



# Open2Test Flex Test Automation Framework Keywords for QTP

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## 1. Keywords for Performing an Action

### 1. Click

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	button;<buttonname>	click	
perform	Sparkbutton;<buttonname>	click	

Description: This keyword performs a Click operation on a specified button.

Example: To click on Ok button in Login page then keyword written as  
perform | button;Ok| click

### 2. Set

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	TextBox;<textbox name>	set:<text>	
perform	SparkTextBox;<textbox name>	set:<text>	

Description: Set the value in a textbox

Example: To set abc in text box xyz  
perform|TextBox;xyz|Set:abc

### 3. Submit

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	TextBox;<textbox name>	submit	
perform	TextBox;<textbox name>	submit	

Description: Accomplishes the action by pressing the Enter key.

Example: Submit on the textbox xyz  
perform|TextBox;xyz|Submit

### 4. Click

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	TextBox;<textbox name>	Click	
perform	SparkTextBox;<textbox name>	Click	

Description: Click on the specified textbox.

Example: Click on the textbox xyz  
perform|textbox;xyz|click

### 5. Set

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	Textbox;<textbox_name>	set:env_<Environment Name>	

Description: Set the environment variable in the textbox.

Example: Set the environment variable pqr in textbox xyz  
perform|textbox;xyz|set:pqr

### 6. Set

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	Textbox;<textbox_name>	set:dt_Parameter	

Description: Set the value dt\_variable name (the value stored in the datasheet) in the text box.

Example: Set the value present in the datasheet  
perform|textbox;xyz|set:dt\_var1

### 7. Set

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	Textbox;<textbox_name>	set:#<variable>	

Description: Set the value that is stored in the variable to the specified text box.

Example: The value that is stored in the variable strtext is Set in the textbox xyz  
perform|textbox;xyz|set:#strtext

### 8. Select

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	Combobox;<name>	Select:<name>	

Description: Select a value from a Flexlist/Sparklist by specifying the name.

Example:       Selects xyz in the Flexlist abc  
perform|Combobox;abc|select:xyz

### 9. Selectindex

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	Combobox;<name>	Select index:<#index	

Description: Select a value from a Flexlist/Sparklist by specifying the index of the item to be selected.

Example:       Selects the option having the index as 2 in Flexlist abc  
perform|Combobox;abc|selectindex:2

### 10. Click

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	Combobox;<name>	click	

Description: Click on the FlexList (Combobox).

Example:       Click on the combobox abc  
perform|combobox;abc|click

### 11. Check

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	checkbox;<name>	Check	

Description: Select the checkbox.

Example:       Select the checkbox abc.  
perform|checkbox;abc|Check

## 12. Uncheck

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	checkbox;<name>	Uncheck	

Description: Deselect the checkbox.

Example: Deselect the checkbox abc  
perform|checkbox;abc|Uncheck

## 13. Click

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	checkbox;<name>	click	

Description: Click on the CheckBox.

Example: Click the checkbox abc  
perform|checkbox;abc|click

## 14. Select

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	radiobutton;<name>	Select:#<index>	

Description: Select the radiobutton.

Example: Select the radiobutton abc  
perform|radiobutton;abc|select:4

## 15. Click

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	radiobutton;<name>	click	

Description: Click on the Radio button.

Example: Click on the radio button abc  
perform|radiobutton;abc|click

## 16. Click

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	image;<name>	click	

Description: Click on the image.

Example: Click on the image abc  
perform|image;abc|click

### 17. Click

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	link;<name>	click	

Description: Click on the link.

Example: Click on the link abc  
perform|link;abc|click

### 18. Click

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	element;<name>	click	

Description: Click on the element.

Example: Click on element abc  
perform|element;abc|click

### 19. Click

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	AdvancedDataGrid;<name>	click	

Description: Click on the Flex grid.

Example: Click on the grid xyz  
perform|advgrid;xyz|click

### 20. Close

Object Type: Window

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	Window	Close	

Description: Close the Window.

Example: Closes the xyz Window  
perform|Window;xyz|Close

### 21. Close

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	Dialog	Close	

Description: Close the Dialog.

Example: Closes the xyz Dialog box  
perform|Dialog;xyz|Close

### 22. Verify Select

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	combobox;<name>	verifyselect:<text >	

Description: Select the row from the combo box that contains the mentioned text.

Example: Check whether abc is selected in combobox xyz  
perform|combobox;xyz|verifyselect:abc

### 23. Set

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Textbox;<name>	Set:d_currenttime	

Description: Set the currenttime in the textbox.

Example: Set current time in the textbox abc  
perform|textbox;abc|set:d\_currenttime

### 24. Set

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Textbox;<name>	Set:d_currentdate	

Description: Set the current date in the textbox.

Example: Set current date in the textbox abc  
perform|textbox;abc|set:d\_currentdate

### 25. Set

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	Textbox;<name>	Set:d_d;<value to be added/subtracted>	

Description: Add or subtract the value specified to the currentdate.

Example: Add 15 days to the current date  
perform|textbox;abc|set:d\_d;15

### 26. Set

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Textbox;<name>	Set:d_m;<value to be added/subtracted>	

Description: Add or subtract the value specified to the current month.

Example: Subtract one month from the current month in the textbox abc  
perform|textbox;abc|set:d\_m;1

### 27. Set

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Textbox;<name>	Set:d_y;<value to be added/subtracted>	

Description: Add or subtract the value specified to the current year.

Example: Add 1 year to the current year  
perform|textbox;abc|set:d\_y;1

### 28. Set

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Textbox;<name>	Set:<blank>	

Description: Clears the specified textbox.

Example: Clears the textbox  
perform|textbox;abc|set:blank



### 29. Getrownum

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	advgrid;<name>	Getrownum:<input>	<variable_name>

Description: Gets the row number from the Advanced Datagrid based on the row text provided and stores it into the variable.

Example: Gets the row number and stores it into a variable.  
perform|advgrid;abc|getrownum:<value>|<variable\_name>

### 30. Append

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	textbox;<name>	Append:<text>	

Description: Appends the value to the text in the textbox.

Example: Append text to the textbox.  
perform|textbox;abc|Append:<value>

### 31. State

Object Type: Browser/Window

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	browser;<name>	State	

Description: Sets the browser to maximized/minimized/activated state.

Example: To maximize the browser.  
perform|browser;abc|Maximize

### 32. SelectText

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	textbox;<name>	SelectText:<start char>:<end char>	

Description: Selects the text from textbox based on the starting character and ending character position.

Example: Selects the text from textbox abc.  
perform|textbox;abc|SelectText:3:7

### 33. SQL Value Capture

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	SQLValueCapture;<query>	<Variable name>	

Description: Capture the data from the database by executing the query and store it in the mentioned variable.

Example: Capture the database value present in employee\_name column of employee table and store it in variable "ename"

```
perform|SQLValueCapture;select Employee_name from
employee|ename
```

### 34. SQL Query

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	SQLExecute;<query>		

Description: Execute the mentioned database query.

Example: Delete the entry in database table "employee" where employee\_name is xyz

```
perform|SQLExecute;Delete from employee where
employee_name='xyz'
```

### 35. SQL CheckPoint

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	SQLCheckPoint;<query>	<Checkpoint name>	

Description: Check if the required data is present in the database.

Example: Check whether the Employee\_name is displayed

```
perform|SQLCheckPoint;select Employee_name from
employee|echeck
```

### 36. DoubleClick

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Datagrid;<name>	DoubleClick:<row value>	

Description: Double clicks on a row inside the datagrid.

Example: Double click on a row in Datagrid  
Perform|datagrid;abc|Doubleclick:<rowvalue>

### 37. HeaderClick

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Datagrid;<name>	Headerclick:<column_value>:<column_name>	

Description: Clicks on a column header inside the datagrid.

Example: Clicks on a column Header in Datagrid  
Perform|datagrid;abc|Headerclick:2:Patient\_Age

### 37. Navigate

Object Type: Browser

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	browser;<name>	Navigate:<URL>	

Description: Navigates the browser to specified URL.

Example: Navigates the browser abc to specified URL  
Perform|browser;abc|Navigate:www.google.com

## 2. Keyword for Setting Context

### 1. Set context to a Browser

Object Type: Browser

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Context	Browser;<Browser_name>		

Description: This keyword sets a focus to the specified browser.

Example: To set a focus on Google Browser  
Context | Browser;Google|

## 2. Set context to a Dialog

Object Type: Flex/Spark

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Context	Browser;<name>	Dialog;<name>	

Description: This keyword sets the focus to the specified Window object in the browser.

Example: To set the focus on the dialog xyz  
context|Browser;abc|Dialog;xyz

## 3. Set context to a Grid

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Context	Browser;<name>	application;<App name>::Canvas;<canvas name>::datagrid;<grid name>	

Description: This keyword sets the focus to the specified grid in the specified canvas of the application.

Example: To set the focus on grid pqr  
Context|Browser;Keane|application;xyz::canvas;abc::grid;pqr

## 4. Set a context to an Alert

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Context	browser;<Name>	Alert;<name>	

Description: This keyword sets the focus to the Flex Alert message object.

Example: To set the focus on the Alert pqr  
context|browser;abc|alert;pqr

## 3. Keywords for Checking

### 1. Exist

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	button;<buttonname>	Exist:<True/False>	

Description: This keyword checks whether a specified button exists or not.

Example: To check if Ok button in Login page is existing or not then keyword written is as  
check | button;Ok| exist:True

## 2. Exist

Object Type: Browser

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	Browser;<name>	exist:<T/F>	

Description: Checks for existence of the browser.

Example: Check for the existence of browser xyx  
check|window;xyz|exist:True

## 3. Enabled

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	TextBox;<name>	enabled:True/False	

Description: Check whether the textbox is enabled.

Example: Check whether the textbox abc is enabled  
check|textbox;abc|enabled:true

## 4. Disabled

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	TextBox;<name>	enabled:False	

Description: Check whether the textbox is disabled.

Example: Check whether the textbox abc is disabled  
check|textbox;abc|enabled:false

## 5. Visible

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	TextBox;<name>	visible:<True/False>	

Description: Check whether the textbox is visible.

Example: Check whether the textbox abc is visible  
check|textbox;abc|visible:true

## 6. Invisible

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	TextBox;<name>	visible:False	

Description: Check whether the textbox is invisible.

Example: Check whether the textbox abc is not visible  
check|textbox;abc|visible:false

## 7. Text

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	TextBox;<name>	text:<text>	

Description: Check if a particular string is present or not.

Example: Check whether abc is displayed in the textbox xyz  
check|textbox;xyz|text:abc

## 8. ErrorText

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	TextBox;<name>	Errortext:<text>	

Description: Check if a particular error string is present or not for the textbox object.

Example: Check whether the error message abc is displayed for the textbox xyz  
check|textbox;xyz|errortext:abc

## 16. Focused

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	TextBox;<name>	focused:True	

Description: Checks whether the textbox is focused.

Example: Check whether the textbox abc is focused  
check|textbox;abc|focused:true

## 17. Focused

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	TextBox;<name>	focused:False	

Description: Check whether the textbox is not focused.

Example: Check whether the textbox abc is not focused  
check|textbox;abc|focused:false

### 18. Enabled

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	button;<name>	enabled:True	

Description: Check whether the button is enabled.

Example: Check whether the button abc is enabled  
check|button;abc|enabled:true

### 19. Disabled

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	button;<name>	enabled:False	

Description: Check whether the button is disabled.

Example: Check whether the button abc is not enabled  
check|button;abc|enabled:false

### 20. Selected

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	checkbox;<name>	selected:<True/ False>	

Description: Check whether the checkbox is selected or not.

Example: Checks whether the checkbox abc is selected or not  
check|combobox;abc|selected:true

### 21. Selected

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	radiobutton;<name>	selected:<True/ False>	

Description: Check whether the radiobutton is selected or not.

Example: Checks whether the radiobutton abc is selected or not  
check| radiobutton;abc|selected:false

## 22. Selecteditem

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	combobox;<name>	Selecteditem:<val ue>	

Description: Check whether the specified item is selected or not in a combobox.

Example: Checks whether abc is selected in the combobox xyz  
check|combobox;xyz|selecteditem:abc

## 23. Selectedindex

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	list;<name>	Selectedindex:<#i ndex>	

Description: Check whether the specified item is selected or not in a list.

Example: Checks whether the item specified at index value 3  
is selected in the list xyz  
check|list;xyz|selectedindex:3

## 24. Itemscount

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	combobox;<name>	itemscount:<# items>	

Description: Check for the count of items in combobox.

Example: Checks the number of items present in the combobox xyz  
check|combobox;xyz|itemscount:4



**25. Enabled**

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	combobox;<name>	enabled:True	

Description: Check whether the combobox is enabled.

Example: Check whether the combobox abc is enabled  
check|combobox;abc|enabled:true**26. Enabled**

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	combobox;<name>	enabled:False	

Description: Check whether the combobox is disabled.

Example: Check whether the combobox abc is disabled  
check|combobox;abc|enabled:false**27. Visible**

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	combobox;<name>	visible:True	

Description: Check whether the combobox is visible.

Example: Check whether the combobox abc is visible  
check|combobox;abc|visible:true**28. Visible**

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	combobox;<name>	visible:False	

Description: Check whether the combobox is invisible.

Example: Check whether the combobox abc is invisible  
check|combobox;abc|visible:false**29. Exist**

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	combobox;<name>	exist:<True/False>	

Description: Check for the existence of combobox.

Example: Check for the existence of combobox xyz  
check|combobox;xyz|exist:true

### 30. Enabled

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	checkbox;<name>	enabled:True	

Description: Checks whether the checkbox is enabled.

Example: Check whether the checkbox xyz is enabled  
check|checkbox;xyz|enabled:true

### 31. Enabled

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	checkbox;<name>	enabled:False	

Description: Check whether the checkbox is disabled.

Example: Check whether the checkbox xyz is disabled  
check|checkbox;xyz|enabled:false

### 32. Visible

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	checkbox;<name>	visible:True	

Description: Check whether the checkbox is visible.

Example: Check whether the checkbox xyz is visible  
check|checkbox;xyz|visible:true

### 33. Visible

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	checkbox;<name>	visible:False	

Description: Check whether the checkbox is invisible.

Example: Check whether the checkbox xyz is invisible  
check|checkbox;xyz|visible:false

### 34. Focused

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	checkbox;<name>	focused:True	

Description: Check for the checkbox to be focused.

Example: Check whether the checkbox xyz is focused  
check|checkbox;xyz|focused:true

### 35. Focused

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	checkbox;<name>	focused:False	

Description: Check for the checkbox NOT to be focused.

Example: Check whether the checkbox xyz is not focused  
check|checkbox;xyz|focused:false

### 36. Enabled

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	radiobutton;<name>	enabled:True	

Description: Check whether the radiobutton is enabled.

Example: Check whether the radiobutton xyz is enabled  
check|radiobutton;xyz|enabled:true

### 37. Enabled

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	radiobutton;<name>	enabled:False	

Description: Check whether the radiobutton is disabled.

Example: Check whether the radiobutton xyz is disabled  
check|radiobutton;xyz|enabled:false

### 38. Visible

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	radiobutton;<name>	visible:True	

Description: Check whether the radiobutton is visible.

Example: Check whether the radiobutton xyz is visible  
check|radiobutton;xyz|visible:true

### 39. Visible

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	radiobutton;<name>	visible:False	

Description: Check whether the radiobutton is not visible.

Example: Check whether the radiobutton xyz is not visible  
check|radiobutton;xyz|visible:false

### 40. Itemscout

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	radiobutton;<name>	itemscout:<#items>	

Description: Check the number of elements in the radio group.

Example: Check whether 3 radiobuttons are present in radiogroup xyz  
check|radiobutton;xyz|itemscout:3

### 41. Exist

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	radiobutton;<name>	exist:<True/False>	

Description: Checks for the existence of radiobutton.

Example: check whether the radio button xyz exists  
check|radiobutton;xyz|exist:true

**42. Visible**

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	image;<name>	visible:True	

Description: Checks whether the image is visible.

Example: Check whether the image xyz is visible  
check|image;xyz|visible:true**43. Visible**

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	image;<name>	visible:False	

Description: Check whether the image is invisible.

Example: Check whether the image xyz is invisible  
check|image;xyz|visible:false**44. Exist**

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	image;<name>	exist:<True/False>	

Description: Check for the existence of image.

Example: Check whether the image xyz exists  
check|image;xyz|exist:true**45. Text**

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	link;<name>	text:<text>	

Description: Check for the text of the link.

Example: Check whether the link abc is having text xyz  
check|link;abc|text:xyz**46. Visible**

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	link;<name>	visible:True	

Description: Check whether the link is visible.

Example: Check whether the link xyz is visible  
check|link;xyz|visible:true

#### 47. Visible

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	link;<name>	visible:False	

Description: Check whether the link is invisible.

Example: Check whether the link xyz is invisible  
check|link;xyz|visible:false

#### 48. Exist

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	link;<name>	exist:<True/False>	

Description: Check for the existence of link.

Example: Check whether the link abc exist  
check|link;abc|exist:true

#### 49. Exist

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	advgrid;<name>	exist:True	

Description: Check for the existence of Advanced datagrid.

Example: Check whether the grid abc exist  
check|advgrid;abc|exist:true

#### 50. Visible

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	element;<name>	visible:True	

Description: Check whether the element is visible.

Example: Check whether the element xyz is visible  
check|element;xyz|visible:true

### 51. Visible

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	element;<name>	visible:False	

Description: Check whether the element is invisible.

Example: Check whether the element xyz is invisible  
check|element;xyz|visible:false

### 52. Exist

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	application;<name>	exist:<True/False>	

Description: Check whether an Application exists or not.

Example: Check for the existence of the Application xyz  
Check|Application;xyz|exist:true

### 53. Exist

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	canvas;<name>	exist:<True/False>	

Description: Check whether a canvas exists or not.

Example: Check for the non existence of the canvas xyz  
check|canvas;xyz|exist:false

### 54. Exist

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	panel;<name>	exist:<True/False>	

Description: Check whether a panel exists or not

Example: Check for the existence of the panel xyz  
check|panel;xyz|exist:true

### 55. Exist

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	browser;<browser_name>	exist:<True/False>	

Description: Check whether a browser exists or not.

Example: Check for the existence of the browser xyz  
check|browser;xyz|exist:true

### 56. Text

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	textbox;<name>	text:blank	

Description: Check whether the textbox field is blank.

Example: Check whether the textbox abc is blank  
check|textbox;abc|text:blank

### 57. Text

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	TextBox;<name>	text:#<variable name>	

Description: Check if the value of environment variable is present or not.

Example: Check for the environment variable present in the textbox xyz  
check|textbox;xyz|text:#strenv

## 4. Keywords for string operations

### 1. String Search

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
strsearch	<Main String>;<Sub String>	<variable>	

Description: This keyword searches for the <Sub String> in the <Main String> and stores the <Sub String> position.



Example: Search for string 'ane' in Main string 'Smith' and store the position of the string in 'intp'  
strsearch | abcdefgh;cede | intp

## 2. String Replace

Object Type:General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
strreplace	Mainstring;SubString;String	Variable	

Description: Replace the main string with the sub string and store the resulting string in a variable.

Example: Replace cde by fghij in string abcde.The resulting string is stored in strq  
strreplace | abcde;cde;fghij | strq

## 3. String Concat

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
strconcat	str1;str2;str3...;strn	Variable	

Description: Concatenate the strings entered.

Example: Concatenate abc and xyz  
strconcat|abc;xyz|stra

## 5. Keywords for Storing Values

### 1. Storevalue

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	<Object>;<object Name>	<PropertyName>;<variable Name>	

Description: Stores the value of<Property Name> in variable <variable name> of type <Object> with name<Object>

Example: Store whether the button 'OK' exists or not in variable 'blnx'.  
storevalue | button;OK | exist:stra

### 2. Storevalue

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	TextBox;<textbox name>	prop_name:<variable_name>	

Description: Store the value of the property in the specified variable.

Example: Store the text present in the textbox in the variable strtext  
storevalue|textbox;abc|text:strvariable

### 3. Storevalue

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	Textbox;<textbox_name>	text:p_<parameter>	

Description: Store the value of the property in the specified variable.

Example: Store the text present in the textboxes a parameter in the variable strvariable  
storevalue|textbox;abc|text:p\_strvariable

### 4. Storevalue

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	button;<button name>	prop_name:<variable_name>	

Description: Store the value of the property in the specified variable.

Example: Store the button property enabled in the variable strvariable  
storevalue|button;abc|enabled:strvariable

### 5. Storevalue

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	Combobox;<name>	prop_name:<variable_name>	

Description: Store the value of the property in the specified variable.

Example: Store the number of items present in the combobox xyz  
storevalue|combobox;xyz|itemscout:intno

### 8. Storevalue

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	checkbox;<name>	prop_name:<variable_name>	

Description: Store the value of the property in the specified variable.

Example: Store the value of the visible property in the variable strvisible for the checkbox

storevalue|checkbox;xyz|visible:strvisible

### 9. Storevalue

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	radiobutton;<name>	prop_name:<variable_name>	

Description: Store the value of the property in the specified variable.

Example: Store the number of radiobuttons present in the radiogroup abc

storevalue|radiobutton;abc|itemcount:strno

### 10. Storevalue

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	image;<name>	prop_name:<variable_name>	

Description: Store the value of the property in the specified variable.

Example: Store the visible property value for the image xyz in the variable strval

storevalue|image;xyz|visible:strval

### 11. Storevalue

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	link;<name>	prop_name:<variable_name>	

Description: Store the value of the property in the specified variable.

Example: Store the visible property value for the link abc in the variable strval

```
storevalue|link;xyz|visible:strval
```

### 12. Storevalue

Object Type: Window

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	window;<window name>	Exist:<variable name>	

Description: Store the value 'True' in variable (Environment Variable) if window exist, 'False' otherwise.

Example: Store the value of existence of the window in variable str  
storevalue|window;Patient|Exist:str

### 13. Storevalue

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	textbox;<name>	errortext:<variable name>	

Description: Store the Error text of the specified textbox.

Example: Store the Error text of the specified textbox in variable str  
storevalue|textbox;PatientAge|Errortext:str

### 14. Storevalue

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	advgrid;<name>	getcelldata:<variable	

Description: Store the value at particular cell of the Advanced grid.

Example: Store the value at row 3 and column 4 of a grid in variable str  
storevalue|advgrid;Patient|getcelldata:3:4|str

### 15. Storevalue

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	advgrid;<name>	rowcount:<variable name>	

Description: Stores the number of rows of an Advanced grid.

Example: Store the number of rows of an Advanced grid in variable str  
storevalue|advgrid;Patient|rowcount:str

### 16. Storevalue

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	advgrid;<name>	columncount:<variable>	

Description: Stores the number of columns of an Advanced grid.

Example: Store the number of columns of an Advanced grid in variable str  
storevalue|advgrid;Patient|columncount:str

### 17. Storevalue

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	list;<name>	selecteditem:<variable>	

Description: Stores the selected item's name of a Flex list.

Example: Store the item selected in a Flex list into variable str  
storevalue|list;Patient|selecteditem:str

### 18. Storevalue

Object Type: Flex/Spark object

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	list;<name>	selectedindex:<variable>	

Description: Stores the selected item's index value of a Flex list.

Example: Store the index value of the item selected in a Flex list into variable str  
storevalue|list;Patient|selectedindex:str

## 6. Keyword for launching the application

### 1. Launch Application

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
LaunchApp	<URL Name>		

Description: Launch the application of the specified URL.

Example: Launch the Google web search engine.  
LaunchApp|www.google.com

## 7. Keyword for Condition

### 1. Equals

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
condition	<var1;equals;<var2>	startrow; endrow	

Description: If condition is TRUE then perform from <start row>. Otherwise, perform from <end row>+1.

Example: Check for condition, if it is true start from 12 else start from 15  
conditon|abc;equals;abc|12;15

### 2. Less Than

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
condition	<var1;lessthan;<var2>	startrow; endrow	

Description: If condition is TRUE then perform from <start row>. Otherwise, perform from <end row>+1.

Example: Checks for condition, if it is true start from 17 else start from 18  
conditon|abc;lessthan;abc|17;18

### 3. Greater Than

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
condition	<var1;greaterthan;<var2>	startrow; endrow	

Description: If condition is TRUE then perform from <start row>. Otherwise, perform from <end row>+1.

Example: Checks for condition, if it is true start from 12 else start from 19  
`conditon|abc;greaterthan;abc|12;19`

#### 4. Not

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
condition	<var1;not;<var2>	startrow; endrow	

Description: If condition is TRUE then perform from <start row>. Otherwise, perform from <end row>+1.

Example: Check for condition, if it is true start from 26 else start from 28  
`conditon|abc;not;abc|26;28`

#### 5. Equals with Variable

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
condition	#<variable name>;equals;True	startrow; endrow	

Description: Extract the value of environment variable, then check condition. If condition is TRUE then perform from <start row>. Otherwise, perform from <end row>+1.

Example: Check for condition, if it is true start from 29 else start from 31  
`condition|#abc;equals>true|29;31`

#### 6. Equals with Variable

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
condition	#<variable name>;equals;False	startrow; endrow	

Description: Extract the value of environment variable, then check condition. If condition is TRUE then perform from <start row> Otherwise, perform from <end row>+1.

Example: Check for condition, if it is true start from 42 else start from 45  
`condition|#abc;equals>false|42;45`

## 7. Not with variable

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
condition	#<variable name>;not;True	startrow;endrow	

Description: Extract the value of environment variable, then check condition. If condition is TRUE then perform from <start row>. Otherwise, perform from <end row>+1.

Example: Check for condition, if it is true start from 32 else start from 25  
condition|#abc;not>true|32;35

## 8. Keyword for Keyboard operations

### 1. Press Key

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
presskey	Alt+F4		

Description: Perform keyboard operation on the object.

Example: Perform "Alt+F4" on the window abc  
Context|Window;abc  
presskey|Alt+F4

### 2. Press Key

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
presskey	<key>		

Description: Perform the function of the key.

Example: Press F10 key  
presskey|F10

## 9. Keyword for inserting Wait

### 1. Wait

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
wait	<seconds>		

Description: Wait property (Static).

Example: Wait for 3 seconds  
wait|3



## 10. Keyword for calling a function

### 1. Call Function

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
callfunction	function name	<x, y, z>	

Description: Call a function.

Example: Call the user defined functions  
callfunction|abcd|str1:str2

## 11. Keyword for calling an action

### 1. CallAction

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
callaction	actionName	<parameter1:parameter2:.. Parameter5>	

Description: Call an action.

Example: Call the action "action\_add" x,y are parameters  
callaction|action\_add|x:y

## 12. Keyword for getting a value

### 1. MsgBox

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
msgbox	#<variable name>		

Description: Display the environment of a variable.

Example: Display the value stored in variable in str  
msgbox | #stra

## 13. Keyword for Reporting

### 1. Reporting

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
report	<event>;<exp1>:<exp2>::<act1> :<act2>		

Description: Customized reporter event in which variables can be passed

Example: Report the event comparison of clinician name as Pass

```
report | pass;Clinician should be:#strclin::Clinician is
:#stra:,which is correct
```

#### 14. Keyword for looping into action

##### 1. Looping

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Loop	<start row>;<end row>		

Description: Loop a set of actions given in the datatable. If no value is given in the fourth column of the global datasheet for this keyword , the <no of times to loop> is taken as the no. of active rows present in the "Action1" sheet of QTP.

Example: Loop the action between row 4 and row8  
loop|4;8

##### 2. Looping

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Loop	<start row>;<end row>	<no of times to loop>	

Description: Loos a set of actions falling between the specified row numbers.

Example: Loop the action between row 4 and row8 for 3 times  
loop|4;8|3

#### 15. Keyword for assigning

##### 1. Assign

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
assignvalue	Variable Name; <val>		

Description: Assign a value to the variable. Note: Datatable values and environment values can also be assigned to a variable.

Example: Assign 6 to variable inta  
assign|inta;6

#### 16. Keyword for Arithmetic Operations

##### 1. Assign

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
arith	2+3+4	z	

Description: Performs basic arithmetic functions.

Example: Adds 2 and 3 and stores the result in x  
arith|2+3|x

## 17. Keyword for file/folder operations

### 1. Folder Create

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
function	Folder	Create;<Folder Path/Name>	

Description: Create a folder in the path mentioned.

Example: Create a folder 'ASM' in C drive  
function|Folder|Create;C:\ASM

### 2. Folder Delete

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
function	Folder	Delete;<Folder Path/Name>	

Description: Delete a folder from the mentioned path.

Example: Delete a folder 'ASM' from C drive  
function|FoldeDelete;C:\ASM

### 3. Folder Copy

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
function	Folder	Copy;<Source Path/Name>;<Desti nationFolder Path/Name>	

Description: Copy a folder from the source path to the destination path.

Example: Copy the folder 'ASM' from C drive to D drive  
function|FolderCopy;C:\ASM;D:\ASM

### 4. Folder Move

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
function	Folder	Move;<Source Path/Name>;<DestinationFolder Path/Name>	

Description: Move a folder from the source path to the destination path.

Example: Move the folder 'ASM' from C drive to D drive

function|FolderMove;C:\ASM;D:\ASM

### 5. File Create

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
function	File	Create;<File Path/Name>	

Description: Create a file with .txt extension in the specified path.

Example: Create a text file 'ASM' in C drive

function|File|Create;C:\ASM.txt

### 6. File Delete

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
function	File	Delete;<File Path/Name>	

Description: Delete a file with .txt extension from the specified path.

Example: Delete a text file 'ASM' from C drive

function|File|Delete;C:\ASM.txt

### 7. File Copy

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
function	File	Copy;<Source File Path/Name>;<Destination Folder Path>	

Description: Copy a file with .txt extension from the source path to the destination path.

Example: Copy the file 'TESTING' from D drive to folder ABC in D drive

function|File|Copy;D:\TESTING.txt;D:\ABC\

### 8. File Move

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
function	File	Move;<Source File Path with Name>;<Destination Folder Path>	

Description: Move a file with .txt extension from the source path to the destination path.

Example: Move the file 'TESTING' from D drive to folder ABC in D drive  
function|File|Move;D:\TESTING.txt;D:\ABC\

### 9. File Write

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
function	File	Write;<File Path/Name>;<The value to be entered>	

Description: Write the value mentioned into the specified .txt file. If any text is already present then the text is overwritten with the new value.

Example: Write the text 'CHECK IF WORKING' in 'ASM' text file  
function|File|Write;C:\ASM.txt;CHECK IF WORKING

### 10. File Read

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
function	File	Read;<File Path/Name>;<Variable to store data from file>	

Description: Read the contents of a mentioned .txt file and store the values in the mentioned environment variable.

Example: Read the text from 'ASM' text file and stores in a variable VAR  
function|File|Read;C:\ASM.txt;VAR

### 11. File Write

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
function	File	Append;<File Path/Name>;<text to be appended to file>	

Description: Append the data mentioned with the data contained in the .txt file being mentioned.

Example: Append the text 'ASM' to 'ASM' text file  
function|File|Append;C:\ASM.txt;ASM

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