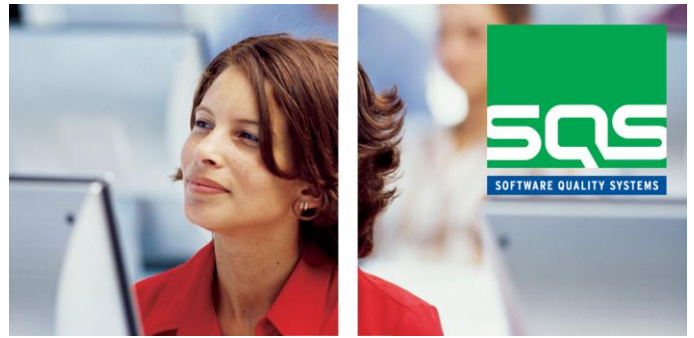


Writing CodedUI Tests for Microsoft Visual Studio 2010

MS602ILT

2 days



Course Overview

A two day instructor-led course to use the Microsoft Visual Studio 2010 CodedUI tests.

Microsoft has extended the Visual Studio 2010 family of tools to increase the testing capabilities of the suite beyond web tests which were added in Visual Studio 2008.

A brand new tool, Microsoft Test Manager, serves as a management console for the tester. In addition, the Visual Studio IDE has been extended to include another test type named CodedUI. CodedUI enables developers and testers alike to automate against a GUI and provide code analysis and coverage in the process. This course will focus on providing a solid foundation to the tester in understanding CodedUI tests.

Course Objectives

On completion of this course, attendees will understand how to use the Microsoft Visual Studio CodedUI test IDE to automate an application which has been developed using Microsoft Visual Studio Technologies.

Who should attend?

The course is aimed at any existing and new testers new to test automation who want to extend their skills to include being able to automated against Microsoft technologies.

Prerequisites

It is strongly recommended that attendees have a coding background in either C# or VB .NET.

The course exercises can be completed in either C# or VB .NET to enable the tester to complete the course in their selected development language.



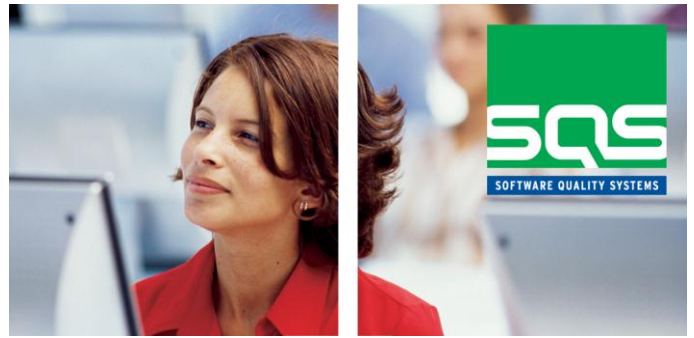
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Day One

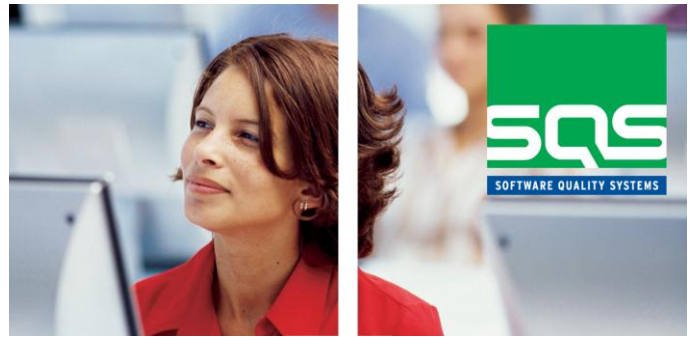
Topic	Description
Introduction	This section will provide a clearer understanding of the Visual Studio Environment and the role performed by the tester. They include: <ul style="list-style-type: none">• TFS Architecture• Role of the Test and Lab Manager• Test Tools Namespace• Different test types, namely: Unit, Load, Web Performance, CodedUI, Ordered and Generic
C# or VB dot NET	This brief section will bring the tester up to speed with specific development concepts related to understanding how the CodedUI has been structured. Topics include: Class identifiers, overloading, inheritance, etc.
CodedUI Test Structure	This section will explore how the various components contribute to the overall design solution in enabling the test type to perform its functions.
Recording a CodedUI Test	This is the first step in creating a CodedUI test. To quickly enable the tester to write their base test. The UI map is the glue between interacting with the GUI and the test code. It is thus very important to understand its impact, refactoring the code definitions, amongst other things.
Creation of assertions	Assertions will enable the test to create a variety of validation and verification points throughout the execution of the test. They will also need to understand how to interpret the results.
Maintenance Part 1	Here the course will explore how to change the data and the assertion expected and actual values.



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Day Two

Topic	Description
Maintenance Part 2	<p>With the diversity of application implementations in existence, there is a need for the automation designer to be able to cope with dynamic objects and data that they might encounter.</p> <p>Here the tester will be enabled to understand the base class which forms a key driving component to the CodedUI test.</p>
Data Driving CodedUI Tests	<p>During the initial recording, the data entered into the SUT will be used. To create a more diverse data testing environment, it will be necessary to source data from a variety of sources; like CSV, XML and Databases.</p>
Real World	<p>In so many courses, the drive is only to teach what the tool is capable of doing, but not necessarily focussing on the practical steps required to make it work in the real world.</p> <p>By providing a hands-on walkthrough, students will be able to understand what approaches are available in constructing their design relative to the application.</p> <p>It will also explore additional exception handling techniques and replay options which exist within the tool itself.</p>

