FlexMonkey 1.0 QuickStart

Updated 8/14/09

Welcome to the FlexMonkey 1.0 QuickStart.

In this tutorial, you'll see how easy it is to start testing with the monkey. We'll guide you through setting up your first FlexMonkey project, and creating your first test. Then we'll add an assertion to your test, and run the test to see how it all works. When we're done, we'll save our work and close down the monkey. We assume you have already installed FlexMonkey by clicking the installer on http://flexmonkey.gorillalogic.com. Let's get started.

Basic FlexMonkey Options.

There are two basic ways to use FlexMonkey. You can load the application you would like to test into the FlexMonkey Target SWF Window or into the MonkeyAgent, or you can link your application with the MonkeyLink. This tutorial uses the simplest method, loading into the FlexMonkey Target SWF Window. That's fine for the MonkeyContacts application that the tutorial uses, and it could be fine for your application. However, you should consult *Chapter 4: FlexMonkey Setup* in the **FlexMonkey 1.0 User Guide** before you decide. You can find the User Guide here:

http://flexmonkey.gorillalogic.com/gl/stuff.flexmonkey.documentation.html

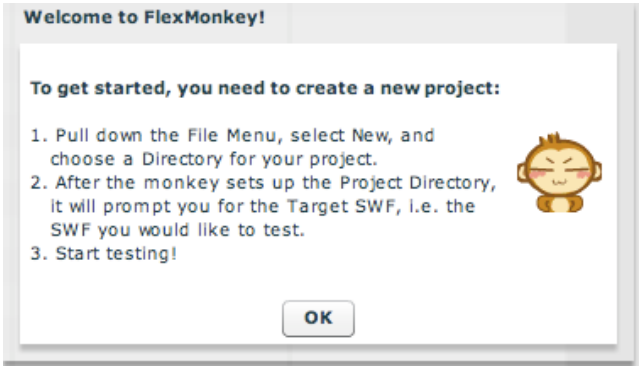
Monkey Contacts Intro Example.

To use this tutorial, you'll need the *Monkey Contacts Intro Example* Flex Builder project. You can find a zip file that contains the project in the Monkey Accessories available for download at:

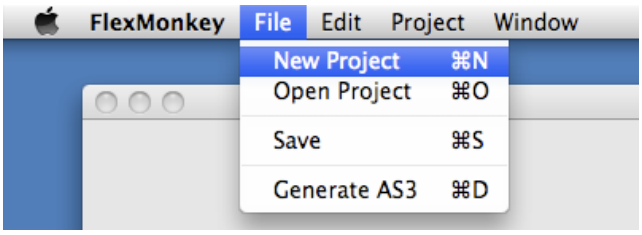
http://flexmonkey.gorillalogic.com/gl/stuff.flexmonkey.download.html

Setting up your first FlexMonkey project.

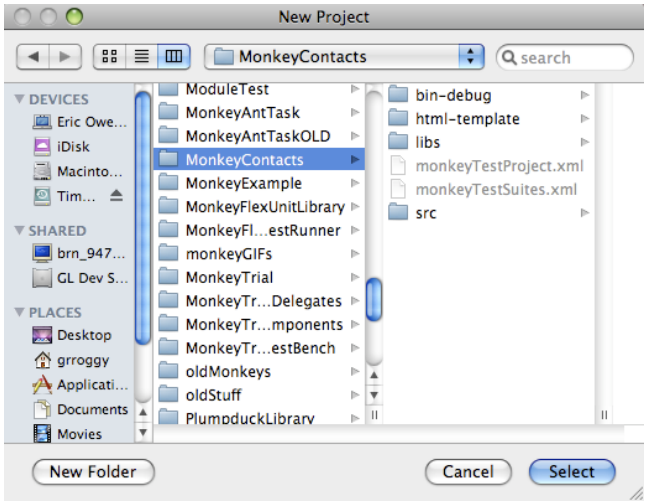
When the monkey opens for the first time, you'll see a dialog like this one. Just follow the instructions to create your first FlexMonkey project. Click *OK*.



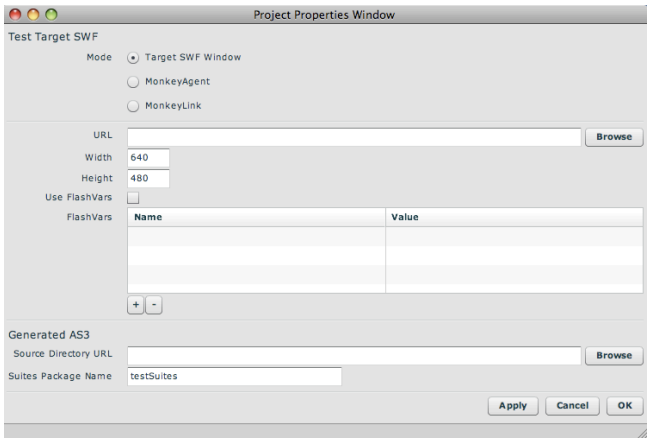
Pull down the File Menu and select *New Project*.



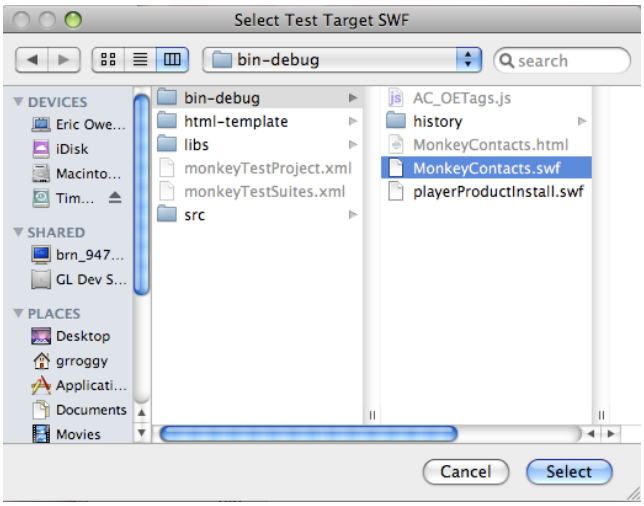
In the *New Project* directory browser, choose a directory to hold your FlexMonkey project files. Here, we are choosing the FlexBuilder project directory for the MonkeyContacts project.



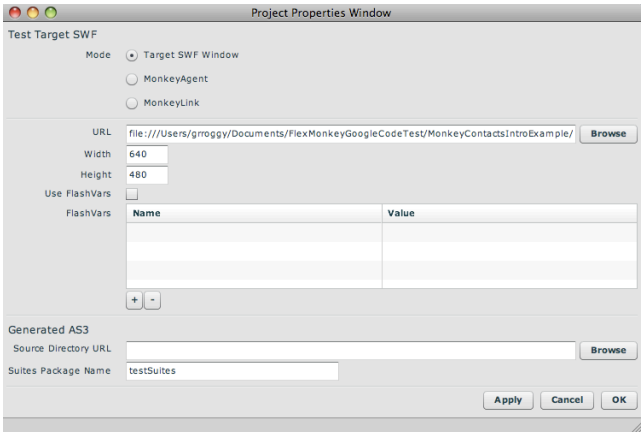
Next, the monkey pops open the *Project Properties Window*. The mode is already set to *Target SWF Window*. If the SWF you would like to test is a local file, click the Test Target SWF *Browse* Button. If the SWF is remote, type in the URL. Here, we click the *Browse* button.



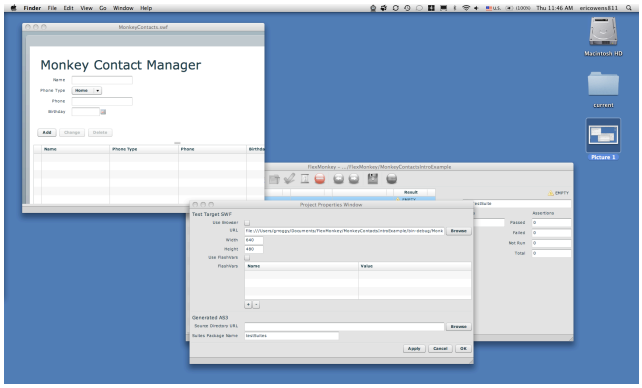
In the *Select Test Target SWF* Browser Window, choose the SWF file for the application you would like to test. Here, we are choosing the MonkeyContacts.swf file.



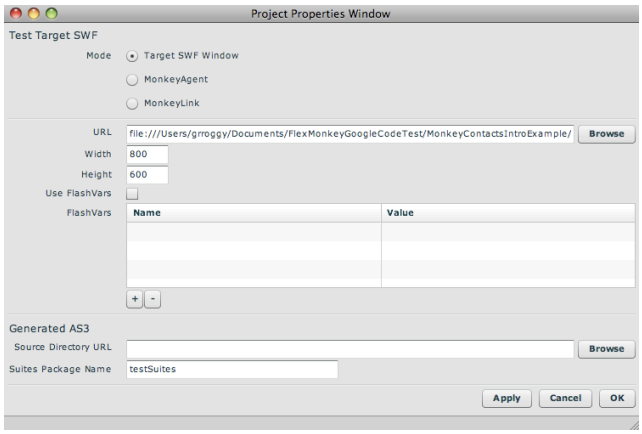
After you have filled in the Test Target SWF URL, click the *Apply* button and your Target SWF should appear in the *FlexMonkey TargetSWF* Window.



Now, your desktop should look something like this.

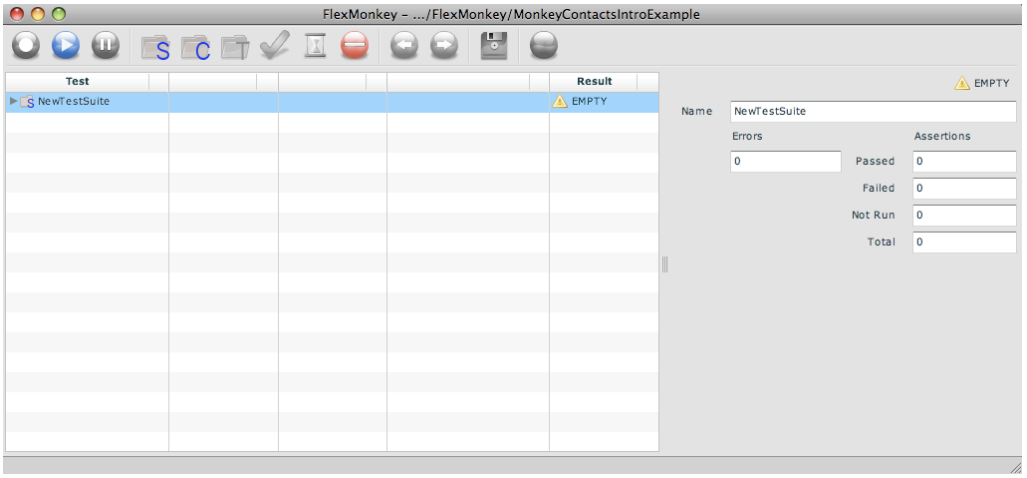


If your application is too large for the default size of the *FlexMonkey TargetSWF* Window, you can adjust its height and width in the *Project Properties Window*. If you make a change to height or width, as we did here, you can click the *Apply* button to see the effect. When you are satisfied with the appearance of your Target SWF, click OK to close the *Project Properties Window.* (It's OK to leave the *FlashVars* and the *Generated AS3 Source Directory* empty for now.) FlexMonkey will save your project properties, and will automatically load them the next time you start the monkey.

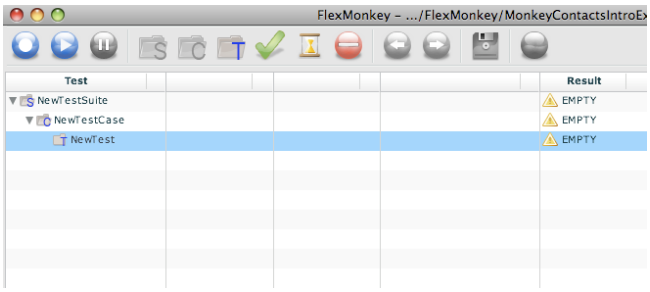


Creating your first test.

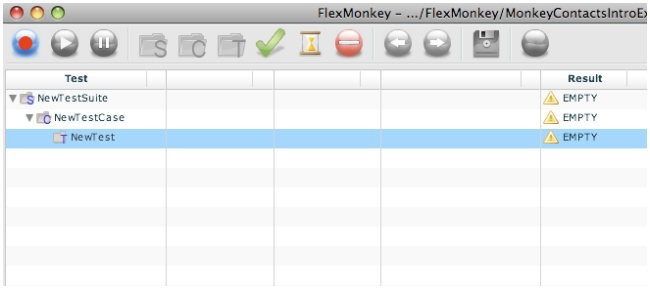
After you create a new project, your *FlexMonkey Window* will look like this.



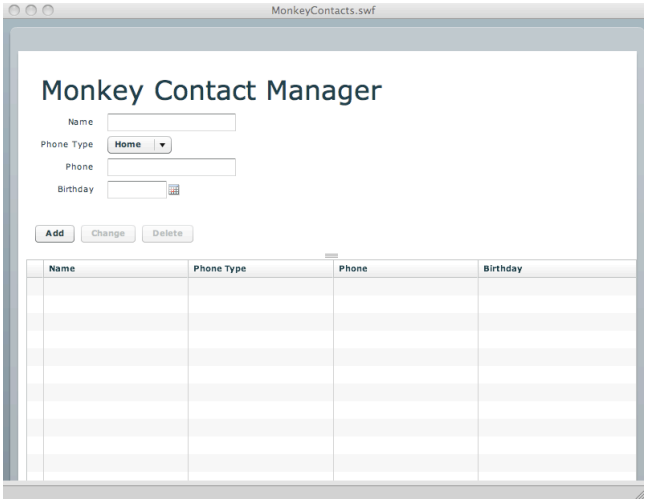
Click on the little triangle next to the *NewTestSuite* and then the *NewTestCase* to expose the *NewTest*. Select the *NewTest* as shown here. NewTest is *Empty* because you haven't added any UI commands to it yet.



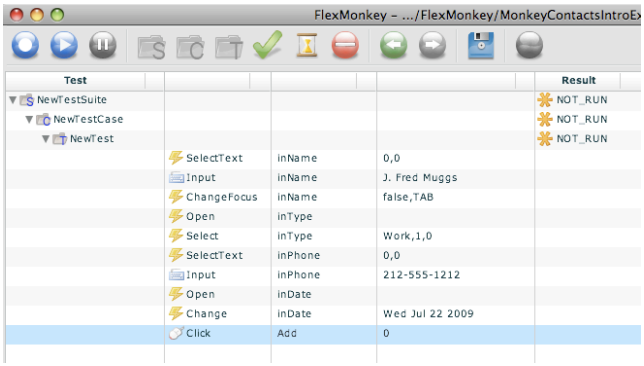
The button in the upper left is the *Record* button. To start recording a test, click Record. The Record button will glow red to indicate that recording is active.



Our application is the *Monkey Contact Manager.* (You can download it as a FlexBuilder project from http://flexmonkey.gorillalogic.com -- it's in MonkeyAccessories.) We are going to test adding a new contact. While recording is active, we'll type a new name, select the phone type from the combo box, enter the Birthday, enter the phone number, and click the *Add* button. When we are done, we'll click the *Record* button in the *FlexMonkey* Window to turn recording off.

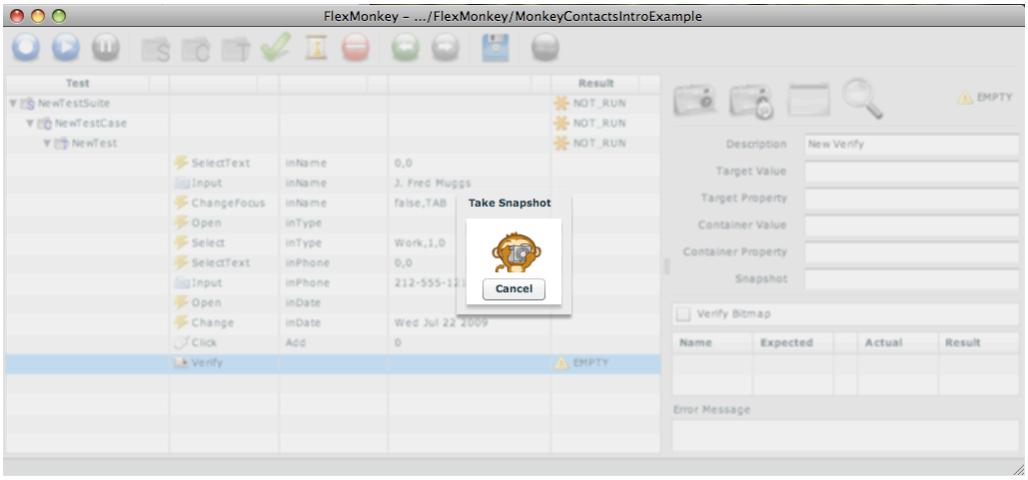


Here's the result. As you can see, the monkey inserted a sequence of UI commands into *NewTest.* Be sure you clicked the *Record* button again to turn recording off.

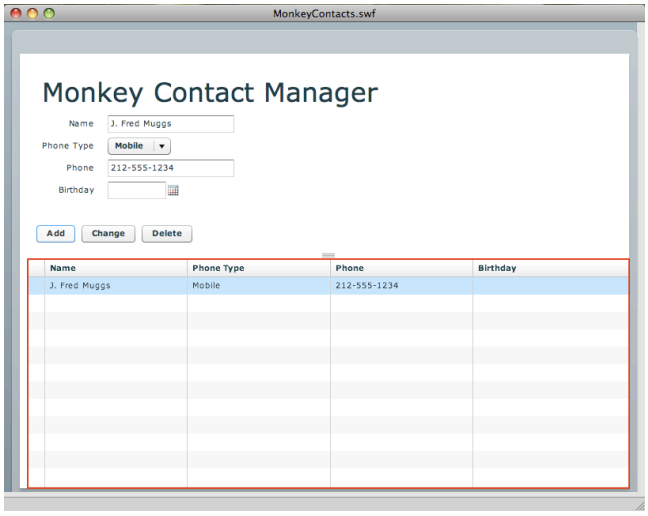


Adding assertions to your test.

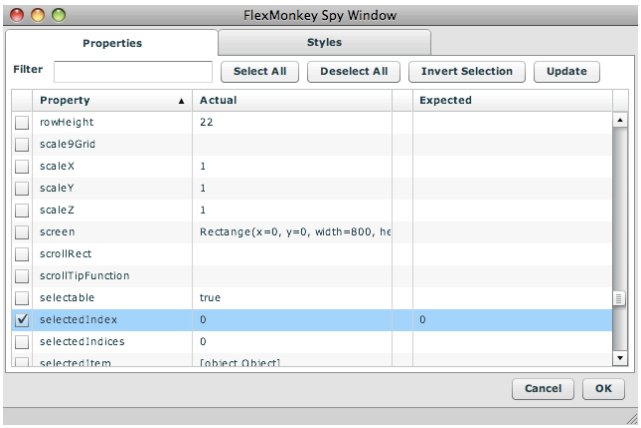
With the last command in the test still selected, click the *Add Verify* button, which is the green check mark in the control bar. The *Take Snapshot* dialog will appear over the *Flex Monkey Window* indicating that the monkey is in Snapshot mode.



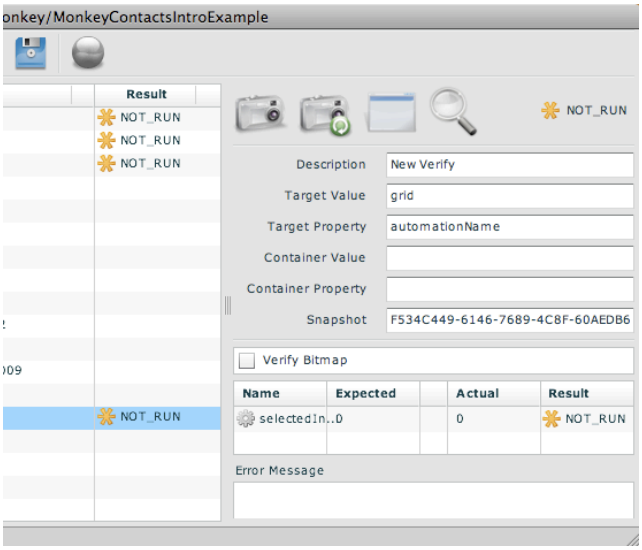
While in Snapshot mode, roll your cursor over the Target SWF window. The monkey highlights the visible Flex components in red to make it easy to select one. Clicking a red-highlighted component makes it the target for your assertions. Here, we are selecting the DataGrid.



After you select a target component for your assertions, FlexMonkey pops up the *FlexMonkey Spy Window.* The window shows the current properties and styles for the target component. Here we have checked the selectedIndex property, which is currently set to 0. Click the OK button and the monkey will set an assertion that the selectedIndex will be 0 when the Verify Command executes.

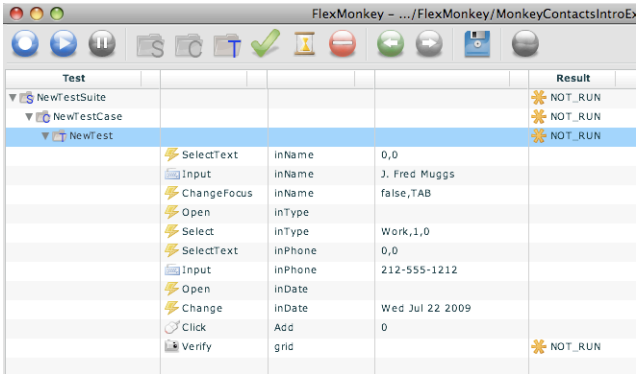


Back in the *FlexMonkey Window*, you can see the result of clicking the OK button in the *FlexMonkey Spy Window.* The detail view for the Verify command shows that a property named selectedIndex is expected to be equal to 0 when the command executes.

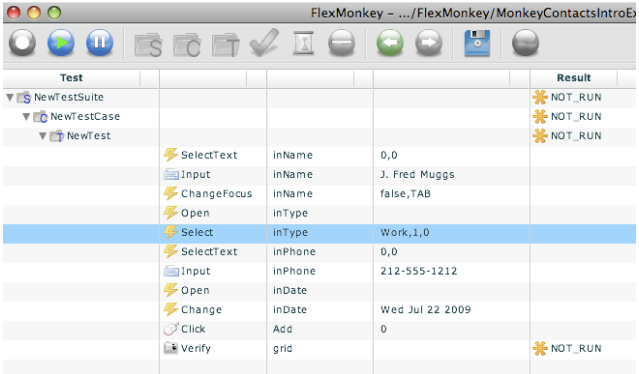


Running your test.

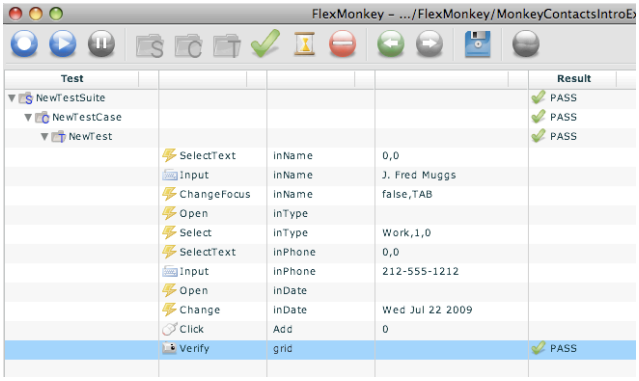
Now let's have FlexMonkey play back the test. First, select *NewTest* as shown here. The *Play* button is just to the right of the record button. Click *Play*, and the monkey will execute all of the UI commands in NewTest.



When FlexMonkey is playing, the *Play* button will glow green as shown here. As the monkey plays, it highlights each UI command in the *FlexMonkey Window* as it is executing. Naturally, you can also watch the commands executing in the Target SWF Window.

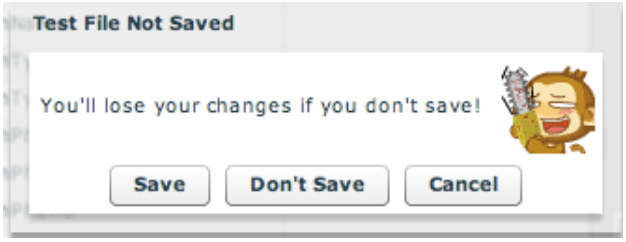


When FlexMonkey is finished playing the last command of the test, the *Play* button will stop glowing green and the results for the test will be updated.



Save your work and shut down.

You can save your work at anytime by clicking the blue diskette at the far right of the control bar. If you don't, and you quit FlexMonkey, you'll be prompted to save your work.



That's it! You're testing with FlexMonkey!