

# PLATINUM



# GOLD



# PARTNER





10  
YEARS

07.NOV.2024

# DEV DAY

ELEVATING THE DEVELOPERS' COMMUNITY

Adrien  
**CLERBOIS**



Microsoft MVP



Technical Architect



Christophe  
**PEUGNET**



Microsoft MVP

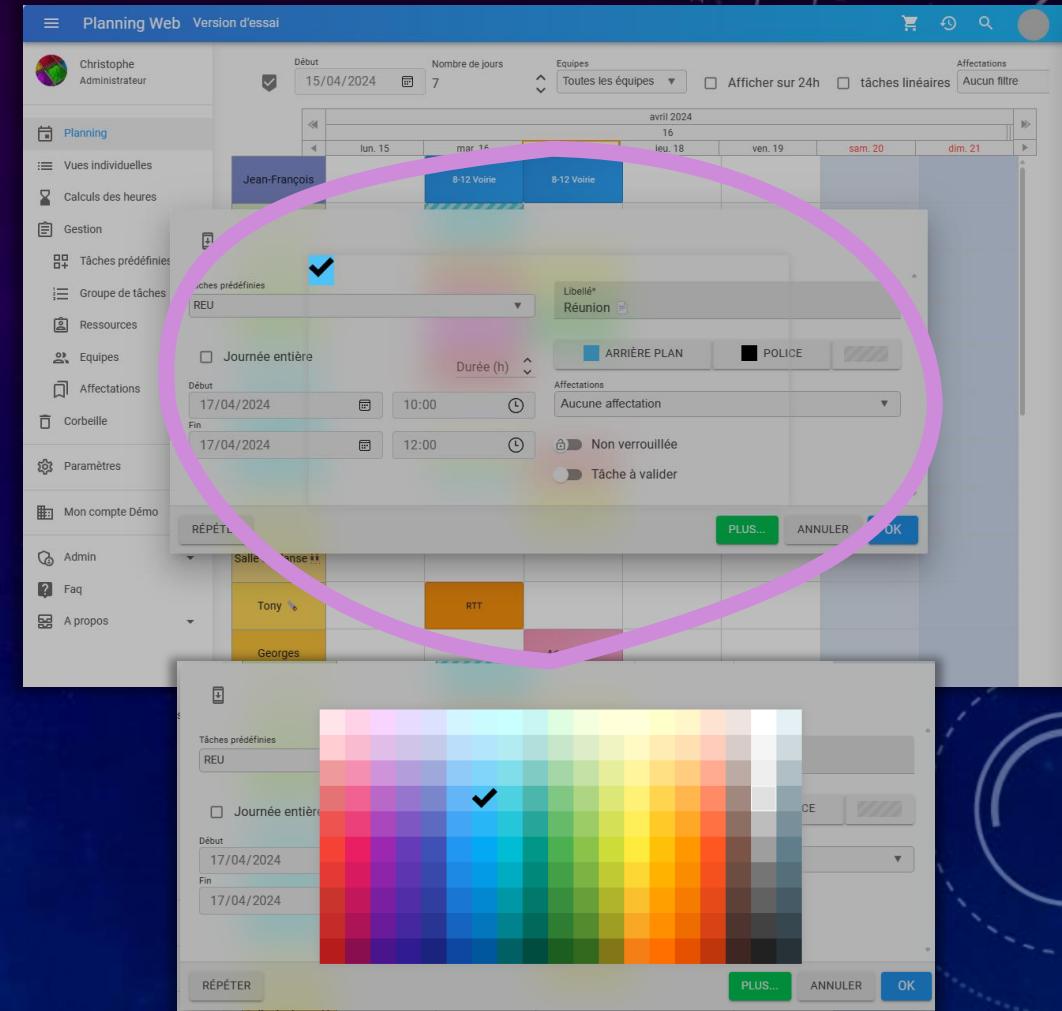
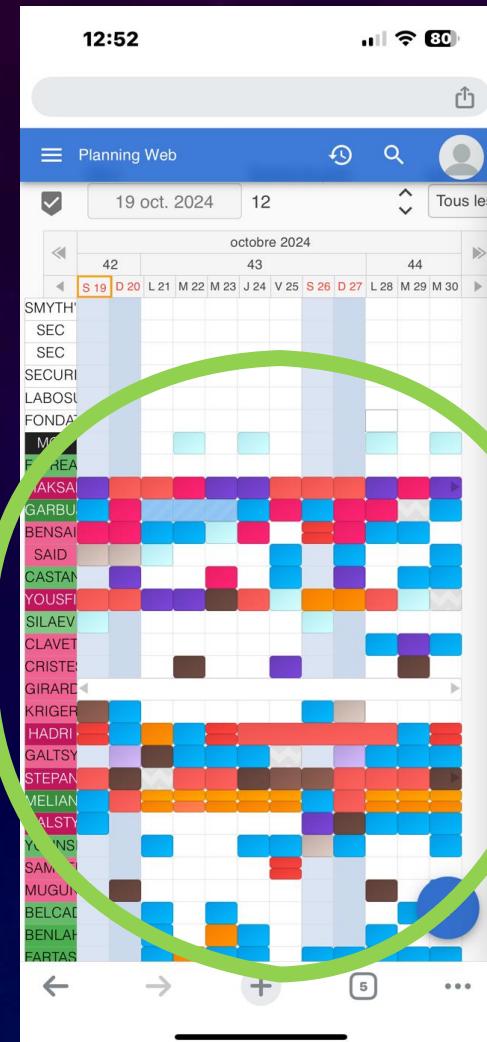


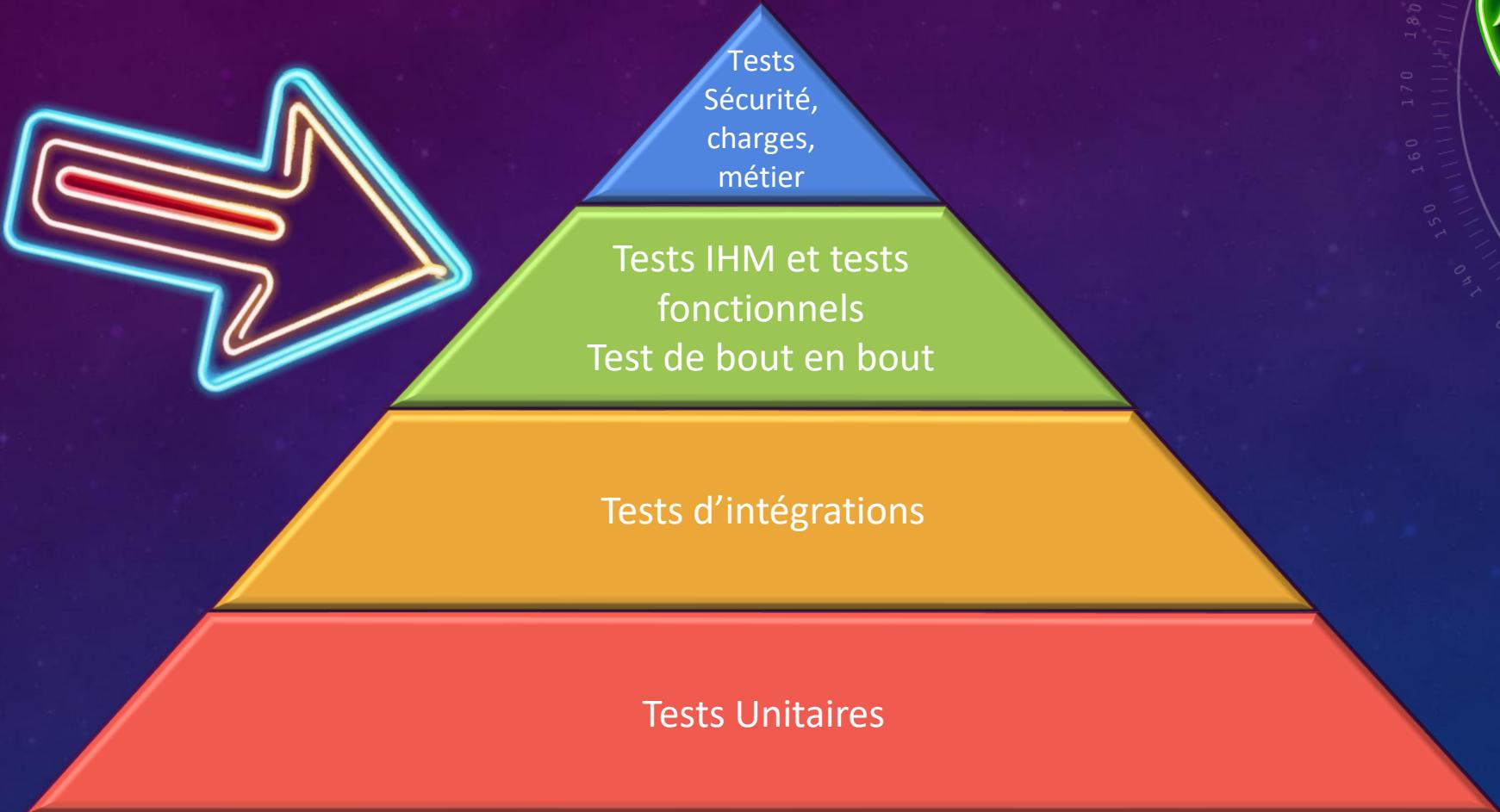
Formateur Blazor



Playwright







The screenshot displays a .NET Core application development environment with the following components:

- Visual Studio IDE:** The left side shows the `Counter.razor` file in the `WerbApp` project. The code defines a counter component with a title, a count display, and an increment button. It also contains a private class with an `IncrementCount` method.
- Browser Preview:** The middle section shows the browser interface for the `WerbApp`. The header bar includes icons for Personnel, Barre, TweetDeck, Clarity, Xonrupt, Arlo, and various links. The main content area displays the application's home page with a title, a counter value of "0", and a "Click me" button.
- Output Window:** The bottom left shows the Developer PowerShell window with tabs for "Developer PowerShell" and "C# Interactive (.NET Core)".
- Status Bar:** The bottom right indicates the application is "Ready".



COMMENT  
ON TEST ?



The screenshot shows the Microsoft Visual Studio IDE interface for a .NET Core web application named 'WebApp'.

**Solution Explorer:** Shows the project structure under 'WebApp': Connected Services, Dependencies, Properties, wwwroot, Components, Layout, Pages (Counter.razor, Error.razor, Home.razor, Weather.razor, \_Imports.razor, App.razor, Routes.razor), appsettings.json, and Program.cs.

**Editor:** Displays the content of the Counter.razor file:

```
@page "/counter"

<PageTitle>Counter</PageTitle>

<h1>Counter</h1>

<p role="status">Current count: <span id="currentCount">@currentCount</span></p>

<button class="btn btn-primary" @onclick="IncrementCount">Click me</button>

<code>
    private int currentCount = 0;

    private void IncrementCount()
    {
        currentCount++;
    }
</code>
```

**Developer PowerShell:** A terminal window showing the command PS D:\VSO>.

**Status Bar:** Shows the zoom level (133%), issue count (No issues found), line number (Ln: 19), character position (Ch: 1), and file endings (SPC, CRLF).

**Bottom Navigation:** Includes tabs for # Interactive (.NET Core), Output, Developer PowerShell, Error List, Ready, Add to Source Control, Select Repository, and a notifications icon.

The screenshot shows the Microsoft Visual Studio IDE interface. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, Search, and GitHub Copilot. The title bar displays "WebApp" under "Any CPU" and "Debug".

The main code editor window shows a file named "UnitTest1.cs" with the following C# code:

```
namespace PlaywrightTests;
public class Tests
{
    [SetUp]
    public void Setup()
    {
    }

    [Test]
    public void Test1()
    {
        Assert.Pass();
    }
}
```

The Solution Explorer on the right lists two projects: "PlaywrightTests" and "WebApp". The "WebApp" project contains files like "Connected Services", "Dependencies", "Properties", "wwwroot", "Components", "Layout", "Pages", "Counter.razor", "Error.razor", "Home.razor", "Weather.razor", "\_Imports.razor", "App.razor", "Routes.razor", "appsettings.json", and "Program.cs".

The bottom left shows a Developer PowerShell window with the command "PS D:\VSO\WebApp\WebApp>".

The bottom navigation bar includes tabs for C# Interactive (.NET Core), Output, Developer PowerShell, Error List, Add to Source Control, Select Repository, and Ready.

## 1 Ajout d'un projet de test

```
dotnet new nunit -n PlaywrightTests -o Test
```

## 2 Ajout du Nuget Microsoft.Playwright.xxx

```
dotnet add package Microsoft.PlayWright.NUnit
```

## 3 Compiler ce projet

4 čîŋ řlāyxsîghtʃ ŋʂ, īŋstʃăll

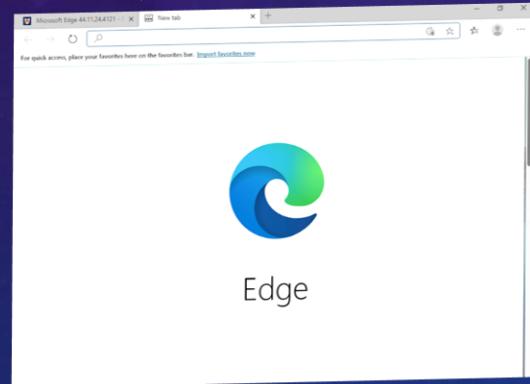
5 čîŋ řlāyxsîghtʃ ŋʂ, çôðêgêŋ

# RÉSUMONS

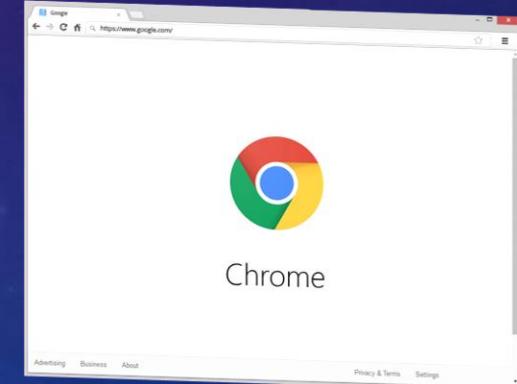




## Chrome Devtools Protocol



## Web InspectorProtocol

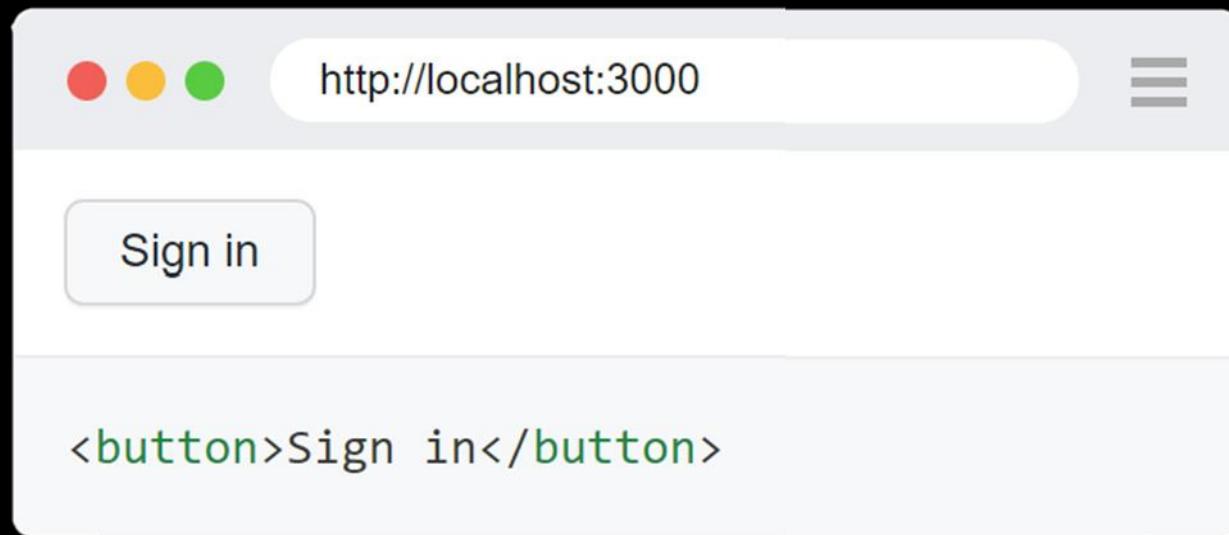


# MULTI-LANGUAGE

TS



# LOCATORS



```
await page.GetByRole(AriaRole.Button,  
                     new() { Name = "Sign in" })  
.ClickAsync();
```

# LOCATORS

## Quick Guide

These are the recommended built in locators.

- `Page.GetByRole()` to locate by explicit and implicit accessibility attributes.
- `Page.GetByText()` to locate by text content.
- `Page.GetByLabel()` to locate a form control by associated label's text.
- `Page.GetByPlaceholder()` to locate an input by placeholder.
- `Page.GetByAltText()` to locate an element, usually image, by its text alternative.
- `Page.GetByTitle()` to locate an element by its title attribute.
- `Page.GetByTestId()` to locate an element based on its `data-testid` attribute (other attributes can be configured).

```
await page.GetByLabel("User Name").FillAsync("John");

await page.GetByLabel("Password").FillAsync("secret-password");

await page.GetByRole(AriaRole.Button, new() { Name = "Sign in" }).ClickAsync();

await Expect(Page.GetByText("Welcome, John!")).ToBeVisibleAsync();
```



# ACTIONS

```
// Text input
await page.GetByRole(AriaRole.Textbox).FillAsync("Peter");
💡
// Check the checkbox
await page.GetByLabel("I agree to the terms above").CheckAsync();

// Assert the checked state
Assert.True(await page.GetByLabel("Subscribe to newsletter").IsCheckedAsync());

// Generic click
await page.GetByRole(AriaRole.Button).ClickAsync();

// Double click
await page.GetText("Item").DblClickAsync();

// Press keys one by one
await page.Locator("#area").TypeAsync("Hello World!");

// Hit Enter
await page.GetText("Submit").PressAsync("Enter");

// Select multiple files
await page.GetByLabel("Upload files").SetInputFilesAsync(new[] { "file1.txt", "file12.txt" });
```

# ASSERTIONS

| Assertion                             | Description                    |
|---------------------------------------|--------------------------------|
| Expect(Locator).ToBeAttachedAsync()   | Element has a matching locator |
| Expect(Locator).ToBeCheckedAsync()    | Element is checked             |
| Expect(Locator).ToBeDisabledAsync()   | Element is disabled            |
| Expect(Locator).ToBeEditableAsync()   | Element is editable            |
| Expect(Locator).ToBeEmptyAsync()      | Container is empty             |
| Expect(Locator).ToBeEnabledAsync()    | Element is enabled             |
| Expect(Locator).ToBeFocusedAsync()    | Element is focused             |
| Expect(Locator).ToBeHiddenAsync()     | Element is not visible         |
| Expect(Locator).ToBeInViewportAsync() | Element intersects viewport    |
| Expect(Locator).ToBeVisibleAsync()    | Element is visible             |
| Expect(Locator).toContainTextAsync()  | Element contains text          |
| Expect(Locator).toHaveTextAsync()     | Element matches text           |
| Expect(Locator).toHaveValueAsync()    | Input has a value              |

| Assertion                        | Description                 |
|----------------------------------|-----------------------------|
| Expect(Locator).toBeAttached()   | Element is attached         |
| Expect(Locator).toBeChecked()    | Checkbox is checked         |
| Expect(Locator).toBeDisabled()   | Element is disabled         |
| Expect(Locator).toBeEditable()   | Element is editable         |
| Expect(Locator).toBeEmpty()      | Container is empty          |
| Expect(Locator).toBeEnabled()    | Element is enabled          |
| Expect(Locator).toBeFocused()    | Element is focused          |
| Expect(Locator).toBeHidden()     | Element is not visible      |
| Expect(Locator).toBeInViewport() | Element intersects viewport |
| Expect(Locator).toBeVisible()    | Element is visible          |
| Expect(Locator).toContainText()  | Element contains text       |
| Expect(Locator).toHaveText()     | Element matches text        |
| Expect(Locator).toHaveValue()    | Input has a value           |



TO INFINITY  
AND BEYOND



# OTHER LOCATORS



- CSS Locator
- N-th element locator
- Parent element locator
- Combining two alternative locators
- Locating only visible elements
- Vue locator
- React locator
- XPath locatorLabel to form control retargeting
- Legacy text locator
- id, data-testid, data-test-id, data-test selectors
- Chaining selectors

# AUTHENTIFICATION

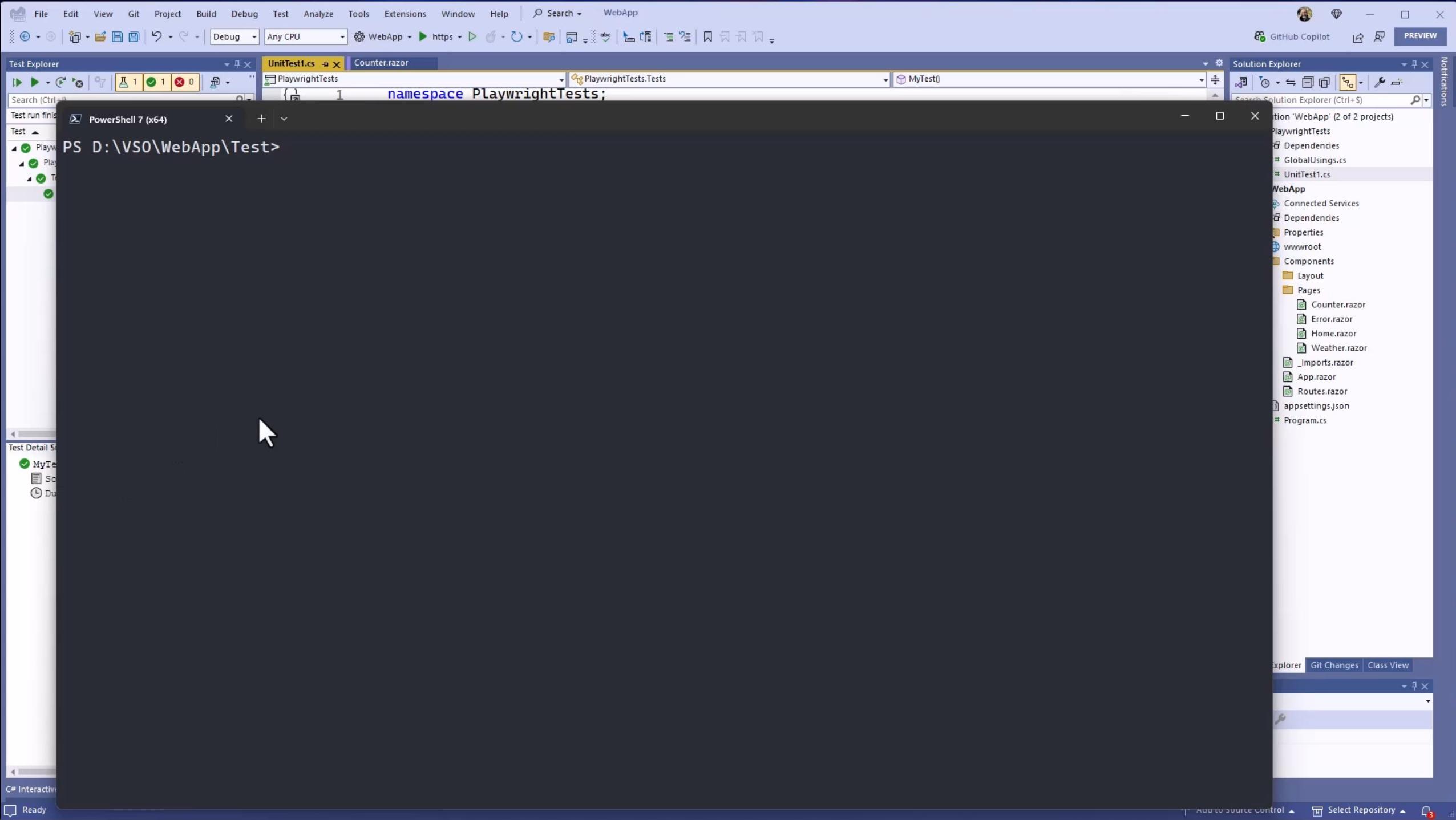
<https://playwright.dev/dotnet/docs/auth>





# CODEGEN AND BEYOND







# NOTRE PREMIER SELFIE ?



This screenshot shows the Microsoft Visual Studio IDE interface with the following components visible:

- Top Bar:** File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, Search, WebApp.
- Solution Explorer:** Shows two projects: PlaywrightTests (2 files) and WebApp (8 files). The UnitTest1.cs file is selected in the PlaywrightTests project.
- Test Explorer:** Displays a test run summary: 1 Test (1 Pass, 0 Warnings, 0 Errors). The test MyTest has a duration of 1,8 sec.
- Code Editor:** The Counter.razor file is open, showing a Playwright test. The code includes a fixture setup and a test method MyTest that navigates to a local host, clicks three buttons, and asserts the page contains the text "3".
- Developer PowerShell:** A terminal window showing the content root path and a warning about HTTPS redirection.
- Properties:** A panel showing build configurations and other properties for the selected file.
- Bottom Bar:** C# Interactive (.NET Core), Output, Developer PowerShell, Error List, Ready.

```
[TestFixture]
public class Tests : PageTest
{
    [Test]
    public async Task MyTest()
    {
        await Page.GotoAsync("http://localhost:5154/");
        await Page.GetByRole(AriaRole.Link, new() { Name = "Counter" }).ClickAsync();
        await Page.GetByRole(AriaRole.Button, new() { Name = "Click me" }).ClickAsync();
        await Page.GetByRole(AriaRole.Button, new() { Name = "Click me" }).ClickAsync();
        await Page.GetByRole(AriaRole.Button, new() { Name = "Click me" }).ClickAsync();

        await Expect(Page.Locator("#currentCount")).ToContainTextAsync("3");
    }
}
```

```
Content root path: D:\VSO\WebApp\WebApp
warn: Microsoft.AspNetCore.HttpsPolicy.HttpsRedirectionMiddleware[3]
      Failed to determine the https port for redirect.
```



# LE DEBUG



Screenshot of a Microsoft Visual Studio IDE interface showing a C# unit test project for a web application.

The main window displays the code editor for `UnitTest1.cs`, which contains a `Tests` class derived from `PageTest`. The class contains two asynchronous methods: `MyTest()` and `MyTest2()`. Both methods perform a `GotoAsync` to a local host URL, take screenshots, click on elements with specific Aria Roles, and then take another screenshot. Finally, they use `Expect` to assert that the page contains the text "3".

```
[TestFixture]
public class Tests : PageTest
{
    [Test]
    public async Task MyTest()
    {
        await Page.GotoAsync("http://localhost:5154/");
        await Page.ScreenshotAsync(new()
        {
            Path = "screenshot1.png",
        });
        await Page.GetByRole(AriaRole.Link, new() { Name = "Counter" }).ClickAsync();
        await Page.GetByRole(AriaRole.Button, new() { Name = "Click me" }).ClickAsync();
        await Page.GetByRole(AriaRole.Button, new() { Name = "Click me" }).ClickAsync();
        await Page.GetByRole(AriaRole.Button, new() { Name = "Click me" }).ClickAsync();

        await Page.ScreenshotAsync(new()
        {
            Path = "screenshot2.png",
        });
        await Expect(Page.Locator("#currentCount")).toContainTextAsync("3");
    }

    [Test]
    public async Task MyTest2()
    {
        await Page.GotoAsync("http://localhost:5154/");
        await Page.ScreenshotAsync(new()
        {
            Path = "screenshot3.png",
        });
        await Page.GetByRole(AriaRole.Link, new() { Name = "Counter" }).ClickAsync();
        await Page.GetByRole(AriaRole.Button, new() { Name = "Click me" }).ClickAsync();
        await Page.GetByRole(AriaRole.Button, new() { Name = "Click me" }).ClickAsync();
        await Page.GetByRole(AriaRole.Button, new() { Name = "Click me" }).ClickAsync();

        await Page.ScreenshotAsync(new()
        {
            Path = "screenshot4.png",
        });
        await Expect(Page.Locator("#currentCount")).toContainTextAsync("3");
    }
}
```

The Solution Explorer shows the project structure with two projects: `PlaywrightTests` and `WebApp`. The `WebApp` project contains files like `GlobalUsings.cs`, `UnitTests1.cs`, `Program.cs`, and various Razor pages (`Counter.razor`, `Error.razor`, `Home.razor`, `Weather.razor`, `Imports.razor`, `App.razor`, `Routes.razor`).

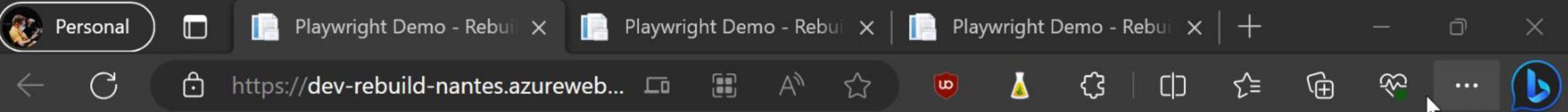
The Test Explorer shows one test named `PlaywrightTests (1)` has run successfully with a duration of 1,6 sec.

The bottom status bar indicates: "Test run finished: 1 Tests (1 Passed, 0 Failed, 0 Skipped) run in 1,8 sec".

Playwright

# INDUSTRIALISATION



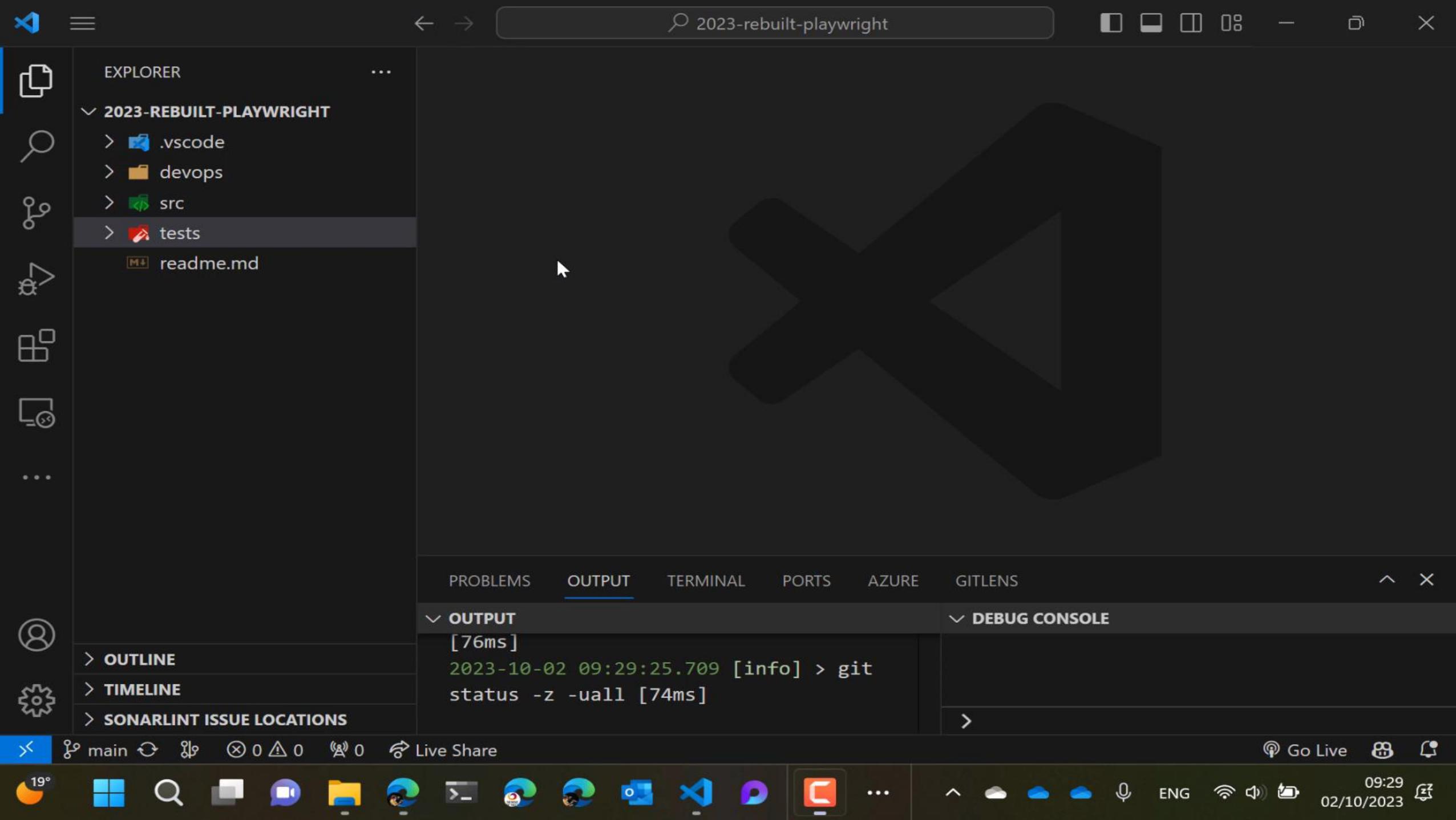


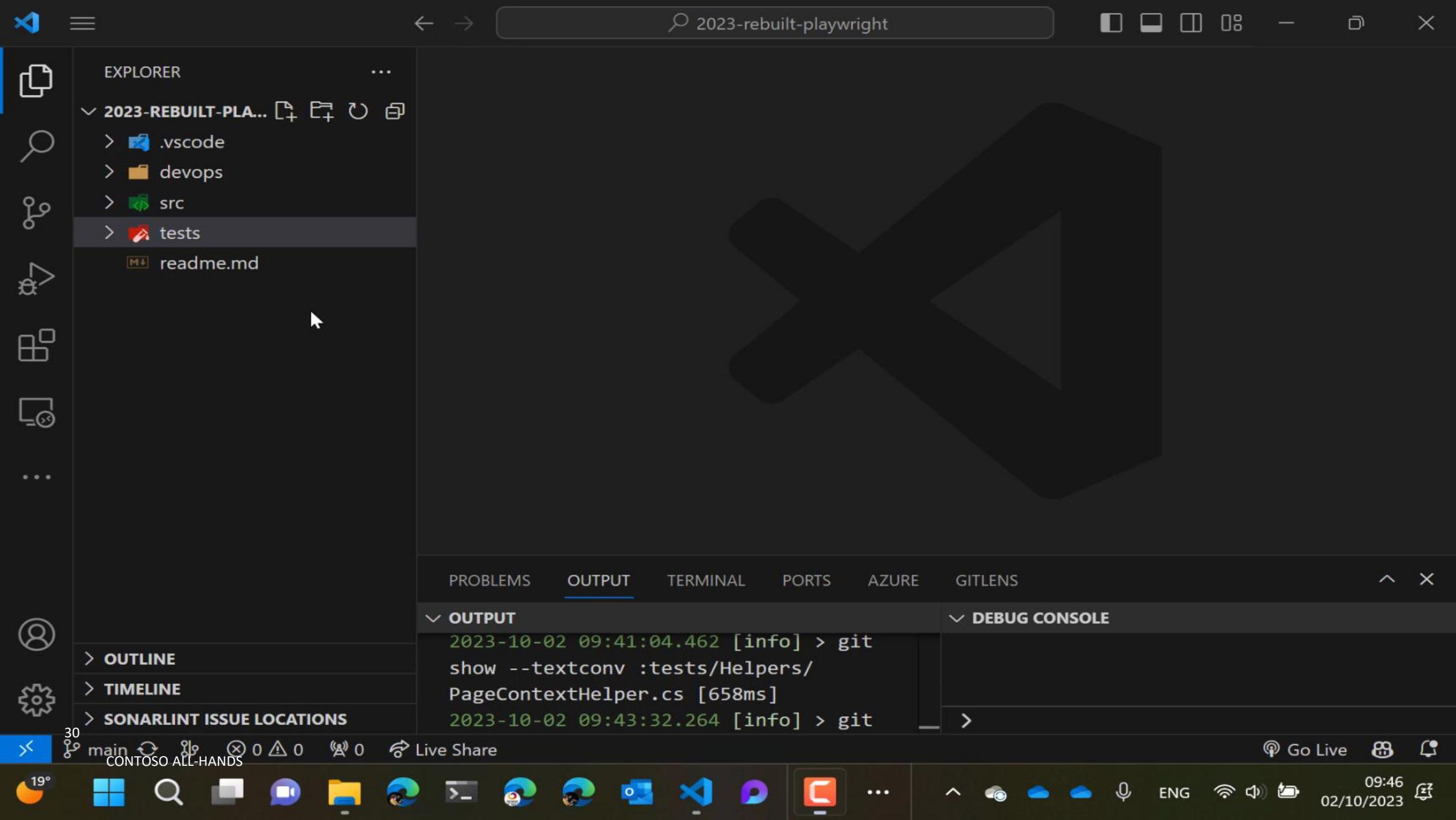
Mon environnement est **development**



# Make your production error proof

Ipsum dolor sit amet, consectetur adipisicing elit. Quas debitis sunt molestiae.





The screenshot shows a Microsoft Visual Studio Code (VS Code) interface with the following details:

- File Explorer (Left):** Shows the project structure under "2023-REBUILT-PLAYWRIGHT". Key folders include ".vscode", "devops", "build-template", "deploy-template" (which contains "deploy.yml" with a "2" badge), "build.yml", "src", "tests", "Helpers", "obj", "PageModels", "PageTests", "TestResults", and ".gitignore".
- Code Editor (Center):** Displays the contents of "deploy.yml". The code defines a CI pipeline with a job named "test" that runs once, routes traffic to a step, and has inputs for test results files. It also includes a task for publishing test results in VSTest format.
- Bottom Status Bar:** Shows file navigation icons (main, Live Share, etc.), status indicators (19°, 2 0, 0 0), and system status (19:49, ENG, 02/10/2023).

```
{} 0 > [ ] jobs > {} 0 > {} strategy > {} runOnce > {} routeTraffic > [ ] steps > {} 7 > {} inputs > testResultsFiles
106   custom: "test"
107   arguments: '-s config.runsettings --logger "trx"'
108   workingDirectory: "$(System.WorkFolder)/tests"
109
110 - task: PublishTestResults@2
111   inputs:
112     testResultsFormat: "VSTest"
113     testResultsFiles: | You, 2 days ago • Merge
114       **/TEST-*.xml
115       **/test*.trx
116     searchFolder: "$(System.WorkFolder)"
117     mergeTestResults: true
118     testRunTitle: "AutomatedTest-${{ parameters.environment }}"
```

Personal Pipelines - Run 20231002.1

https://dev.azure.com/tartine-et-tech/rebuild-20...

Azure DevOps Pipelines / senseoftech.2023-rebuilt-pl... / 20231002.1 Search

#20231002.1 • Merge branch 'main' of https://github.com/senseoftech/2023-rebuilt...

senseoftech.2023-rebuilt-playwright

This run is being retained as one of recent runs by pipeline.

View retention leases

Summary

Triggered by AClerbois

Repository and version

senseoftech/2023-rebuilt-playwright  
main e8fa4449

Time started and elapsed

Today at 09:25 9m 19s

Related

0 work items

Tests and coverage

Get started

0 artifacts

32 https://dev.azure.com/tartine-et-tech/rebuild-2023-nan...

CONTOSO ALL-HANDS

19°

09:49 02/10/2023

Personal Pipelines - Run 20231002.1

https://dev.azure.com/tartine-et-tec... Downloads

rebuild-2023-nantes / Pipelines / senseoftech.2023-rebu

Summary Tests Environments Associated pipelines

Flow\_Home\_ToPage1\_ToPlanning

Result Details

|                                    |              |                     |
|------------------------------------|--------------|---------------------|
| ✓ Passed 17m ago on fv-az497-938   | Duration     | 0:00:04.333         |
| Owner not available                | Date started | 2/10/2023, 09:34:25 |
| Date completed 2/10/2023, 09:34:29 |              |                     |

Attachments History

- 227K Added 17m ago 20231002-073428-1186.png
- 171K Added 17m ago 20231002-073428-80273.p...
- 659K Added 17m ago trace.zip
- 3724K Added 17m ago

No preview available for the selected file type

Download

19° ENG 09:52 02/10/2023

Personal Pipelines - Run 20231002.1 Playwright Trace Viewer

https://dev.azure.com/tartine-et-tech/rebu... Search

rebuild-2023-nantes / Pipelines / senseoftech.2023-rebuilt-pl... / 20231002.1

R Summary Tests Environments Associated pipelines

Flow\_Home\_ToPage1\_ToPlanning

Result Details

|                                    |              |                     |
|------------------------------------|--------------|---------------------|
| ✓ Passed 17m ago on fv-az497-938   | Duration     | 0:00:04.333         |
| Owner not available                | Date started | 2/10/2023, 09:34:25 |
| Date completed 2/10/2023, 09:34:29 |              |                     |

Attachments History

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- 659K Added 17m ago trace.zip
- 3724K Added 17m ago

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CONTOSO ALL-HANDS

19° Windows Search File Explorer Edge Microsoft Store Visual Studio Python PowerShell Task View Start 09:53 ENG 02/10/2023

- Trace
- Screenshots
- Videos

GET FEEDBACKS



# AZURE PLAYWRIGHT TESTING SERVICE



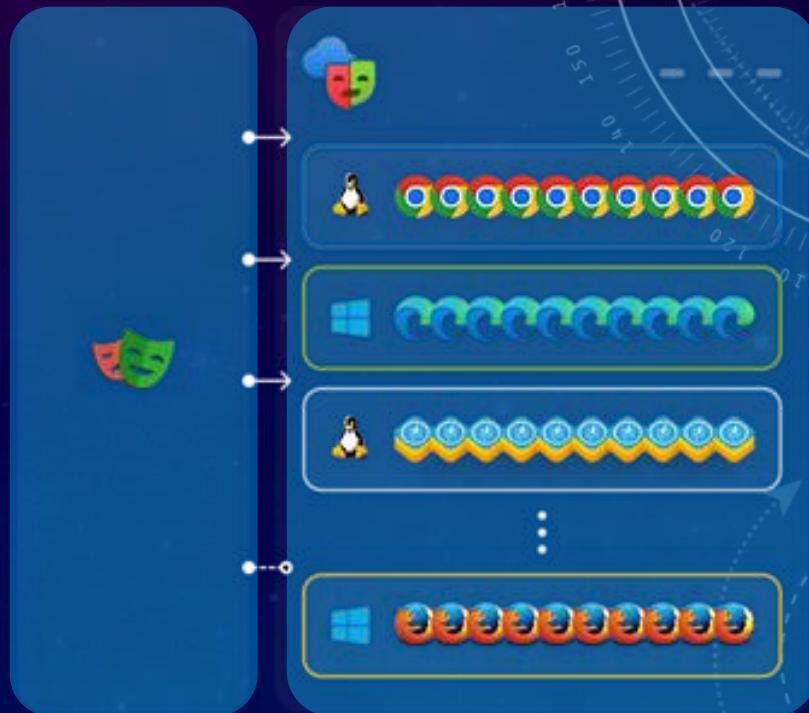
Exécuter des tests  
Playwright depuis  
Azure avec différentes  
combinaisons de  
navigateurs et d'OS

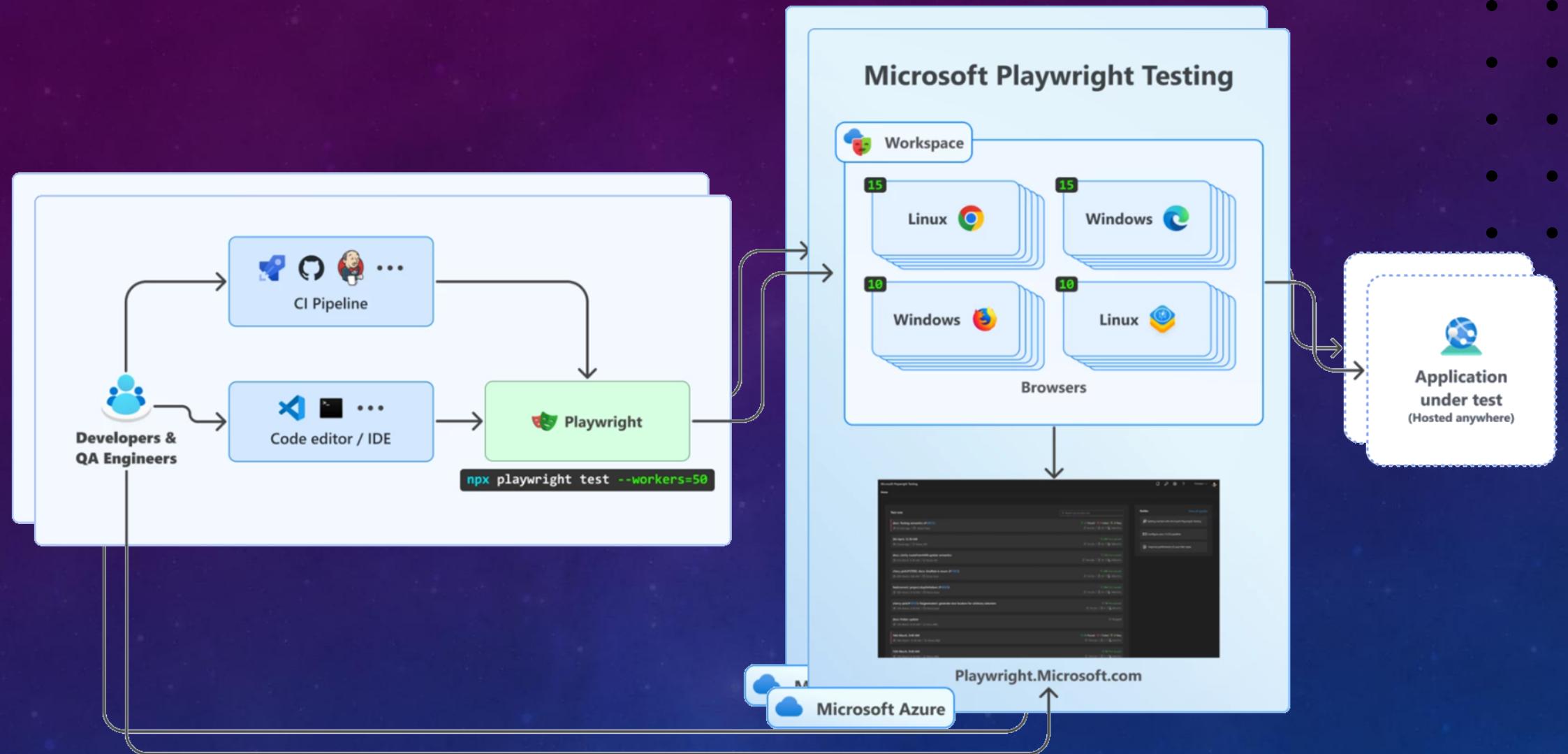


# RUN PLAYWRIGHT TESTS AT SCALE

Exécuter les suites de tests plus rapidement

Distribuer les tests sur les navigateurs avec une **parallélisation** plus élevée dans CI pour exécuter les suites de tests plus rapidement.





# AZURE PLAYWRIGHT TESTING SERVICE



# TARIFICATION

## Essai de 30 jours

Les 100 premières minutes de test sont gratuites avec un essai de 30 jours.

## Linux

Système d'exploitation du navigateur cloud

**0,010 € / 1 minute d'essai**

## Windows

Système d'exploitation du navigateur cloud

**0,019 € / 1 minute d'essai**



# GOOD PRACTISES



```
1 using System.Threading.Tasks;
2 using Microsoft.Playwright;
3
4 namespace BigEcommerceApp.Tests.Models;
5
6 public class SearchPage
7 {
8     private readonly IPage _page;
9     private readonly ILocator _searchTermInput;
10
11    public SearchPage(IPage page)
12    {
13        _page = page;
14        _searchTermInput = page.Locator("[aria-label='Enter your search term']");
15    }
16
17    public async Task GotoAsync()
18    {
19        await _page.GotoAsync("https://bing.com");
20    }
21
22    public async Task SearchAsync(string text)
23    {
24        await _searchTermInput.FillAsync(text);
25        await _searchTermInput.PressAsync("Enter");
26    }
27 }
```

```
1 using BigEcommerceApp.Tests.Models;
2
3 // in the test
4 var page = new SearchPage(await browser.NewPageAsync());
5 await page.GotoAsync();
6 await page.SearchAsync("search query");
```



# Trip & Tricks - Page object models

# RELIABLE END-TO-END TESTING FOR MODERN WEB APPS

- 🌐 Any browser – Any platform – One API
- ⌚ Full Isolation – Fast execution
- 🎉 Powerful Tooling – Multi Language





MERCI ❤



Playwright