AccelQ Cheat Sheet

by olivercha via cheatography.com/209629/cs/45099/

AccelQ Terms

Test suite	built of a group of scenarios. Used to run multiple scenarios
Scenario	built of actions to complete a flow fx. create learning program etc
Test case	a variation in test data/variables of the same scenario
Action	built of a group of statements fx navigate to app, click save button
Statement	A single line in the action/scenario builder. Usually a single command of AccelQ fx. click on webelement, verify text is present etc
Command	a single command of AccelQ fx. click on webelement, verify text is present etc
Context	same as a page in the application fx. Login page, home page, learning program page
View	part of a context where AccelQ records the entire page with all elements with screenshot, related actions, elements etc
Elements	details about WebElements that are saved in AccelQ to locate an WebElement so we can interact with the element via commands
Parameters	define input and outputs for actions and commands

Commands Help

/	access to programing logic fx if, while, repeat, expressions etc
Click	click on an element
Enter	type text in an element
Get	get information fx get text from an element, or get dates from AccelQ

Commands Help (cont)

Is	allows you to ask true/false questions. Fx is this text displayed, is this image present
Log	allow you to get information in the console, fx warnings, info etc
Select	useful for dropdowns fx select item x in dropdown
Assert	checks if an element is present, image is present etc. It causes the testcase to abort if used
Verify	used for verifications. Does not abort testcase if fails fx check Learning Program is displayed, check this text etc
Wait	makes accelq wait for application to be ready. Use only where absolutely necessary and try using waits that wait for a certain element, instead of that wait for time
Convert	converts date, time etc to another format
Find column/row	finds the coordinates of text in a table
String	used when you need commands about managing text
Web Element	when you want to interact or get information from element
Hover	hover with mouse over something
Send	Usually send commands externally fx. Send Keyboard Key

Best Practices

Avoid hardcoding / static test data	make AccelQ generate testdata such as dates, text with random strings etc

Best Practices (cont)

Avoid code duplication	If you see repeated actions and statements, think if its possible to convert to a reusable action
Avoid explicit waits	Use waiting for elements or actions that wait for a certain state
Keep actions short	Short actions are more reusable and easier to mantain
Make scenarios easy to read	Name actions appropriately and describe what they do so it's easy to understand what the scenario does
Manage your contexts	Name them and ensure that all you actions have their contexts mapped correctly
Search before create	Search for AccelQ commands and actions others have already created before trying to add your own

Useful patterns

while pattern	while something is true/false do somtehing. Fx while learning program is not displayed wait 2 seconds and click refresh button

Common WebElement Attributes

class
id
name
text

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