

TESTING TOOLS – SELENIUM COURSE CONTENT

- What is automation testing.
- When it will come into the picture.
- What is the use of automation testing.

Introduction to Selenium.

- What is Selenium.
- What is the use of selenium
- When selenium can be useful in testing.
- Features of Selenium.
- What is the difference between

Selenium and QTP.

Selenium Components.

- Recording the scripts.
- Running the scripts.
- How to Save the recording script.
- Object Identification.
- Difference between Testcase and test suit.
- Languages supported while Recording.
- Synchronization in Selenium IDE.
- Testing Vs Selenium IDE
- When to use Selenium IDE
- How to run the recorded script against other browsers.
- Why companies are not using recording tools.

Creating the Environment for Selenium WebDriver

- Creating the generic scripts in selenium.
- Creating the scripts by using functions.
- Running the scripts in Eclipse.
- Inheritance
- Browser commands with examples.
- Interactive commands with examples.
- Information commands with examples.
- Validation commands with examples.
- How to take data from excel sheets.
- Why should we use excel sheets.
- How to take large no of data from excel sheets.
- How to export data to an excel sheets.
- Export large no of data to an excel sheet.
- How to export results after completion of execution the script.
- How to use Eclipse.
- Debugging the scripts.
- Maintaining the synchronization points.
- How to handle Popups and alert messages.

Transactions

- Function of a Transaction in a Script
- When to Add Transactions
- Adding Transactions during Recording
- Adding Transactions after Recording

Framework.

- What is Framework.
- Types of Frameworks.
- What is DataDriven framework.
- What is Keyword driven framework.
- What is Hybrid framework.

- Use of Framework.
- Explain me about your framework.
- How develop the framework.
- Integration of the framework.
- How execute the scripts from framework.

Core Java Fundamentals Language Fundamentals

- Java Programming Language Keywords
- Class and Object
- Data Types
- Array Declaration, Construction, and Initialization

Flow Control, Exceptions, and Assertions

- Writing Code Using if and switch
- Statements
- Writing Code Using Loops
- Handling Exceptions
- Working with the Assertion Mechanism

Object Orientation, Overloading and Overriding, Constructors

- Benefits of Encapsulation
- Overridden and Overloaded Methods

Using the java.lang.String Class

- Using the java.lang.Math Class
- Using Wrapper Classes
- Using the equals() Method with
- Strings and Wrappers and Objects

Defining, Instantiating, and Starting Threads

- Preventing Thread Execution
- Synchronizing Code
- Thread Interaction

JUnit Introduction

- Proving it works
- Starting from scratch
- Understanding unit testing frameworks
- Setting up JUnit
- Testing with Junit

Additional concepts

- How to use XPath
- How to use KeyCommands