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# IBM Rational Functional Tester for Java

## Playing back an automated test script

Rational software



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This module provides an overview of playing back an automated test script using IBM Rational® Functional Tester for Java™.

## Course objectives

- General concepts
  - ▶ Test development
  - ▶ Regression testing
- Running a recorded test
  - ▶ Setting playback preferences
  - ▶ Running the script
- Examining the results
  - ▶ Playback log
  - ▶ Investigating warning and error messages
  - ▶ Summary



This course covers topics related to playing back an automated test script. It discusses test development and regression testing, and goes through the steps of setting playback preferences and executing the script. This module also reviews logs, including warnings and errors in the logs.

## General concepts

- Test development
  - ▶ Verify the script
  - ▶ Establish a baseline
- Regression testing
  - ▶ Compare the latest build
  - ▶ Identify defects



There are two phases of the automated test script development process that a script is played back in: test development and regression testing.

Test development includes recording, refining, and testing a script. After recording, a user can edit a script to add comments, perform additional actions, or use an external data source.

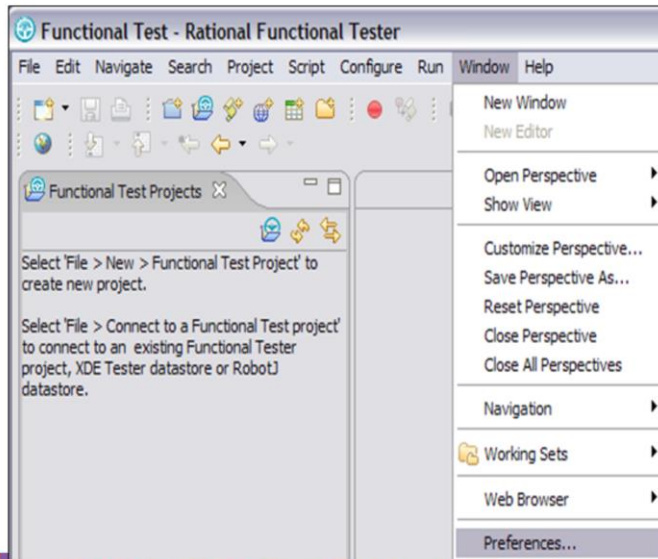
During test development, play back a script to verify that it plays back successfully and works as intended, and to establish a baseline against which to compare future builds of the application under test.

Regression testing reveals differences introduced into the application under test since the last build. Evaluate these differences to determine whether they are defects or deliberate changes.

During regression testing, play back a script to compare the latest build to an established baseline, and to identify defects caused to existing functionality by new code development.

## Running a recorded test

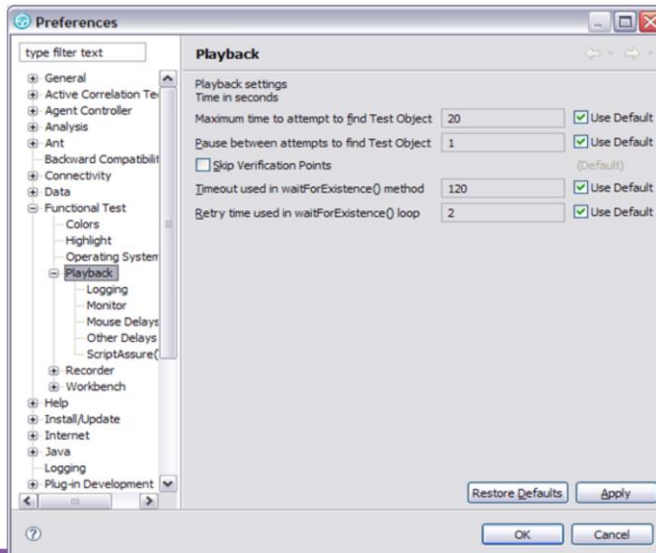
- Setting playback preferences



Before playing back a recorded script, ensure that the application under test is in the same state it was in when the script was recorded. Any applications and windows that were open, displayed, or active when the script was recorded must be open, displayed, or active before playback is started.

## Running a recorded test

- Setting playback preferences



The tester has the option to set playback preferences. From the Window menu in Functional Tester, select “Preferences.” In the Preferences window that opens, in the left pane, expand “Functional Test,” then expand “Playback.”

Five different sets of playback preferences can be set here.

**Logging** allows testers to choose what kind of log, HTML, or Text they want to generate at the end of playback. Other available logging choices include “Prompt before overwriting an existing log,” “Display log viewer after script playback,” and “Don’t show script launch wizard.”

**Monitor** allows the tester to view the script name, the number of the line being executed, the status icons, and a description of the action in progress as the script is being played back.

**Mouse Delay** sets the delay in seconds to occur before every mouse up or down action.

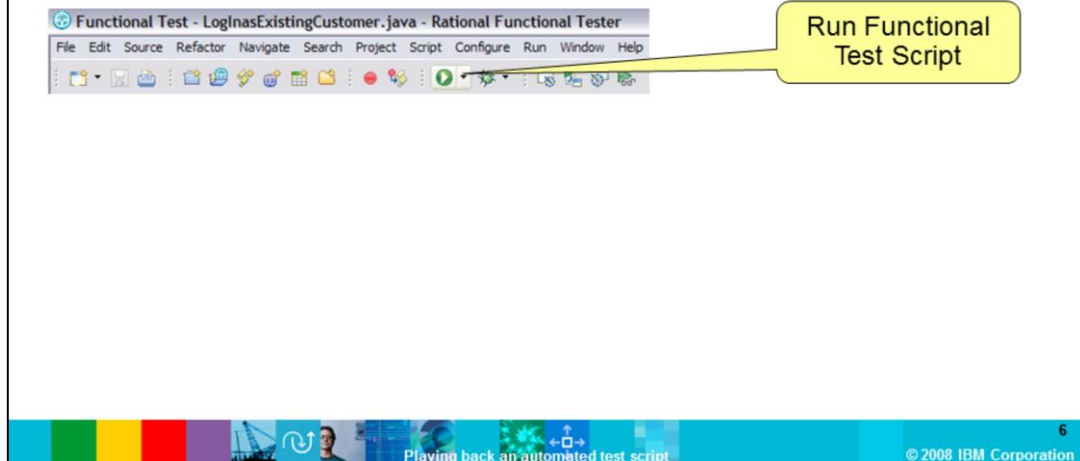
**Other Delays** sets the delay in seconds to occur before every key up or down action, or before performing a test object action.

**Script Assure** helps a script to play back successfully, even after the update of the application under test. Each object in a test object map has a set of recognition properties, typically established during recording. If objects in the application under test have changed, scripts can still be played back in Functional Tester using the Script Assure feature to control object-matching sensitivity.

If the tester chooses to ignore these selections, the default settings are applied before playing back the script.

## Running a recorded test

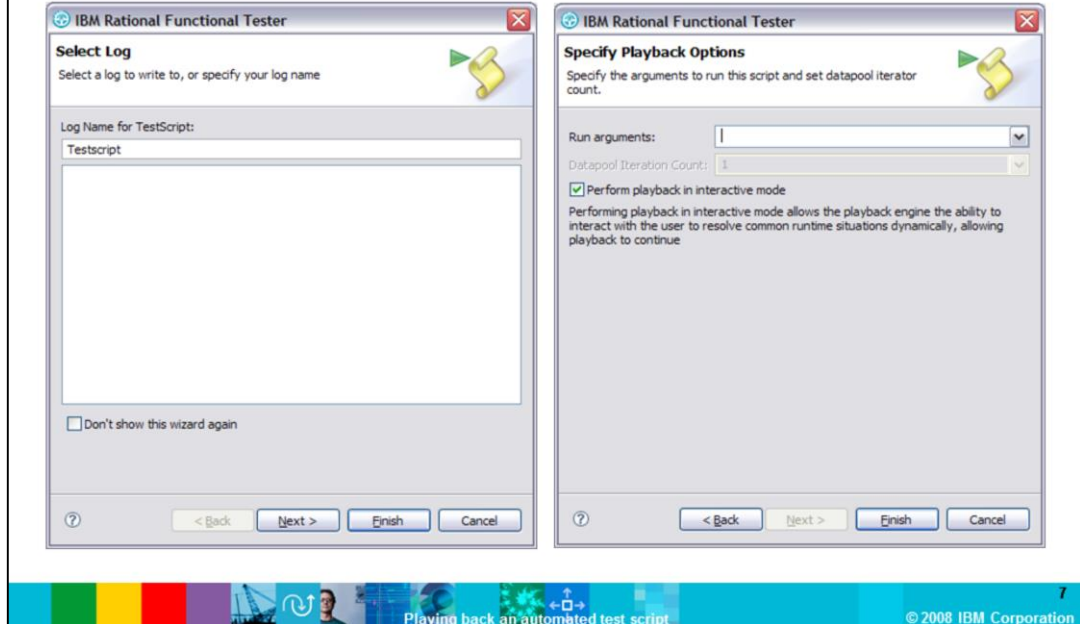
- Running the script



Once the playback preferences are set, the script is ready to execute. Open the script for playback, and click the “Run Functional Test Script” icon. A tester can also right-click the script in the Functional Test Project view, then click Run in the menu.

## Running a recorded test

### ■ Running the script



A Select Log window opens. By default, a log file named after the script appears. Testers have the option to rename this. Click **Next**.

A Specify Playback Options window opens. Here, testers can specify any arguments needed to run the script, and can set the datapool iteration count. When complete, click **Finish**.

Functional Tester now plays back the tests. Note that if this test was run previously, a prompt appears asking for confirmation to overwrite the log



## Examining the results

### ■ Playback log

The screenshot shows a browser window titled "Playback Log for TestScript - Microsoft Internet Explorer". The address bar shows the path: C:\Techsupp\RPT\Workspace\Project10\_logs\TestScript\rational\_R\_log.html. The log content is as follows:

```
Log: TestScript

August 10, 2008 2:15:43 PM EDT  Script start [TestScript]
  • line_number = 1
  • script_name = TestScript
  • script_id = TestScript.java

PASS August 10, 2008 2:15:43 PM EDT  Start application [ClassicsJava.A]
  • name = ClassicsJavaA
  • line_number = 29
  • script_name = TestScript
  • script_id = TestScript.java

FAIL August 10, 2008 2:15:51 PM EDT  Verification Point [PlaceOrder_text] failed.
  • vp_type = object_data
  • name = PlaceOrder_text
  • script_name = TestScript
  • line_number = 45
  • script_id = TestScript.java
  • baseline = resources\TestScript\PlaceOrder_text.base.rftvp
  • expected = TestScript.0000.PlaceOrder_text.exp.rftvp
  • actual = TestScript.0000.0000.PlaceOrder_text.act.rftvp

View Results
```

After playback is complete, the results display in an HTML log in a browser window. HTML is the default logging option. If the tester chose a different format for logging, the log displays in that format. This log is also found in the log folder in the Functional Test Projects view.

The left frame of the log provides quick navigation to important information. The right frame provides details regarding which parts of the script passed or failed.



## Examining the results

### ■ Investigating warning and error messages

**Exception**

Description:  
 Could not find a Frame with name frame0.  
 com.rational.test.ft.ObjectNotFoundException  
 at com.rational.test.ft.object.interfaces.TopLevelTestObject.close  
 at TestScript.testMain(TestScript.java:53)  
 at org.eclipse.core.internal.runtime.PlatformActivator\$1.run(PlatformActivator.java:78)  
 at org.eclipse.core.runtime.internal.adaptor.EclipseAppLauncher.run

Try fixing the problem

Start the application

Enable the environment

Find the object

Bring up the Object Map Editor

Retry the operation

Skip the operation

Stop execution

Ok Cancel Help

**FAIL** August 10, 2008 2:50:58 PM EDT TestScript.testMain user requested a script shutdown [TestScript].

- exception\_name = com.rational.test.ft.UserStoppedScriptError
- exception\_message = null
- script\_name = TestScript
- script\_id = TestScript.java
- line\_number = 53
- exception\_stack = at com.rational.test.ft.object.interfaces.TopLevelTestObject.close(TopLevelTestObject.java:149)  
 at TestScript.testMain[TestScript.java:53]  
 at org.eclipse.core.internal.runtime.PlatformActivator\$1.run(PlatformActivator.java:78)  
 at org.eclipse.core.runtime.internal.adaptor.EclipseAppLauncher.runApplication(EclipseAppLauncher.java:92)  
 at org.eclipse.core.runtime.internal.adaptor.EclipseAppLauncher.start(EclipseAppLauncher.java:68)  
 at org.eclipse.core.runtime.adaptor.EclipseStarter.run(EclipseStarter.java:400)  
 at org.eclipse.core.runtime.adaptor.EclipseStarter.run(EclipseStarter.java:177)  
 at org.eclipse.core.launcher.Main.invokeFramework(Main.java:336)  
 at org.eclipse.core.launcher.Main.basicRun(Main.java:280)  
 at org.eclipse.core.launcher.Main.run(Main.java:977)  
 at org.eclipse.core.launcher.Main.main(Main.java:952)

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Typical errors or warning messages in Functional Tester include “Object Not Found” and “Object Recognition is weak.” Review the error details in the application log to determine if an object is missing from the previous version on which the script was recorded. This should indicate why playback produces one of these error messages. Take the necessary steps to correct these errors or warnings. This ranges from removing the missing objects from the object map and script to updating the recognition properties of the object in question.

## Examining the results

- Investigating warning and error messages

The screenshot shows a test log on the left and a 'Verification Point Comparator' window on the right. The log indicates a failure at August 10, 2008 2:15:51 PM EDT for a verification point named 'PlaceOrder\_text'. A list of properties follows, with a 'View Results' link at the bottom. The comparator window shows a table with 'Expected Value' and 'Actual Value' columns. The 'data' row shows 'Place' as the expected value and 'Place Order' as the actual value, with 'Order' in red. A table below this shows the full comparison.

**FAIL** August 10, 2008 2:15:51 PM EDT Verification Point [PlaceOrder\_text] failed.

- vp\_type = object\_data
- name = PlaceOrder\_text
- script\_name = TestScript
- line\_number = 45
- script\_id = TestScript.java
- baseline = resources\TestScript\PlaceOrder\_text.base.rftvp
- expected = TestScript.0000.PlaceOrder\_text.exp.rftvp
- actual = TestScript.0000.0000.PlaceOrder\_text.act.rftvp

[View Results](#)

Property	Expected Value	Actual Value
BaselineFileName	resources\TestS...	null
data	Place	Place Order
description	Visible Text	Visible Text
ignoreCase	false	false
name	PlaceOrder_text	null
type	text	text
whiteSpaceMode	Use All Characters	Use All Characters

Expected Value	Actual Value
Place	Place Order

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Another part of the log is failed verification points. Find the failed verification point in the log and click the “View Results” link in that section. The verification point comparison window appears. This window shows the expected value recorded during the script recording and the actual value the script found during the playback. The difference in the value is highlighted in red.

## Summary

- This module provided an overview of playing back an automated test script using IBM Rational Functional Tester for Java.
- The Tester can:
  - ▶ Set playback preferences
  - ▶ Execute the script
  - ▶ Examine the results in the log



This module provided an overview of playing back an automated test script using IBM Rational Functional Tester for Java. In this process, the tester sets playback preferences accordingly, executes the script, and examines the results in the log, searching for any problems.

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