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   Titolo   Advanced UFT 12 for test engineers Cookbook : over 60 practical
                       recipes to help you accomplish automation tasks using UFT 12 and
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   Descrizione fisica 1 online resource (272 p.)

   Collana   Quick answers to common problems

   Disciplina   005.437

   Soggetti   Graphical user interfaces (Computer systems)

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

   Note generali   "Quick answers to common problems"--Cover.
                       Includes index.

   Nota di contenuto   Cover; Copyright; Credits; About the Authors; About the Reviewers;
                       www.PacktPub.com; Table of Contents; Preface; Chapter 1: Data-Driven
                       Tests; Introduction; Creating a DataTable parameter; Retrieving data
                       from a DataTable; Storing data in a DataTable; Importing an Excel file
                       to a test; Exporting a DataTable; Parameterizing Test Object properties;
                       Defining test cases using a DataTable; Storing data in the Environment
                       object; Retrieving data from the Environment object; Reading values
                       from an INI file; Using a configuration file to manage test environments
                       Using a global dictionary for fast shared data accessUsing a global
                       dictionary for fast shared code access; Chapter 2: Testing Web Pages;
                       Introduction; Checking if page links are broken; Deleting cookies;
                       Managing multiple browser windows; Handling pop-up dialogs;
                       Downloading a file using XMLHttp; Checking whether a website is up;
                       Uploading a file using FTP; Identifying elements based on anchors;
                       Synchronizing a test with a web page loading; Accessing web elements
                       through DOM; Chapter 3: Testing XML and Database; Introduction;
                       Establishing and closing a database connection
                       Using SQL queries programmaticallyUsing a database checkpoint; Using
                       an XML checkpoint; Chapter 4: Method Overriding; Introduction;
                       Overriding a Test Object method; Registering a method to all classes;
                       Using method overriding to support object subtypes; Adding a new

method to a class; Chapter 5: Object Identification; Introduction; Setting mandatory and assistive properties for a class; Using Descriptive Programming inline; Using the Description object; Using child objects; Using native properties for object identification; Identifying an object based on its parent

Chapter 6: Event and Exception HandlingIntroduction; Catching errors inside a function or subroutine; Creating and using a recovery scenario; Using a global dictionary for recovery; Chapter 7: Using Classes; Introduction; Implementing a class; Implementing a simple search class; Implementing a generic Login class; Implementing function pointers; Implementing a generic Iterator; Chapter 8: Utility and Reserved Objects; Introduction; Using global variables (Environment); Customizing mouse operations (DeviceReplay); Managing processes (SystemUtil); Measuring time (MercuryTimers)

Resolving file locations (PathFinder)Loading shared object repositories (RepositoriesCollection); Loading and creating XML documents (XMLUtil); Drawing a rectangle on the screen with Win32 API methods (Extern); Verifying binary file contents (FileCompare); Implementing a custom reserved object; Using remote objects; Utility statements; Chapter 9: Windows Script Host (WSH); Introduction; Reading a key from the Windows® system registry; Writing a key to the Windows® system registry; Deleting a key from the Windows® system registry; Running a process using the Windows® system shell

Chapter 10: Frameworks

| Sommario/riassunto | This advanced cookbook is designed for software testers and engineers with previous automation experience and teaches UFT (QTP) developers advanced programming approaches. Knowledge of software testing and basic coding (with VBScript in particular) and familiarity with programming concepts are prerequisites. |