Unified Functional Testing One (UFT One) Essential

Duration: 5 days

Overview

This five-day course provides a comprehensive understanding of how to use the OpenTextTM UFT One application as an automated functional testing tool. Beginning with recording and playback, you learn how to create new automated tests.

You explore enhancements, including synchronization, checkpoints, parameterization, reusable actions, function libraries, shared object repositories, and recovery scenarios.
Included in the appendices are sections on Advanced Checkpoints, Object Identification Techniques, and API testing, which contain an extensible framework for the construction and execution of functional tests of headless systems (systems that do not have a user interface).

Highlights:

- Describe the advantages of UFT One as a testing tool
- Navigate the typical GUI testing workflow
- Create a basic test from a manual test case
- Use the Object Repository to manage objects in UFT One for GUI testing
- Identify the uses of synchronization in UFT One for GUI testing
- Use a regular expression to add flexibility to a standard checkpoint
- Use parameters in a test
- Record and run a test on a client application
- Record and run a test on a web application
- Create a basic AI test
- Handle exceptions with recovery scenarios
- Create advanced checkpoints
- Describe object identification techniques
- Explore UFT One for API testing

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Who should attend

Quality assurance engineers or any new users of UFT One

Prerequisites

To be successful in this course, you should have the following prerequisites or knowledge:

- Working knowledge of Windows and web browsers
- Experience with procedural programming or scripting languages

Course Objectives

On completion of this course, participants should be able to:

- Record and create scripts using Unified Functional Testing One (UFT One)
- Enhance the scripts with synchronization, parametrization, and checkpoints
- Create tests on client applications
- Create tests on Web applications
- Create tests using UFT One AI
- Handle exceptions with recovery scenarios
- Use UFT One to automate GUI and API tests
- Test web services with the UFT One API
- Describe the new AI features in UFT One and its advantages
- Add additional UFT One features to make tests robust and provide better coverage

Course Outline

Module 1: Course Overview

- Identify the contents and objectives of the course
- Define the class schedule and class logistics
- Identify the related courses
- Discuss the lab environment details

Module 2: Software Overview

- Describe the advantages of UFT One as a testing tool
- Preview the UFT One Start page and Help menus
- Recognize the sample applications used in the labs
- Identify resources for getting assistance

Module 3: Preparing to Record

- Identify functional testing principles and the benefits of automated testing
- Navigate the typical GUI testing workflow
- Document the steps of a business process
- Prioritize business processes using effective criteria
- Gather sufficient test data
- Prepare the test environment for automated testing

Module 4: Creating a Basic Test

- Create a basic test from a manual test case
- Run a test and check for errors
- Save a test
• View test results

Module 5: Working with Objects

- Identify objects
- Describing UFT One for GUI testing object
- Identify objects in UFT One for GUI testing
- Use the Object Repository to manage objects in UFT One for GUI testing
- Resolve object identification issues

Module 6: Utilizing a Shared Object Repository

- Identify the types of object repositories

- Manage shared object repositories using the Object Repository Manager
- Use visual relation identifiers

Module 7: Adding Synchronization

- Define synchronization in UFT One for GUI testing
- Identify the uses of synchronization in UFT One for GUI testing
- Add a synchronization step for a specified object

Module 8: Verifying with Standard Checkpoints

- Define standard checkpoints
- Add standard checkpoints to a test
- Use a regular expression to add flexibility to a standard checkpoint

Module 9: Using Parameters

- Identify and use different parameter types
- Insert an input parameter
- Insert an output parameter
- Parameterize a checkpoint
- Evaluate test results for iterative tests

Module 10: Building Multiple Reusable Actions

- Identify actions in UFT One for GUI testing
- Identify action types
- Identify action and test iterations
- Identify calls to existing actions and copies of actions
- Share values using the global data table
- Call actions with parameters
- Store action return values
- Create multiple actions from a single action
- Create a new action
- Call a reusable action from another test
- Use local and global data sheets

- Resolve missing actions

Module 11: Adding Steps without Recording

- List the types of steps that can be added to a test without using the record feature
- Use conditional statements in a test
- Use the Step Generator
- Use the reporter object to report events in the test results

Module 12: Creating Tests on a Web Application

- Record and run a test on a web application
- Insert standard checkpoints on web objects
- Insert a text checkpoint in a test for a web application

Module 13: Creating a Basic AI Test

- Describe the new AI features in UFT One
- Create a basic AI Test

Module 14: Using Recovery Scenarios

- Identify exceptions in a test
- Create a recovery scenario
- Associate a recovery scenario with a test
- Set an optional step in a test

Appendix A: Advanced Checkpoints for GUI Testing

- Create table checkpoints
- Create text and text area checkpoints
- Create file content checkpoints
- Create XML checkpoints

Appendix B: Object Identification Techniques

- Configure object identification
- Describe mandatory and assistive properties
- Use ordinal identifiers
- Use smart identifiers

- Describe when to use Smart Identification
- Use the Smart Identification process
- Describe how UFT One for GUI Testing uses Smart Identification – Use Case Scenario

Appendix C: API Testing with UFT One

- Define Service Oriented Architecture (SOA)
- Define the terminology and principles for API testing
- Navigate the UFT One UI for API testing
- Import services
- Define test step inputs and outputs
- Utilize data driving
- Use the Results Viewer(s)