First Test Case With Selenium Webdriver Selenium Tutorial

Architect and design highly scalable, robust, clean, and highly performant applications in Python About This Book Identify design issues and make the necessary adjustments to achieve improved performance Understand practical architectural quality attributes from the perspective of a practicing engineer and architect using Python Gain knowledge of architectural principles and how they can be used to provide accountability and rationale for architectural decisions Who This Book Is For This book is for experienced Python developers who are aspiring to become the architects of enterprise-grade applications or software architects who would like to leverage Python to create effective blueprints of applications. What You Will Learn Build programs with the right architectural attributes Use Enterprise Architectural Patterns to solve scalable problems on the Web Understand design patterns from a Python perspective Optimize the performance testing tools in Python Deploy code in remote environments or on the Cloud using Python Secure architecture applications in Python In Detail This book starts off by explaining how Python fits into an application architecture. As you move along, you will understand the architecturally significant demands and how to determine them. Later, you'll get a complete

understanding of the different architectural quality requirements that help an architect to build a product that satisfies business needs, such as maintainability/reusability, testability, scalability, performance, usability, and security. You will use various techniques such as incorporating DevOps, Continuous Integration, and more to make your application robust. You will understand when and when not to use object orientation in your applications. You will be able to think of the future and design applications that can scale proportionally to the growing business. The focus is on building the business logic based on the business process documentation and which frameworks are to be used when. We also cover some important patterns that are to be taken into account while solving design problems as well as those in relatively new domains such as the Cloud. This book will help you understand the ins and outs of Python so that you can make those critical design decisions that not just live up to but also surpass the expectations of your clients. Style and approach Filled with examples and use cases, this guide takes a no-nonsense approach to help you with everything it takes to become a successful software architect.

Using Continuous Delivery, you can bring software into production more rapidly, with greater reliability. A Practical Guide to Continuous Delivery is a 100% practical guide to building Continuous Delivery

pipelines that automate rollouts, improve reproducibility, and dramatically reduce risk. Eberhard Wolff introduces a proven Continuous Delivery technology stack, including Docker, Chef, Vagrant, Jenkins, Graphite, the ELK stack, JBehave, and Gatling. He guides you through applying these technologies throughout build, continuous integration, load testing, acceptance testing, and monitoring. Wolff's start-to-finish example projects offer the basis for your own experimentation, pilot programs, and full-fledged deployments. A Practical Guide to Continuous Delivery is for everyone who wants to introduce Continuous Delivery, with or without DevOps. For managers, it introduces core processes, requirements, benefits, and technical consequences. Developers, administrators, and architects will gain essential skills for implementing and managing pipelines, and for integrating Continuous Delivery smoothly into software architectures and IT organizations. Understand the problems that Continuous Delivery solves, and how it solves them Establish an infrastructure for maximum software automation Leverage virtualization and Platform as a Service (PAAS) cloud solutions Implement build automation and continuous integration with Gradle, Maven, and Jenkins Perform static code reviews with SonarQube and repositories to store build artifacts Establish automated GUI and textual acceptance testing with

behavior-driven design Ensure appropriate performance via capacity testing Check new features and problems with exploratory testing Minimize risk throughout automated production software rollouts Gather and analyze metrics and logs with Elasticsearch, Logstash, Kibana (ELK), and Graphite Manage the introduction of Continuous Delivery into your enterprise Architect software to facilitate Continuous Delivery of new capabilities

Software testing can be regarded as an art, a craft, and a science. The practical, step-by-step approach presented in this book provides a bridge between these different viewpoints. A single worked example runs throughout, with consistent use of test automation. Each testing technique is introduced in the context of this example, helping students see its strengths and weaknesses. The technique is then explained in more detail, providing a deeper understanding of underlying principles. Finally the limitations of each technique are demonstrated by inserting faults, giving learners concrete examples of when each technique succeeds or fails in finding faults. Coverage includes black-box testing, white-box testing, random testing, unit testing, object-oriented testing, and application testing. The authors also emphasise the process of applying the techniques, covering the steps of analysis, test design, test implementation, and interpretation of results. The book's web site has programming

exercises and Java source code for all examples.
Many businesses and organizations depend on older high-value PHP software that risks abandonment because it is impossible to maintain. The reasons for this may be that the software is not well designed; there is only one developer (the one who created the system) who can develop it because he didn't use common design patterns and documentation; or the code is procedural, not object-oriented. With this book, you'll learn to identify problem code and refactor it to create more effective applications using test-driven design.
Rely on this robust and thorough guide to build and maintain successful test automation. As the software industry shifts from traditional waterfall paradigms into more agile ones, test automation becomes a highly important tool that allows your development teams to deliver software at an ever-increasing pace without compromising quality. Even though it may seem trivial to automate the repetitive tester's work, using test automation efficiently and properly is not trivial. Many test automation endeavors end up in the "graveyard" of software projects. There are many things that affect the value of test automation, and also its costs. This book aims to cover all of these aspects in great detail so you can make decisions to create the best test automation solution that will not only help your test automation project to succeed, but also allow the entire software project to thrive.

One of the most important details that affects the success of the test automation is how easy it is to maintain the automated tests. Complete Guide to Test Automation provides a detailed hands-on guide for writing highly maintainable test code. What You'll Learn Know the real value to be expected from test automation Discover the key traits that will make your test automation project succeed Be aware of the different considerations to take into account when planning automated tests vs. manual tests Determine who should implement the tests and the implications of this decision Architect the test project and fit it to the architecture of the tested application Design and implement highly reliable automated tests Begin gaining value from test automation earlier Integrate test automation into the business processes of the development team Leverage test automation to improve your organization's performance and quality, even without formal authority Understand how different types of automated tests will fit into your testing strategy, including unit testing, load and performance testing, visual testing, and more Who This Book Is For Those involved with software development such as test automation leads, QA managers, test automation developers, and development managers. Some parts of the book assume hands-on experience in writing code in an object-oriented language (mainly C# or Java), although most of the

content is also relevant for nonprogrammers.
One skill that's essential for any professional JavaScript developer is the ability to write testable code. This book shows you what writing and maintaining testable JavaScript for the client- or server-side actually entails, whether you're creating a new application or rewriting legacy code. From methods to reduce code complexity to unit testing, code coverage, debugging, and automation, you'll learn a holistic approach for writing JavaScript code that you and your colleagues can easily fix and maintain going forward. Testing JavaScript code is complicated. This book helps experienced JavaScript developers simply the process considerably. Get an overview of Agile, test-driven development, and behavior-driven development Use patterns from static languages and standards-based JavaScript to reduce code complexity Learn the advantages of event-based architectures, including modularity, loose coupling, and reusability Explore tools for writing and running unit tests at the functional and application level Generate code coverage to measure the scope and effectiveness of your tests Conduct integration, performance, and load testing, using Selenium or CasperJS Use tools for in-browser, Node.js, mobile, and production debugging Understand what, when, and how to automate your development processes
Whether you are an experienced WebDriver

developer or someone who was newly assigned a task to create automated tests, this book is for you. Since the ideas and concepts are described in simple terms, no previous experience in computer coding or programming is required.

Successful software depends as much on scrupulous testing as it does on solid architecture or elegant code. But testing is not a routine process, it's a constant exploration of methods and an evolution of good ideas. Beautiful Testing offers 23 essays from 27 leading testers and developers that illustrate the qualities and techniques that make testing an art. Through personal anecdotes, you'll learn how each of these professionals developed beautiful ways of testing a wide range of products -- valuable knowledge that you can apply to your own projects. Here's a sample of what you'll find inside: Microsoft's Alan Page knows a lot about large-scale test automation, and shares some of his secrets on how to make it beautiful Scott Barber explains why performance testing needs to be a collaborative process, rather than simply an exercise in measuring speed Karen Johnson describes how her professional experience intersected her personal life while testing medical software Rex Black reveals how satisfying stakeholders for 25 years is a beautiful thing Mathematician John D. Cook applies a classic definition of beauty, based on complexity and unity, to testing random number generators All

author royalties will be donated to the Nothing But Nets campaign to save lives by preventing malaria, a disease that kills millions of children in Africa each year. This book includes contributions from: Adam Goucher Linda Wilkinson Rex Black Martin Schröder Clint Talbert Scott Barber Kamran Khan Emily Chen Brian Nitz Remko Tronçon Alan Page Neal Norwitz Michelle Levesque Jeffrey Yasskin John D. Cook Murali Nandigama Karen N. Johnson Chris McMahon Jennitta Andrea Lisa Crispin Matt Heusser Andreas Zeller David Schuler Tomasz Kojm Adam Christian Tim Riley Isaac Clerencia

The Selenium Recipes book is a quick problem-solving guide to automated testing web applications with Selenium WebDriver. It contains hundreds of solutions to real-world problems, with clear explanations and ready-to-run test scripts you can use in your own projects.

Ajax (Asynchronous JavaScript and XML) is the ultimate web programming methodology for producing dynamic, rich web experiences. Java developers are crying out for guides showing how to add Ajax functionality to web applications, and this book meets their needs with Pro Ajax and Java. This is the book every Java developer needs to become expert in Ajax. The authors provide the reader with the perfect Java/Ajax toolkit to get started quickly, exploring Ajax development in detail using the 4 most popular Java web application frameworks: Struts, Spring, JSF, and Tapestry.

This succinct book explains how you can apply the practices of Lean software development to dramatically increase productivity and quality. Based on techniques that revolutionized Japanese manufacturing, Lean principles are being applied successfully to product design, engineering, the

supply chain, and now software development. With The Art of Lean Software Development, you'll learn how to adopt Lean practices one at a time rather than taking on the entire methodology at once. As you master each practice, you'll see significant, measurable results. With this book, you will: Understand Lean's origins from Japanese industries and how it applies to software development Learn the Lean software development principles and the five most important practices in detail Distinguish between the Lean and Agile methodologies and understand their similarities and differences Determine which Lean principles you should adopt first, and how you can gradually incorporate more of the methodology into your process Review hands-on practices, including descriptions, benefits, trade-offs, and roadblocks Learn how to sell these principles to management The Art of Lean Software Development is ideal for busy people who want to improve the development process but can't afford the disruption of a sudden and complete transformation. The Lean approach has been yielding dramatic results for decades, and with this book, you can make incremental changes that will produce immediate benefits. "This book presents Lean practices in a clear and concise manner so readers are motivated to make their software more reliable and less costly to maintain. I recommend it to anyone looking for an easy-to-follow guide to transform how the developer views the process of writing good software."-- Bryan Wells, Boeing Intelligence & Security Sytems Mission System "If you're new to Lean software development and you're not quite sure where to start, this book will help get your development process going in the right direction, one step at a time."-- John McClenning, software development lead, Aclara

While few people deny the benefits of test automation, comprehensive automated testing via UI (browser for web

applications) is rarely implemented in software projects. Common reasons for projects' failed attempts on test automation are: Difficult to learn - test scripts are complex and testing tools are not easy to use Hard to maintain - UI tests are vulnerable to application changes Long feedback loop - automated tests take too long to run To succeed in automated testing via UI, software projects need to overcome all these 3 chellenges. This book presents a practical approach to implementing test automation for web applications. Topics include: Developing easy to read and maintain Watir/Selenium tests using next-generation functional testing tool Page object model Functional Testing Refactorings Cross-browser testing against IE, Firefox and Chrome Setting up continuous testing server to manage execution of a large number of automated UI tests Requirement traceability matrix Strategies on team collaboration and test automation adoption in projects and organizations

This book explains the steps necessary to write manual accessibility tests and convert them into automated selenium-based accessibility tests to run part of regression test packs. If you are searching a topic on Google or buying a product online, web accessibility is a basic need. If a web page is easier to access when using a mouse and complex to navigate with keyboard, this is extremely difficult for users with disabilities. Web Accessibility Testing is a most important testing practice for customers facing web applications. This book explains the steps necessary to write manual accessibility tests and convert them into automated selenium-based accessibility tests to run part of regression test packs. WCAG and Section 508 guidelines are considered across the book while explaining the test design steps. Software testers with accessibility testing knowledge are in high demand at large organizations since the need to do manual and

automated accessibility testing is growing rapidly. This book illustrates the types of accessibility testing with test cases and code examples.

Learn end-to-end automation testing techniques for web and mobile browsers using Selenium WebDriver, AppiumDriver, Java, and TestNG Key Features Explore the Selenium grid architecture and build your own grid for browser and mobile devices Use ExtentReports for processing results and SauceLabs for cloud-based test services Unlock the full potential of Selenium to test your web applications. Book Description Selenium WebDriver 3.x is an open source API for testing both browser and mobile applications. With the help of this book, you can build a solid foundation and can easily perform end-to-end testing on web and mobile browsers.You'll begin by being introduced to the Selenium Page Object Model for software development. You'll architect your own framework with a scalable driver class, Java utility classes, and support for third-party tools and plugins. You'll design and build a Selenium grid from scratch to enable the framework to scale and support different browsers, mobile devices, and platforms.You'll strategize and handle a rich web UI using the advanced WebDriver API and learn techniques to handle real-time challenges in WebDriver. You'll perform different types of testing, such as cross-browser testing, load testing, and mobile testing. Finally, you will also be introduced to data-driven testing, using TestNG to create your own automation framework.By the end of this Learning Path, you'll be able to design your own automation testing framework and perform data-driven testing with Selenium WebDriver. This Learning Path includes content from the following Packt products: Selenium WebDriver 3 Practical Guide - Second Edition by Unmesh Gundecha Selenium Framework Design in Data-Driven Testing by Carl Cocchiaro What you will learn Use different mobile and desktop browser platforms with

Selenium 3 Use the Actions API for performing various keyboard and mouse actions Design the Selenium Driver Class for local, remote, and third-party grid support Build page object classes with the Selenium Page Object Model Develop data-driven test classes using the TestNG framework Encapsulate data using the JSON protocol Build a Selenium Grid for RemoteWebDriver testing Build and use utility classes in synchronization, file I/O, reporting and test listener classes Who this book is for This Learning Path is ideal for software quality assurance/testing professionals, software project managers, or software developers interested in using Selenium for testing their applications. Professionals responsible for designing and building enterprise-based testing frameworks will also find this Learning Path useful. Prior programming experience in Java are TestNG is necessary.

This book is written in Beginner's Guide style which emphasizes the concept of learning by doing. The book is packed with examples and code so that you can get the best out of this book. If you are a Software Quality Assurance professional, Software Project Manager, or a Software Developer interested in automated testing using Selenium, this book is for you. Web-based application developers will also benefit from this book.

Advances in Computers carries on a tradition of excellence, presenting detailed coverage of innovations in computer hardware, software, theory, design, and applications. The book provides contributors with a medium in which they can explore their subjects in greater depth and breadth than journal articles typically allow. The articles included in this book will become standard references, with lasting value in this rapidly expanding field. Presents detailed coverage of recent innovations in computer hardware, software, theory, design, and applications Includes in-depth surveys and

tutorials on new computer technology pertaining to computing: combinatorial testing, constraint-based testing, and black-box testing Written by well-known authors and researchers in the field Includes extensive bibliographies with most chapters Presents volumes devoted to single themes or subfields of computer science

Continuous integration is a software engineering process designed to minimize "integration hell." It's a coordinated development approach that blends the best practices in software delivery. For .NET developers, especially, adopting these new approaches and the tools that support them can require rethinking the development process altogether. Continuous Integration in .NET is a tutorial for developers and team leads that teaches readers how to re-imagine their development strategy by creating a consistent continuous integration process. This book shows how to build on the tools they already know - .NET Framework and Visual Studio - and to use powerful software like MSBuild, Subversion, TFS 2010, Team City, CruiseControl.NET, NUnit, and Selenium. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Test Automation using Selenium with Java - This book teaches how to automate using Selenium.

If you want to push your Java skills to the next level, this book provides expert advice from Java leaders and practitioners. You'll be encouraged to look at problems in new ways, take broader responsibility for your work, stretch yourself by learning new techniques, and become as good at the entire craft of development as you

possibly can. Edited by Kevlin Henney and Trisha Gee, 97 Things Every Java Programmer Should Know reflects lifetimes of experience writing Java software and living with the process of software development. Great programmers share their collected wisdom to help you rethink Java practices, whether working with legacy code or incorporating changes since Java 8. A few of the 97 things you should know: "Behavior Is Easy, State Is Hard"—Edson Yanaga “Learn Java Idioms and Cache in Your Brain”—Jeanne Boyarsky “Java Programming from a JVM Performance Perspective”—Monica Beckwith "Garbage Collection Is Your Friend"—Holly K Cummins “Java's Unspeakable Types”—Ben Evans "The Rebirth of Java"—Sander Mak “Do You Know What Time It Is?”—Christin Gorman

This is a cookbook packed with code examples and step-by-step instructions to ease your learning curve. This book is intended for software quality assurance/testing professionals, software project managers, or software developers with prior experience in using Selenium and Java for testing web-based applications. This book also provides examples for C#, Python, and Ruby users.

Solve your Selenium WebDriver problems with this quick guide to automated testing of web applications with Selenium WebDriver in C#. Selenium WebDriver Recipes in C#, Second Edition contains hundreds of solutions to real-world problems, with clear explanations and ready-to-run Selenium test scripts that you can use in your own projects. You'll learn: How to locate web elements and test functions for hyperlinks, buttons, TextFields and TextAreas, radio buttons, CheckBoxes,

and more How to use Selenium WebDriver for select lists, navigation, assertions, frames, file upload and pop-up dialogs How to debug test scripts and test data How to manage and deal with browser profiles and capabilities“/li> How to manage tests for advanced user interactions and experiences (UX) How to work with and manage tests and testing using Selenium Remote Control and Selenium Server AudienceThis book is for experienced .NET and C# Windows application programmers/developers.

If you are a software developer with a basic knowledge of testing and are interested in automated testing using Selenium, this is the book for you. No prior knowledge of Selenium is required.

A unique book that consists entirely of test automation case studies from a variety of domains - from the top names in the field * *Proven advice to empower development organizations to save time by mirroring others' experiences and save money by avoiding others' mistakes. *Insightful case studies from a wide variety of domains, including aerospace, pharmaceuticals, insurance, technology, and telecommunications. *Focuses on the basic issues, rather then technology trends, to give the book a long shelf life. The practice of test automation is becoming more and more popular, but many organizations are not yet experiencing success with it. This book unveils the secrets of how automation has been made to work in reality. The knowledge gained by reading this book can save months or years of effort in automating software testing by helping organizations avoid expensive mistakes and take advantage of proven

ideas. By its nature, this book shows the current state of software test automation practice. The authors aim to keep the contributions focused on those things that are more universal (e.g. people issues, return on investment, etc.) and to minimize detailed technical content where this does not impede the process of learning valuable lessons, in order to give the book as long a shelf life as possible. Software practitioners always enjoy reading about what happened to others. For example, at conferences, case study presentations are usually very well attended. The authors/editors have gathered together a collection of experiences from a cross-section of industries and countries, both success stories and failures, in both agile and traditional development. In addition to the case studies, the authors/editors comment on issues raised in these stories, and also include a chapter summarizing good practices and common pitfalls.

Are you in charge of your own testing? Do you have the advice you need to advance your test approach? "Dear Evil Tester" contains advice about testing that you won't hear anywhere else. "Dear Evil Tester" is a three pronged publication designed to: -provoke not placate, -make you react rather than relax, -help you laugh not languish. Starting gently with the laugh out loud Agony Uncle answers originally published in 'The Testing Planet'. "Dear Evil Tester" then provides new answers, to never before published questions, that will hit your beliefs where they change. Before presenting you with essays that will help you unleash your own inner Evil Tester. With advice on automating, communication,

talking at conferences, psychotherapy for testers, exploratory testing, tools, technical testing, and more. Dear Evil Tester randomly samples the Software Testing stomping ground before walking all over it. "Dear Evil Tester" is a revolutionary testing book for the mind which shows you an alternative approach to testing built on responsibility, control and laughter. Read what our early reviewers had to say: "Wonderful stuff there. Real deep." Rob Sabourin, @RobertASabourin Author of "I Am a Bug" "The more you know about software testing, the more you will find to amuse you." Dot Graham, @dorothygraham Author of "Experiences of Test Automation" "laugh-out-loud episodes" Paul Gerrard, @paul_gerrard Author of "The Tester's Pocketbook" "A great read for every Tester." Andy Glover, @cartoontester Author of "Cartoon Tester"

A quick problem-solving guide to automated testing web applications with Selenium WebDriver in Java. It contains hundreds of solutions to real-world problems, with clear explanations and ready-to-run Selenium test scripts that you can use in your own projects.

Advanced Joomla! teaches you advanced techniques for customizing a Joomla! CMS, including creating templates, administration, and building extensions. It will provide the technical know-how and a bonanza of information that will allow you to take your Joomla! sites to the next level. Written by bestselling Beginning Joomla! author Dan Rahmel, Advanced Joomla! picks up right where Beginning Joomla! left off. Amongst other things, it shows you how to integrate advanced features into your Joomla! site, including social networking,

blogging, and Google and Yahoo! web services; construct advanced Joomla! templates that use multiple stylesheets; use advanced administration techniques; and employ MySQL data reporting, remote deployment, and quality control using automated testing. Advanced Joomla! assists content providers and web developers in all aspects of Joomla! content creation. For graphic artists and web designers, the professional template techniques and site organization information will prove invaluable. For developers who are weary of the often Byzantine documentation and hunger for clear organized information, Advanced Joomla! holds the key to unlocking the treasures of this advanced CMS system.
"We'll begin this course by understanding the importance of automating tests. Then, we will learn how to choose good selectors for navigating through your web application while highlighting best practices and techniques. After writing your first tests, you will go through the object model to help create your own advanced test cases. You will learn how to analyze a test report, track timing errors, and separate real issues from "flaky" tests. You will also learn how to configure and connect to a local grid, a network grid, and a third-party service. By the end of the course, you will have the skills you need to run automated tests on your own web application."--Resource description page.
A quick problem-solving guide to automated testing web applications with Selenium WebDriver in JavaScript. It contains hundreds of solutions to real-world testing problems, with clear explanations and ready-to-run Selenium test scripts that you can use in your own

projects.

If you are a quality testing professional, or a software or web application developer looking to create automation test scripts for your web applications, with an interest in Python, then this is the perfect guide for you. Python developers who need to do Selenium testing need not learn Java, as they can directly use Selenium for testing with this book.

Selenium By Example - Volume I: Selenium IDE takes a step-by-step approach to teaching the reader how to effectively use Selenium IDE. The topics include: Installing and using Selenium IDE. Step-by-step examples on how to make recordings using Selenium IDE. How to play-back your recordings, including the various play-back options. Advanced recording techniques. Exporting your recordings out of Selenium IDE. Discussions on Automated Testing approaches using Selenium IDE. All in an example based, step-by-step approach."

Selenium is a the most popular open-source test automation tool. Its widely used in Industry to automate web and mobile projects. Selenium can be used to test across different browsers and platforms. Its flexible enough to allow you to code your automation scripts in languages like Java, C#, Python etc. Selenium primarily has 3 components · Selenium Integrated Development Environment (IDE) · Selenium WebDriver · Selenium Grid This book covers tutorials and training to teach you Selenium 2 as well Selenium 3. The book uses Java as the scripting language. This book covers tutorials and training to teach you Selenium 2 as well Selenium 3. The

book uses Java as the scripting language. Table Of Content Chapter 1: Introduction to Selenium Chapter 2: Introduction to WebDriver & Comparison with Selenium RC Chapter 3: Guide to install Selenium WebDriver Chapter 4: Creating your First Script in Webdriver Chapter 5: Find Element Chapter 6: Accessing Forms in Webdriver Chapter 7: Accessing Links & Tables using Selenium Webdriver Chapter 8: Keyboard Mouse Events , Uploading Files - Webdriver Chapter 9: Upload & Download a File Chapter 10: XPath Chapter 11: TestNG with Selenium Chapter 12: Handling Date Time Picker Chapter 13: Handling Alert & Popup Chapter 14: Handling Dynamic Web Tables Chapter 15: Using Contains, Sibling, Ancestor to Find Element Chapter 16: Implicit & Explicit Waits Chapter 17: Parameterization using XML and DataProviders Chapter 18: Excel in Selenium Chapter 19: Page Object Model (POM) & Page Factory Chapter 20: Selenium Grid Chapter 21: Keyword & Hybrid Frameworks with Selenium Chapter 22: Database Testing using Selenium Chapter 23: Handling Iframes in Selenium Chapter 24: Cross Browser Testing Chapter 25: PDF , Emails and Screenshot of Test Reports Chapter 26: How to Take Screenshot in Selenium Chapter 27: HTMLUnit Driver & PhantomJS Chapter 28: Robot API Chapter 29: AutoIT Chapter 30: Ajax Chapter 31: Drag and Drop action Chapter 32: Handling Cookie

If you are a web application developer interested in using AngularJS for a real-life project, then this book is for you. As a prerequisite, knowledge of JavaScript and HTML is expected, and a working knowledge of AngularJS is

preferred.

Test Automation Using Selenium Webdriver with JavaStep by Step GuideTest Automation Using Selenium with Java

Take a deep dive into building data-driven test frameworks using Selenium WebDriver Key Features A comprehensive guide to designing data-driven test frameworks using the Selenium 3 WebDriver API, AppiumDriver API, Java-Bindings, and TestNG Learn how to use Selenium Page Object Design Patterns and D.R.Y. (Don't Repeat Yourself) Approaches to software development in automated testing Discover the Selenium Grid Architecture and build your own grid for browser and mobile devices Use third party tools and services like ExtentReports for results processing, reporting, and SauceLabs for cloud-based test services Book Description The Selenium WebDriver 3.x Technology is an open source API available to test both Browser and Mobile applications. It is completely platform independent in that tests built for one browser or mobile device, will also work on all other browsers and mobile devices. Selenium supports all major development languages which allow it to be tied directly into the technology used to develop the applications. This guide will provide a step-by-step approach to designing and building a data-driven test framework using Selenium WebDriver, Java, and TestNG. The book starts off by introducing users to the Selenium Page Object Design Patterns and D.R.Y Approaches to Software Development. In doing so, it covers designing and building a Selenium WebDriver framework that supports

both Browser and Mobile Devices. It will lead the user through a journey of architecting their own framework with a scalable driver class, Java utility classes, JSON Data Provider, Data-Driven Test Classes, and support for third party tools and plugins. Users will learn how to design and build a Selenium Grid from scratch to allow the framework to scale and support different browsers, mobile devices, versions, and platforms, and how they can leverage third party grids in the Cloud like SauceLabs. Other topics covered include designing abstract base and sub-classes, inheritance, dual-driver support, parallel testing, testing multi-branded applications, best practices for using locators, and data encapsulation. Finally, you will be presented with a sample fully-functional framework to get them up and running with the Selenium WebDriver for browser testing. By the end of the book, you will be able to design your own automation testing framework and perform data-driven testing with Selenium WebDriver. What you will learn Design the Selenium Driver Class for local, remote, and third party grid support Build Page Object Classes using the Selenium Page Object Model Develop Data-Driven Test Classes using the TestNG framework Encapsulate Data using the JSON Protocol Build a Selenium Grid for RemoteWebDriver Testing Construct Utility Classes for use in Synchronization, File I/O, Reporting and Test Listener Classes Run the sample framework and see the benefits of a live data-driven framework in real-time Who this book is for This book is intended for software quality assurance/testing professionals, software project managers, or software

developers with prior experience in using Selenium and Java to test web-based applications.This book is geared towards the quality assurance and development professionals responsible for designing and building enterprise-based testing frameworks.The user should have a working knowledge of the Java, TestNG, and Selenium technologies

If you are a developer who wants to migrate from Selenium RC or any other automation tool to Selenium WebDriver, then this book is for you. Knowledge of automation tools is necessary to follow the examples in this book.

Discover how to use Selenium to efficiently test your own applications. Key Features Understand the importance of automation with real-world examples Explore each and every path from configuring an environment to automation with Selenium Grid Master the core concepts of Selenium with 40 exercises and 20 activities Book Description There are several challenges while writing automated tests for web applications: you have to select an adequate test framework, use appropriate selectors to avoid flaky tests, and build a good testing framework. Selenium Fundamentals helps you tackle these challenges and provides you with the knowledge to overcome hurdles in testing by developing stable and effective testing solutions. You'll learn the complete process of automated testing, such as configuring your environment, creating and running automated tests, analyzing reports, and troubleshooting errors by using a Selenium Grid. To start with, you'll understand the importance of automating tests. You'll then move on to

understanding how to choose the best selectors for navigating through your web applications while highlighting best practices and techniques. After writing your first tests, you'll cover the object model to create your own advanced test cases. You'll analyze a test report, track timing errors, and separate real issues from flaky tests. In addition to this, you'll learn how to configure and connect to a local grid, a network grid, and a third-party service. By the end of the book, you will have the skills you need to run automated tests on your own web applications. What you will learn Get an overview of Selenium Identify what to automate in a project and configure the environment Control browser behavior and manipulate web page elements Understand the nuances of writing tests and creating test suites Create UI tests with Selenium WebDriver and analyze test results Troubleshoot errors in automation and build meaningful reporting Who this book is for Selenium Fundamentals is designed for you if you are a software quality assurance and development professional who wants to learn how to automate browser activity and web-based user interface tests with Selenium.

Learn how to automate unit tests of Python 3 with automation libraries, such as doctest, unittest, nose, nose2, pytest, and selenium. This book explores important concepts in software test automation and demonstrates how to automate, organize, and execute unit tests with Python. It also introduces readers to the concepts of web browser automation and logging. This new edition starts with an introduction to Python 3. Next,

it covers doctest and pydoc. This is followed by a discussion on unittest, a framework that comes packaged with Python 3 itself. There is a dedicated section on creating test suites, followed by an explanation of how nose2 provides automatic test module discovery. Moving forward, you will learn about pytest, the most popular third-party library and testrunner for Python. You will see how to write and execute tests with pytest. You'll also learn to discover tests automatically with pytest. This edition features two brand new chapters, the first of which focuses on the basics of web browser automation with Selenium. You'll learn how to use Selenium with unittest to write test cases for browser automation and use the Selenium IDE with web browsers such as Chrome and Firefox. You'll then explore logging frameworks such as Python's built-in logger and the third-party framework loguru. The book concludes with an exploration of test-driven development with pytest, during which you will execute a small project using TDD methodology. What You Will Learn Start testing with doctest and unittest Understand the idea of unit testing Get started with nose 2 and pytest Learn how to use logger and loguru Work with Selenium and test driven development Who This Book Is ForPython developers, software testers, open source enthusiasts, and contributors to the Python community.

Step-by-step guide to understand key concepts for Selenium Automation using examples to shine in your interview for test automation roles Key Featuresa- Acquire Selenium skills to do independent test automation projectsa- Learn the basics of Selenium Web

Driver for test automation using Seleniuma- Understand Page Object Model, including how and when they're used in test automationa- Understand the approach for building a test automation frameworka- Build Selenium test automation scripts using various languages - Java, Python, JavaScript/Node JS and Rubya- Learn how to report and integrate with CI tools for test automation a- Get some professional tips for handing interviews and test automation approacha- Implement cross-browser testing scenarios using Selenium Grid and commercial tools and servicesDescriptionSoftware Engineering has taken massive strides with a multitude of technology innovations. With several changes being introduced - development of products and their integration into the market - understanding of mobile devices and user interface channels across a plethora of platforms is getting complex day by day. In addition, since the process or procedures of software testing for products and applications can become an act of boiling the ocean, the role of test automation is crucial while dealing with such challenges.The book starts with a brief introduction to the world of automation and why it is important, succinctly covering the history of Selenium and the capabilities it offers. In this book, you will learn how to do simple Selenium-based automation with examples and understand the progressive complexity of some key features. Before diving deep into advanced concepts such as Page Object Models, Test Automation Framework and Cross Browser testing, you will grasp comprehensive knowledge of several concepts related to Java, Python, JavaScript and Ruby programming

languages.What will you learnBy the end of the book, you will find several examples to help ignite your understanding and usage of Selenium across a myriad of languages and frameworks. With this, you'll be able to put your knowledge to practice and solve real-life test automation challenges such as testing a web site, mobile application and leveraging tools available for fast-tracking your test automation approach. Who this book is forThe book is intended for anyone looking to make a career in test automation using Selenium, all aspiring manual testers who want to learn the most powerful test automation framework - Selenium and associated programming languages - or working professionals who want to switch their career to testing. Table of Contents1. Introduction to Test Automation2. Introduction to Selenium 3. Understanding Selenium Architecture4. Understanding Selenium Tools5. Understanding Web UI 6. Web UI Automation with Selenium Using Java & Python7. Selenium Coding with Other Languages - Ruby & JavaScript6. Building a Test Automation Framework with Selenium8. Advanced Features of Selenium Using Java & Python9. Cross-Browser Test Automation10. Tips and Tricks for Test Automation11. Interview Tips About the Author Kalilur Rahman has a Master's Degree in Business Administration preceded by an Engineering Degree in Computer Science and over 2 decades of experience in software development, testing and management consultancy. Kalilur has been a developer, designer, technical architect, test program manager, delivery unit head, IT Services and Factory Services Head of varying complexity across telecommunications,

life sciences, retail and healthcare industries. His LinkedIn Profile:
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With Acceptance Test-Driven Development (ATDD), business customers, testers, and developers can collaborate to produce testable requirements that help them build higher quality software more rapidly. However, ATDD is still widely misunderstood by many practitioners. ATDD by Example is the first practical, entry-level, hands-on guide to implementing and successfully applying it. ATDD pioneer Markus Gärtner walks readers step by step through deriving the right systems from business users, and then implementing fully automated, functional tests that accurately reflect business requirements, are intelligible to stakeholders, and promote more effective development. Through two end-to-end case studies, Gärtner demonstrates how ATDD can be applied using diverse frameworks and languages. Each case study is accompanied by an extensive set of artifacts, including test automation classes, step definitions, and full sample implementations. These realistic examples illuminate ATDD's fundamental principles, show how ATDD fits into the broader development process, highlight tips from Gärtner's extensive experience, and identify crucial pitfalls to avoid. Readers will learn to Master the thought processes associated with successful ATDD implementation Use ATDD with Cucumber to describe software in ways businesspeople can understand Test web pages using ATDD tools Bring ATDD to Java with the FitNesse wiki-based acceptance test framework Use

examples more effectively in Behavior-Driven Development (BDD) Specify software collaboratively through innovative workshops Implement more user-friendly and collaborative test automation Test more cleanly, listen to test results, and refactor tests for greater value If you're a tester, analyst, developer, or project manager, this book offers a concrete foundation for achieving real benefits with ATDD now–and it will help you reap even more value as you gain experience.
By taking you through the development of a real web application from beginning to end, the second edition of this hands-on guide demonstrates the practical advantages of test-driven development (TDD) with Python. You'll learn how to write and run tests before building each part of your app, and then develop the minimum amount of code required to pass those tests. The result? Clean code that works. In the process, you'll learn the basics of Django, Selenium, Git, jQuery, and Mock, along with current web development techniques. If you're ready to take your Python skills to the next level, this book—updated for Python 3.6—clearly demonstrates how TDD encourages simple designs and inspires confidence. Dive into the TDD workflow, including the unit test/code cycle and refactoring Use unit tests for classes and functions, and functional tests for user interactions within the browser Learn when and how to use mock objects, and the pros and cons of isolated vs. integrated tests Test and automate your deployments with a staging server Apply tests to the third-party plugins you integrate into your site Run tests automatically by using a Continuous Integration

environment Use TDD to build a REST API with a front-end Ajax interface