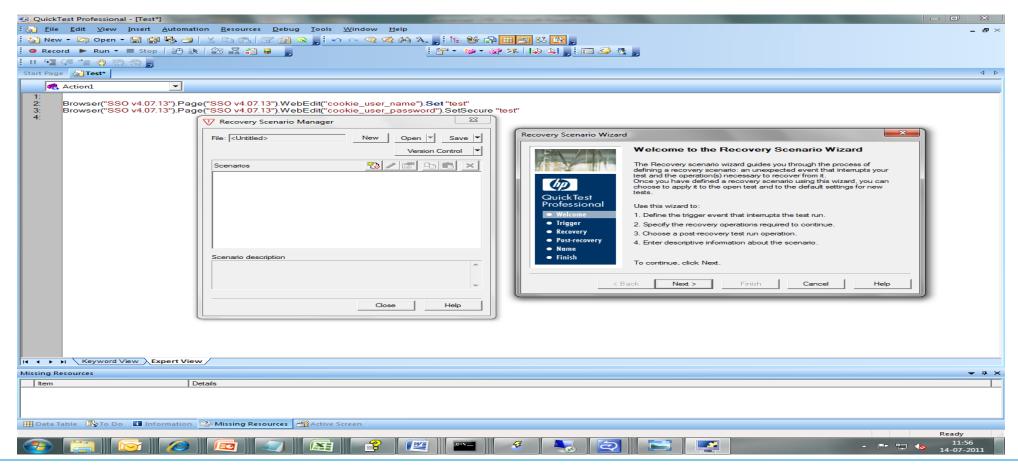


Select "Recovery Scenario Manager" from the "Resources" menu.





Recovery Scenario Wizards starts. Click Next on this screen.





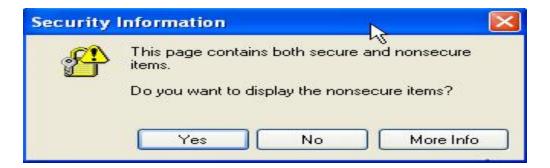
Depending on the desired type of recovery scenario, select the appropriate Radio button.

Recovery scenarios can be defined for unwanted Pop-up window, Object state, Test run error or application crash.



Click Next button to define Recovery Scenario for a pop-up window.

For Instance, following Pop-up window may appear while navigating from non-secure to a secure web page and will create Recovery Scenario for the Pop-up





QTP captures the window title and window text.

Uncheck the checkbox "Window text contains".

Now QTP look for any security window with the title Security Information or any generic title.

If the window title changes dynamically with some pattern, Click the checkbox "Regular Expression" and provide the pattern.

Recovery Scenario Wizard Specify Pop-up Window Conditions Specify the conditions to identify a pop-up window for ŕ this recovery scenario. You can use the pointing hand to capture the title and text values of the pop-up window. Condition to identify window: QuickTest Window title: Security information Professional Regular expression Welcome Window text contains: Trigger Recovery Post-recovery Name Finish Regular expression Next > Help < Back Cancel

Click Next



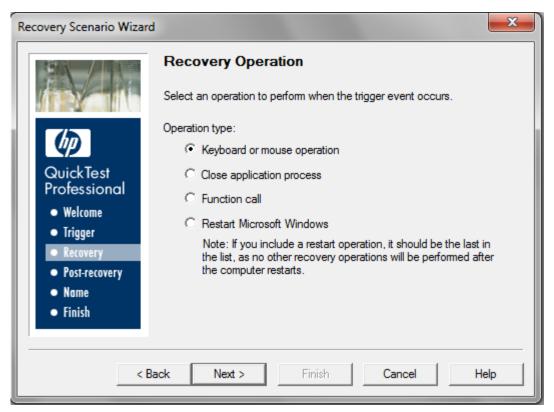
Next screen informs us that we should define the recovery operation to be done in order to handle this window.





Click Next button to view the Recovery Operation window.

Select the appropriate action to be performed.



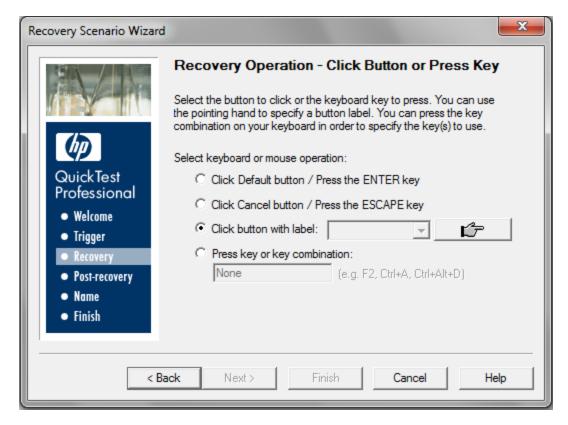


- Keyboard or mouse operation allows us to click a button on the screen.
- Close application process allows us to kill the process which starts the unwanted window so we can continue with testing.
- Function call will allow us to write a user-defined function to handle the unwanted window.
- Restart Microsoft Windows allows us to restart the windows all together if needed.

In above example, click on the first radio button "Keyboard or mouse operation".



We can show the button we want QTP to click using the hand icon in the following screen and click Next button.





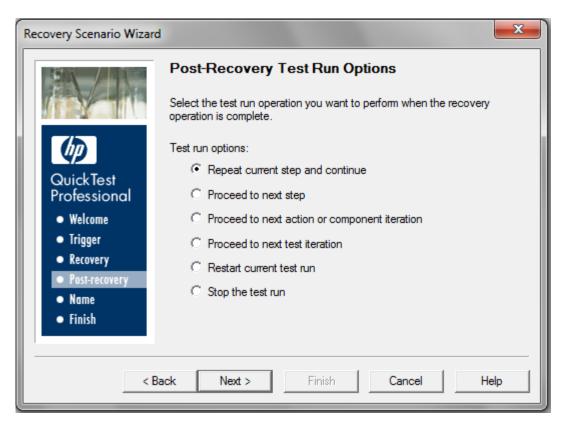
We can add another recovery scenario if needed from the following screen.

If we don't want to create another scenario uncheck the checkbox "Add another recovery operation"

Click "Next"



Following screen allows us to define the Post-recovery operation to be performed.





Since the recovery scenario is kicked off only when the error is about to be thrown since QTP could not find an object because of the unwanted window or object state it is logical to re-execute that particular statement again after the post-recovery operation.

Hence select the option "Repeat current step and continue".

If the situation is different, make the appropriate selection depending on the desired operation.

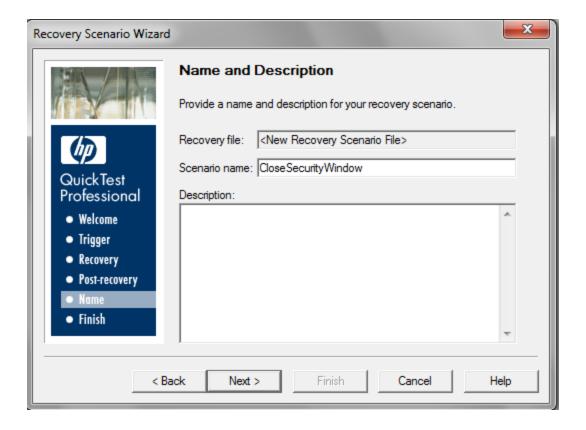
If the exception does not allow us to test the application anymore in this test run, select the last radio button "Stop the test run"



- Use "Proceed to next step" if you want to continue with the test.
- Use "Proceed to next action" if you want to skip the current action in the flow and continue with the next action.
- Use "Proceed to next test iteration" if you want to skip the current row of global row and continue with the next row of Global sheet.
- Use "Restart current test run" if you want to start the test altogether.

Click Next.

Provide a name for the Recovery Scenario and click "Next".



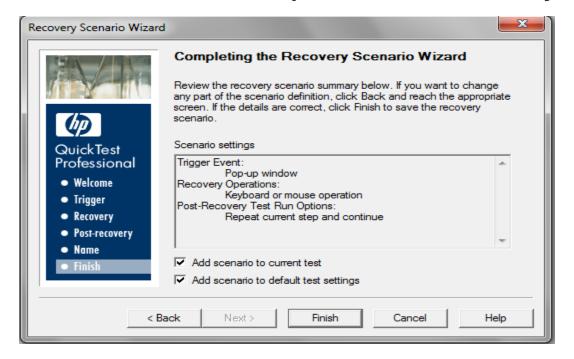


Make sure that the checkboxes "Add scenario to current test" and "Add scenario to default test settings" are selected as shown below.

This will add the Recovery Scenario to the current and the QTP settings as well.

Click "Finish" and follow the further steps to save the recovery scenario to a

recovery file

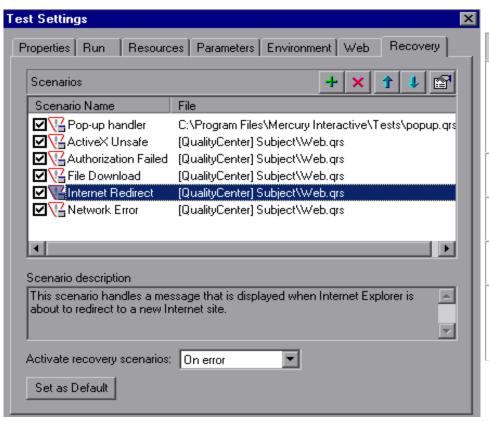


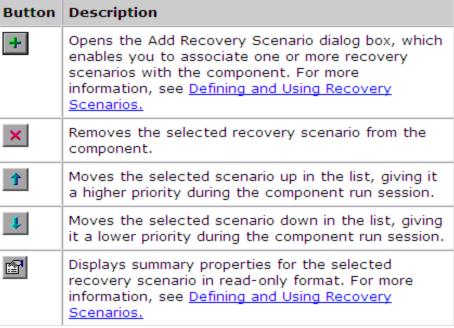


Associate Recovery Scenario

To enable/disable specific recovery scenarios:

- Select the check box to the left of one or more individual scenarios to enable them.
- Clear the check box to the left of one or more individual scenarios to disable them.







QC Integration



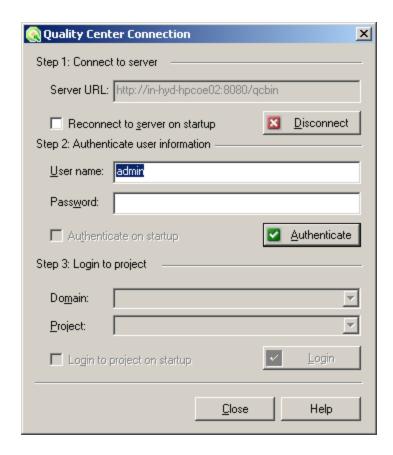
Prerequisites to connect QTP with QC

- Check Allow other Mercury products to run tests and components present under Tools > Options > Run in QTP
- If you are running the tests on the same computer where you have QC client installed, then you will need:
 - QTP Connectivity Add-In
 - QTP Add-in
- If you are running the tests on the different computer than where you have QC client installed, then you will need:
 - QTP Add-in where QC client is installed.
 - •QTP Add-in and QC connectivity Add-in where QTP is installed.
- QC connectivity can be found at QC server URL > 'Add-Ins Page' link > 'QC Connectivity' link > 'Download Add-in'
- QTP Add-in can be found at QC server URL > 'Add-Ins Page' link > 'More QC Add-ins' link > Download and install QTP Add-in according to its version



Connecting Quick Test to Quality Center

- Start QTP and from File option select Quality Center Connection.
- In the server connection area in server text box enter http://<machine name>/<qcbin>and click on connect
- In Project Connection area, click on connect after selecting project

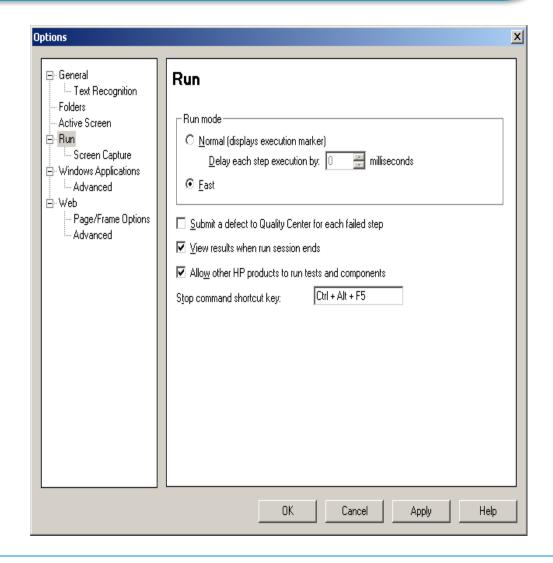




Enabling Quality Center to Run Tests on a Quick Test Computer

To enable remote Quality Center clients to run tests on Your Quick Test computer:

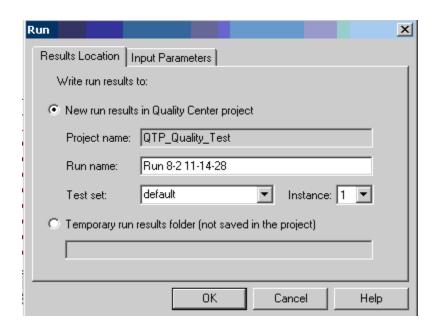
- Open Quick Test.
- Choose Tools > Options or click the Options toolbar button. The Options dialog box opens.
- Click the Run tab.
- Select the "Allow other Mercury products to run tests and components" check box.





Running a Test Stored in a Quality Center Project

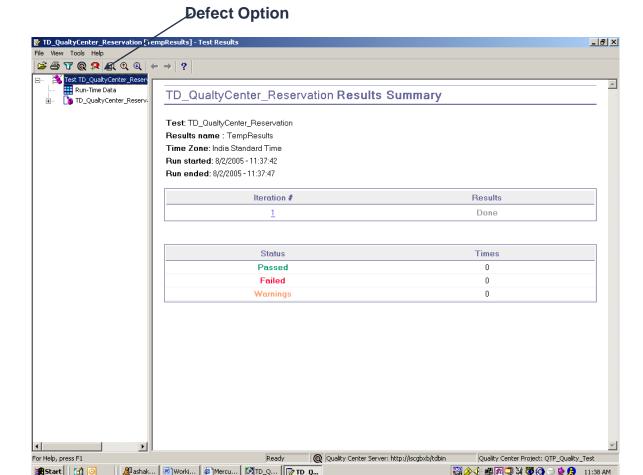
- Test can be executed either from QC Test lab or from QTP
- To execute the Test from QTP
 - Click on Test->Run
 - To save the run results, you specify a name for the run session and a test set in which to store the results.





Submitting Defects During a Run Session

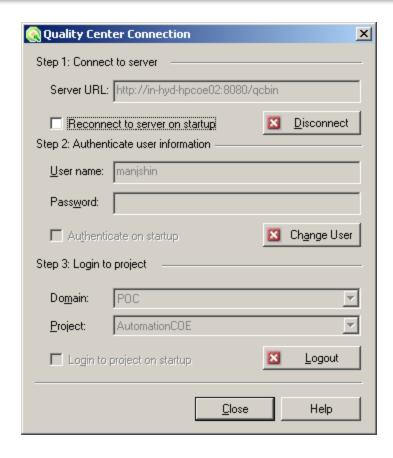
- Run the test and result window would displayed
- Select add defect option given in the tool bar just near to quality center icon a window get open as shown below





Disconnecting Quick Test to Quality Center

- Select File > Quality Center
 Connection or click the Quality
 Center
 Connection toolbar button.
- In project connection area click on Disconnect.
- In server connection area click on Disconnect.





People matter, results count.

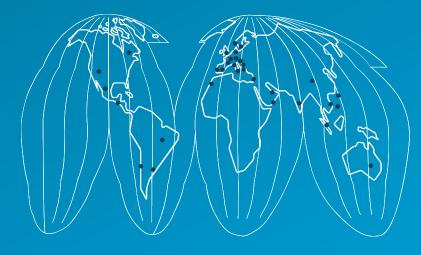


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