



## **CT-QTP-200 (version 10.0) - First Steps Web**

### **Course OVERVIEW**

This core course provides a comprehensive understanding of using Quick Test Professional 10 (QTP) as an automated functional testing tool for Web environments.

Course materials focus on the QTP Graphical User Interface to record and playback tests, test enhancement using synchronization points and checkpoints. Emphasis is placed on modularization of tests for re-usability and creation of multiple action tests.

Participants receive instruction on testing objects and how QTP identifies them, how to use and manage the object repository and the object spy, the use of debug tools for troubleshooting and correcting common problems and the use of product options to configure QTP interaction with the application.

All topics are supported by hands-on exercises based on real-life examples.

### **COURSE OBJECTIVE**

To teach new users who need to automate manual test cases and add verification in a short amount of time, the course is based on the testing of WEB applications.

### **PREREQUISITES**

- Basic concepts of Quality Assurance
- Working knowledge of Windows software

### **TECHNICAL PREREQUISITES**

- Valid QTP license installed on a workstation
- Internet access

### **INTENDED AUDIENCE**

- New Automated testing users
- Business Analysts
- QA Project Leads

### **DURATION:**

**3 Days**



## COURSE OUTLINE

### DAY 1

- ✓ Introduction to automation testing.
- ✓ QTP user interface.
- ✓ Record and run settings.
- ✓ Introduction to test objects and web objects.
  - Properties, methods and events.
  - How QTP identify test objects.
- ✓ Creating a basic test.
- ✓ Generating steps

### DAY 2

- ✓ Introduction to the active Screen.
- ✓ The object repository.
- ✓ The object spy.
- ✓ Web configuration and Web options
- ✓ Configuring web events.
- ✓ Synchronization.
  - Wait, WaitProperty, Exist, Global synchronization.

### DAY 3

- ✓ Checkpoints
  - Standard, dynamic, parameterized, expressions, bitmaps, text.
- ✓ Data driven testing.
  - Using internal and external data sources.
- ✓ Multiple and reusable Actions