



# QTP Open Source Test Automation Framework Keywords for .NET

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## 1. Keyword for launching the application

### 1. Launch Application

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
LaunchApp	<Application Path>	0	0

Description: This keyword is used to launch the application using the specified path.

Example: Launch the flight application

```
LaunchApp | C:\Program  
Files\HP\QuickTestProfessional\samples\flight\app\flight4a.exe
```

### 2. Launch Application

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
LaunchApp	0	0	0

Description: This keyword is used to launch the application using the URL specified in the environmental variable "LaunchApp".

Example: Launch the specified path

```
LaunchApp |
```

## 2. Keyword for calling a action

### 1. Call Action

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
CallAction	<Action Name>	<parameter1:parameter2:... Parameter5>	0

Description: This keyword is used to call an external action. The action can have one or more parameters.

Example: Calls the action "action\_add" x,y are parameters

```
callaction|action_add|x:y
```

### 3. Keyword for calling a function

#### 1. Call Function

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
CallFunction	<Function name>	<x:y:z>	0

Description: This keyword is used to call an external user-defined function. The function can have one or more arguments.

Example: Calls the user-defined function 'abcd' with input arguments 'str1' and 'str2'  
callfunction|abcd|str1:str2

### 4. Keyword for Setting Context

#### 1. Set context to a Swfwindow

Object Type: Swfwindow

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Context	Window;<Swfwindowname>	0	0

Description: This keyword sets the focus to the specified Swfwindow.

Example: To set the focus on the Swfwindow abc  
context|Window;abc

#### 2. Set context to a Dialog

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Context	Dialog;<name>	0	0

Description: This keyword sets the focus to the specified dialog Swfwindow.

Example: To set the focus on the dialog pqr  
context|Dialog;pqr

#### 3. Set context to a popup window

Object Type: Window

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Context	popupwindow;<name>	0	0

Description: This keyword sets the focus to the specified pop up window.

Example: To set the focus on the window pqr

```
context |popupwindow;pqr
```

#### 4. Set context to a vbwindow

Object Type: Window

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Context	vbwindow;<name>	0	0

Description: This keyword sets the focus to the specified vbwindow.

Example: To set the focus on the vbwindow pqr  
context |vbwindow;pqr

#### 5. Set context to a dialog existing in a Swfwindow

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Context	Window;<Swfwindowname>	Dialog;<name>::Dialog;<name>	0

Description: This keyword sets the focus to the specified dialog Swfwindow existing in a Swfwindow.

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

#### 6. Set context to a dialog existing in a dialog

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Context	Dialog;<name>	Dialog;<name>::Dialog;<name>	0

Description: This keyword sets the focus to the specified child dialog existing in a dialog Swfwindow.

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

### 5. Keyword for importing the Data Sheet

### 1. Import Data

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
ImportData	<file path\file name>	< sheet name to be imported>	0

Description: This keyword is used to import data from the specified spreadsheet to "Action1" sheet of QuickTest Professional (QTP).

Example: Imports the specified sheet  
ImportData|C:\Documents and Settings\Test.xls|Sheet1

## 6. Keywords for Performing an Action

### 1. Close

Object Type: Swfwindow

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Window;<Swfwindowname>	Close	0

Description: This keyword is used to close the specified Swfwindow.

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

### 2. Maximize

Object Type: Swfwindow

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Window;<Swfwindowname>	Maximize	0

Description: This keyword is used to maximize the specified Swfwindow.

Example: Maximizes the xyz Swfwindow  
perform|Window;xyz|Maximize

### 3. Minimize

Object Type: Swfwindow

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Window;<Swfwindowname>	Minimize	0

Description: This keyword is used to minimize the specified Swfwindow.

Example: Minimizes the xyz Swfwindow  
perform|Window;xyz|Minimize

#### 4. Click

Object Type: SwfButton

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Button;<buttonname>	Click	0

Description: This keyword is used to click on the specified SwfButton object.

Example: Click on the 'OK' button  
perform | button;Ok| click

#### 5. Set

Object Type: SwfRadioButton

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	RadioButton;<RadioButto nName>	Set	0

Description: This keyword is used to set the specified SwfRadioButton object.

Example: Select the radiobutton abc  
perform|radiobutton;abc|set

#### 6. Click

Object Type: SwfRadioButton

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	RadioButton;<RadioButto nName>	Click	0

Description: This keyword is used to click on the specified SwfRadioButton object.

Example: Select the radiobutton abc by clicking on it  
perform|radiobutton;abc|click

#### 7. Check

Object Type: SwfCheckBox

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	CheckBox;<CheckBoxName>	Check	0

Description: This keyword is used to select the specified SwfCheckBox object.

Example: Select the checkbox abc  
perform|checkbox;abc|check

## 8. Uncheck

Object Type: SwfCheckBox

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	CheckBox;<CheckBoxName>	Uncheck	0

Description: This keyword is used to uncheck the specified SwfCheckBox object.

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

## 9. Click

Object Type: Swftab

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Tab;<TabName>	Click	0

Description: This keyword is used to click on the specified SwfTab object.

Example: Click on the Swftab abc  
perform|Tab;abc|Click

## 10. Select

Object Type: Swftab

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Tab;<TabName>	Select:<name>	0

Description: This keyword is used to select the specified item from the SwfTab object.

Example: Select the tab item xyz from tab 'abc'  
perform|Tab;abc|select:xyz

## 11. Select

Object Type: Swftab

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Tab;<TabName>	SelectIndex:<index>	0

Description: This keyword is used to select a tab item by specifying the index in the SwfTab object.

Example: Selects the tab item xyz from tab 'abc' using index  
perform|Tab;abc|selectindex:2

## 12. Select

Object Type: SwfList

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	ListBox;<listboxname>	Select:<item>	0

Description: This keyword is used to select the specified item from the SwfList object.

Example: Selects the item xyz from listbox 'abc'  
perform|Listbox;abc|select:xyz

## 13. Selectrange

Object Type: SwfList

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	ListBox;<listboxname>	selectrange:<item_name1>:<item_name2>	0

Description: This keyword is used to select the specified items from the SwfList object.

Example: Selects the item abc,def,xyz, from listbox 'abc'  
perform|Listbox;abc|selectrange:abc:def:xyz

## 14. Select

Object Type: SwfCombobox

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	ComboBox;<ComboBoxname>	Select:<item>	0

Description: This keyword is used to select the specified item from the SwfCombobox object.

Example: Selects item abc from combobox xyz  
perform|combobox;xyz|select:abc

## 15. Select

Object Type: SwfCombobox

Keyword Syntax:



action	Object	actionvalue1	actionvalue2
Perform	ComboBox;<ComboBoxname>	SelectIndex:<index>	0

Description: This keyword is used to select an item by specifying the index in the SwfCombobox object.

Example: Selects item abc from combobox xyz, which has an index 2  
perform|combobox;xyz|selectindex:2

### 16. Type

Object Type: SwfCombobox

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	ComboBox;<ComboBoxname>	Type:<item>	0

Description: This keyword is used to type the specified string in the SwfComboBox object.

Example: Types a value abc in Combobox xyz  
perform|combobox;xyz|type:abc

### 17. Set

Object Type: SwfEdit

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Textbox;<textboxname>	Set:<text>	0

Description: This keyword is used to set the specified value in the SwfEdit object.

Example: Sets a value abc in textbox xyz  
perform|textbox;xyz|set:abc

### 18. Type

Object Type: SwfEdit

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Textbox;<textboxname>	Type:<value>	0

Description: This keyword is used to type the specified string in the SwfEdit object.

Example: Types a value abc in textbox xyz  
perform|textbox;xyz|type:abc

### 19. Click

Object Type: SwfEdit

Keyword Syntax:

action	Object	actionvalue1	actionvalue2

Perform	Textbox;<textboxname>	Click	0
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Description: This keyword is used to click on the specified SwfEdit object.

Example: Clicks on the specified textbox abc  
perform|Textbox;abc|Click

## 20. Double Click

Object Type: SwfEdit

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Textbox;<textboxname>	DoubleClick	0

Description: This keyword is used to double-click on the specified SwfEdit object.

Example: Double-clicks on the specified textbox abc  
perform|Textbox;abc|DoubleClick

## 21. Type

Object Type: SwfEditor

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Editor;<editorname>	Type:<value>	0

Description: This keyword is used to type the specified value in the mentioned SwfEditor object.

Example: Types a value abc in editor notepad  
perform|editor;notepad|type:abc

## 22. Close

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Dialog;<name>	Close	0

Description: This keyword is used to close the dialog Swfwindow.

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

## 23. Restore

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
--------	--------	--------------	--------------

Perform	Dialog;<name>	Restore	0
---------	---------------	---------	---

Description: This keyword is used to restore the dialog to its previous size.

Example: Restore the xyz Dialog box  
perform|Dialog;xyz|Restore

#### 24. Wait

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Wait;<time to wait>	0	0

Description: This keyword is used for static wait in the script.

Example: Wait for 3 seconds  
wait|3

#### 25. Press

Object Type: SwfToolbar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	ToolBar;<name>	Press:<name>	0

Description: This keyword is used to click on the specified item of the SwfToolbar object.

Example: Click on the toolbar item abc of the toolbar Tbar  
perform|Toolbar;Tbar|Press:abc

#### 26. Expand

Object Type: SwfTreeView.

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	TreeView;<name>	Expand:<name>	0

Description: This keyword is used to expand the node of the specified SwfTreeView.

Example: Expands the tree item 'Desktop;My Documents' of TreeView 'trev'  
Perform|TreeView;trev|Expand:Desktop;My Documents

#### 27. ExpandAll

Object Type: SwfTreeView.

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
--------	--------	--------------	--------------

Perform	TreeView;<name>	ExpandAll:<item name>	0
---------	-----------------	-----------------------	---

**Description:** This keyword is used to expand all the nodes of the specified node in the SwfTreeView.

**Example:** Expands all the tree items present under tree item 'Desktop;Test' in TreeView 'trev'  
Perform|TreeView;trev|ExpandAll:Desktop;Test

### 28. Collapse

Object Type: SwfTreeView.

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	TreeView;<name>	Collapse:<name>	0

**Description:** This keyword is used to hide the sub-nodes of the specified node in the expanded tree-view control SwfTreeView.

**Example:** Collapses all the tree items present under tree item 'Desktop;Test' in TreeView 'trev'  
Perform|TreeView;trev|Collapse:Desktop;My Computer

### 29. Select

Object Type: SwfTreeView.

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	TreeView;<name>	Select:<name>	0

**Description:** This keyword is used to select the specified node from the tree item control SwfTreeView.

**Example:** Selects the tree item 'Desktop;Test' from treeview 'trev'  
Perform|TreeView;trev|Select:Desktop;Test

### 30. Select

Object Type: SwfListView.

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	ListView;<name>	Select:<name>	0

**Description:** This keyword is used to select the specified value from the SwfListView object.

Example:       Selects the item TEST from listview 'trev'  
                  Perform|ListView;trev|Select:TEST

### 31. Select

Object Type: SwfListView.

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	ListView;<name>	SelectRange:<item name1>:<item name2>	0

Description:   This keyword is used to select a range of items from <item name1> to <item name2> in the specified SwfListView.

Example:       Selects the range of items between TEST1 and TEST4 from listview 'trev'  
                  Perform|ListView;trev|Selectrange:TEST1:TEST4

### 32. Set

Object Type: SwfCalendar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Calendar;<name>	SetDate:Now	0

Description:   This keyword is used to set the current date in the specified SwfCalendar object.

Example:       Sets the current date in Calendar 'calen'  
                  Perform|Calendar;calen|SetDate:Now

### 33. Set

Object Type: SwfCalendar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Calendar;<name>	SetDate:Date	0

Description:   This keyword is used to set the current date in the specified SwfCalendar object.

Example:       Sets the current date in Calendar 'calen'  
                  Perform|Calendar;calen|SetDate:Date

### 34. Set

Object Type: SwfCalendar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2

Perform	Calendar;<name>	SetDate:<Date>	0
---------	-----------------	----------------	---

Description: This keyword is used to set the specified date in the SwfCalendar object.

Example: Sets the date 12/12/08 in Calendar 'calen'

Perform|Calendar;calen|SetDate:12/12/08

### 35. Set

Object Type: SwfCalendar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Calendar;<name>	SetTime:Now	0

Description: This keyword is used to set the current time in the specified SwfCalendar object.

Example: Sets the current time in Calendar 'calen'

Perform|Calendar;calen|SetTime:Now

### 36. Click

Object Type: SwfCalendar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Calendar;<name>	Click	0

Description: This keyword is used to click on the specified SwfCalendar object.

Example: Click on the calendar 'calen'

Perform|Calendar;calen|Click

### 37. Scroll

Object Type: SwfScrollBar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	ScrollBar;<name>	NextLine[:<line number>]	0

Description: This keyword is used to move the scroll bar downward, or to the right by the specified number of lines.

Example: Moves the scroll bar 'ScrlB' downward by 50 lines  
Perform|ScrollBar;ScrlB|NextLine:50

### 38. Scroll

Object Type: SwfScrollBar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	ScrollBar;<name>	PrevLine[:<line number>]	0

Description: This keyword is used to move the scroll bar upward, or to the left by the specified number of lines.

Example: Moves the scroll bar 'ScrlB' upward by 25 lines  
Perform|ScrollBar;ScrlB|PrevLine:25

### 39. Scroll

Object Type: SwfScrollBar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	ScrollBar;<name>	NextPage[:<line number>]	0

Description: This keyword is used to move the scroll bar downward, or to the right by the specified number of pages.

Example: Moves the scroll bar 'ScrlB' downward by 4 pages  
Perform|ScrollBar;ScrlB|NextPage:4

### 40. Scroll

Object Type: SwfScrollBar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	ScrollBar;<name>	PrevPage[:<line number>]	0

Description: This keyword is used to move the scroll bar upward, or to the left by the specified number of pages.

Example: Moves the scroll bar 'ScrlB' upward by 3 pages  
Perform|ScrollBar;ScrlB|PrevPage:3

### 41. Type

Object Type: SwfObject.

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Object;<name>	Type:<value>	0

Description: This keyword is used to type the specified string in the

SwfObject.

Example: `Types the value 'abccc' in the SwfObject 'MS'`  
`context|Swfwindow;Microsoft Word`  
`perform|Object;MS|Type:abccc`

#### 42. Click

Object Type: SwfObject.

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Object;<name>	Click	0

Description: This keyword is used to click on the specified SwfObject.

Example: `Clicks on the object 'MS'`  
`context|Swfwindow;Microsoft Word`  
`perform|Object;MS|Click`

#### 43. SQL Value Capture

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	SQLValueCapture;<query>	<Variable name>	0

Description: This keyword captures the data from the database object by executing the specified query and storing it in the mentioned variable <Variable name>.

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`

#### 44. SQL Value Capture

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	SQLMultipleCapture;<query>	OutputCheckPointName	0

Description: This keyword executes the specified SQL query, captures multiple values from the database object, and stores them in the specified variable.

Example: `Captures the values present in fields employee_name, emp_id, emp_no from employee table`  
`perform|SQLMultipleCapture;select Employee_name, emp_id, emp_no`



from employee|VAR

#### 45. SQL Execute

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	SQLExecute;<query>	0	0

Description: This keyword executes the specified SQL query in the database.

Example: Delete the entry in database table "employee" where employee\_name is xyz  
perform|SQLExecute;Delete from employee where employee\_name='xyz'

#### 46. SQL Checkpoint

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	SQLCheckPoint;<query>	<Checkpoint name>	0

Description: This keyword executes the specified SQL query and checks if the required data is present in the database or not.

Example: Check for the Employee\_name displayed in the Employee table for emp\_id='1'  
perform|SQLCheckPoint;select Employee\_name from employee where emp\_id='1'|echeck

#### 47. Type

Object Type: SwfEdit

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Textbox;<name>	Type:d_currenttime	0

Description: This keyword is used to set the current time in the specified SwfEdit object.

Example: Sets the current time in 'Name' textbox  
perform|Textbox;Name|Type:d\_currenttime

#### 48. Click

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	Dialog;<name>	TextClick:<text>	0

Description: This keyword is used to click on the specified text in the dialog in Swfwindow.

Example: Clicks on the text 'ABC' present in dialog 'MS explorer'  
perform|Dialog; MS Explorer|TextClick:ABC

#### 49. Click

Object Type: Swfwindow.

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	Swfwindow;<name>	TextClick:<text>	0

Description: This keyword is used to click on the specified text in the Swfwindow.

Example: Clicks on the text 'ABC' present in Swfwindow 'MS explorer'  
perform|Window;MS Explorer|TextClick:ABC

#### 50. Set

Object Type: SwfSpin

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Spinner;<name>	Set:<value>	0

Description: This keyword is used to set the specified value in the SwfSpin Object.

Example: Sets a value 5 in the spinner 'msspin'  
Perform|Spinner;msspin|Set:5

#### 51. Click

Object Type: SwfSpin

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Spinner;<name>	Click	0

Description: This keyword is used to click on the specified SwfSpin Object.

Example: Clicks on the spinner 'msspin'  
Perform|Spinner;msspin|Click

#### 52. Spin

Object Type: SwfSpin

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Spinner;<name>	Next	0

Description: This keyword is used to click on the UP button of SwfSpin Object once.

Example: Spins the 'msspin' spinner up  
Perform|Spinner;msspin|Next

### 53. Spin

Object Type: SwfSpin

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Perform	Spinner;<name>	Previous	0

Description: This keyword is used to click on the DOWN button of SwfSpin Object once.

Example: Spins the 'msspin' spinner down  
Perform|Spinner;msspin|Previous

### 54. Extendselect

Object Type: SwfListView

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	ListView;<name>	extendselect:<value> >	0

Description: This keyword is used to select an additional item in the SwfListView object.

Example: Selects additional item ME from listview 'Slist'  
perform|ListView;Slist|extendselect:ME

### 55. Deselect

Object Type: SwfListView

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	ListView;<name>	deselect:<value>	0

Description: This keyword is used to remove a selected item from the specified SwfListView.

Example: DeSelects item Cal from listview 'Slist'  
perform|ListView;Slist|deselect:Cal

## 56. Select

Object Type: SwfListView

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	ListView;<name>	SelectIndex:<index>	0

Description: This keyword is used to select an item by specifying the index in the SwfListView object.

Example: Selects item of index 2 from listview 'Slist'  
perform|ListView;Slist|selectindex:2

## 57. Extendselect

Object Type: SwfListView

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	ListView;<name>	extendselectindex:<index>	0

Description: This keyword is used to select an additional item of the specified index in the SwfListView object.

Example: Selects additional item with index 4 from listview 'Slist'  
perform|ListView;Slist|extendselectindex:4

## 58. Deselect

Object Type: SwfListView

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	ListView;<name>	deselectindex:<index>	0

Description: This keyword is used to remove an item of the specified index from the specified SwfListView.

Example: DeSelects item with index 2 from listview 'Slist'  
perform|ListView;Slist|deselectindex:2

## 59. SelectRange

Object Type: SwfListView

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	ListView;<name>	selectrangeindex:<value1>:<value2>	0

Description: This keyword is used to select a range of items between the two given values in the SwfListView object.

Example: Selects a range of items with index 0 to 2 from listview 'Slist'  
perform|ListView;Slist|selectrangeindex:0:2

## 60. Activate

Object Type: SwfListView

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	ListView;<name>	activate	0

Description: This keyword is used to activate the listview.

Example: Activates listview 'Slist'  
perform|ListView;Slist|activate

## 61. Click

Object Type: SwfListView

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	ListView;<name>	click	0

Description: This keyword is used to click on the listview.

Example: Clicks listview 'Slist'  
perform|ListView;Slist|click

## 62. Random

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	random;<num>	<variable>	0

Description: This keyword is used to generate a random number between 0 and <num> specified.

Example: Generates a random number between 0 and <num> specified  
perform|random;<num>|intNumber

## 63. Split

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
perform	split;<variable>^<delimiter> iter>^	<v1>:<e1>;<var2>:<e2>	0

Description: This keyword is used to split the variable using the <delimiter> and store the elements(e1,e2) of the split array into variable(v1,v2) respectively.

Example: Split the variable using the <delimiter> and store the elements(e1,e2) of the split array into variable(v1,v2) respectively.  
perform|split;MainString^S^|string1:string2

## 7. Keywords for Checking

### 1. Enabled

Object Type: Swfwindow

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Swfwindow;<Swfwindowname>>	Enabled:<True/False>	0

Description: This keyword is used to check for the enabled/disabled property of the specified Swfwindow.

Example: 1.Verify that the Swfwindow xyz is enabled  
2.Verify that the Swfwindow xyz is not enabled  
1. check|Swfwindow;xyz|enabled:true  
2. check|Swfwindow;xyz|enabled:false

### 2. Exist

Object Type: Swfwindow

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Swfwindow;<Swfwindowname>>	Exist:<True/False>	0

Description: This keyword is used to check for the existence/non-existence property of the specified Swfwindow.

Example: Verify that the Swfwindow xyz exist  
check| Swfwindow;xyz|exist:true

### 3. Enabled

Object Type: SwfButton

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
--------	--------	--------------	--------------

Check	Button;<buttonname>	Enabled:<True/False >	0
-------	---------------------	--------------------------	---

Description: This keyword is used to check for the enabled/disabled property of the specified SwfButton object.

Example: Verify that the button abc is enabled

check|button;abc|enabled:true

#### 4. Exist

Object Type: SwfButton

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Button;<buttonname>	Exist:<True/False>	0

Description: This keyword is used to check for the existence/non-existence property of the specified SwfButton object.

Example: Verify that the button xyz does not exist

check|button;xyz|exist:false

#### 5. Focused

Object Type: SwfButton

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Button;<buttonname>	Focused:<True/False >	0

Description: This keyword is used to check for the focused/not focused property of the specified SwfButton object.

Example: Verify that the button abc is focused

check|button;abc|focused:true

#### 6. Enabled

Object Type: SwfRadioButton

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
--------	--------	--------------	--------------

Check	RadioButton;<RadioButto nName>	Enabled:<True/False >	0
-------	-----------------------------------	--------------------------	---

Description: This keyword is used to check for the enabled/disabled property of the specified SwfRadioButton object.

Example: Verify that the radiobutton abc is enabled  
check|radiobutton;abc|enabled:true

### 7. Exist

Object Type: SwfRadiobutton

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	RadioButton;<RadioButto nName>	Exist:<True/False>	0

Description: This keyword is used to check for the existence/non-existence property of the specified SwfRadioButton object.

Example: Verify that the radiobutton xyz does not exist  
check|radiobutton;xyz|exist:false

### 8. Focused

Object Type: SwfRadioButton

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	RadioButton;<RadioButto nName>	Focused:<True/False >	0

Description: This keyword is used to check for the focused/not focused property of the specified SwfRadioButton object.

Example: Verify that the radiobutton abc is focused  
check|radiobutton;abc|focused:true

### 9. Checked

Object Type: SwfRadioButton

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	RadioButton;<RadioButto nName>	Checked:<ON/OFF>	0

Description: This keyword is used to check whether the specified SwfRadioButton object is selected/not selected.

Example: Verify that the radiobutton abc is ON  
check|radiobutton;abc|checked:ON

### 10. Enabled



Object Type: Swfcheckbox

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	CheckBox;<CheckBoxName>	Enabled:<True/False >	0

Description: This keyword is used to check for enabled/disabled property of the specified SwfCheckBox object.

Example: Verify that the checkbox abc is enabled  
check|checkbox;abc|enabled:true

### 11. Exist

Object Type: SwfCheckBox

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	CheckBox;<CheckBoxName>	Exist:<True/False>	0

Description: This keyword is used to check for existence/non-existence property of the specified SwfCheckBox object.

Example: Verify that the checkbox xyz does not exist  
check|checkbox;xyz|exist:false

### 12. Focused

Object Type: SwfCheckBox

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	CheckBox;<CheckBoxName>	Focused:<True/False >	0

Description: This keyword is used to check for focused/not focused property of the specified SwfCheckBox object.

Example: Verify that the checkbox abc is focused  
check|checkbox;abc|focused:true

### 13. Checked

Object Type: SwfCheckBox

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	CheckBox;<CheckBoxName>	Checked:<ON/OFF>	0

Description: This keyword is used to check whether the specified SwfCheckBox object is checked /unchecked.

Example: Verify that the checkbox abc is focused  
check|checkbox;abc|checked:ON

#### 14. Selection

Object Type: SwfTab

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Tab;<TabName>; [<ExactChk, RegExpChk>]	Selection:<item>	0

Description: This keyword is used to check the selected item in the SwfTab object.

Example: Verify that the selected item in tab abc is xyz  
check|Tab;abc|selection:xyz

#### 15. Enabled

Object Type: Swftab

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Tab;<TabName>	Enabled:<True/False>	0

Description: This keyword is used to check for the enabled/disabled property of the specified SwfTab object.

Example: Verify that the tab abc is enabled  
check|tab;abc|enabled:true

#### 16. Exist

Object Type: Swftab

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Tab;<TabName>; [<ExactChk, RegExpChk>]	TabExist:<tabitemname>	0

Description: This keyword is used to check for the existence of the specified tab item in the SwfTab object.

Example: Verify that the tab item abc exists in Tab xyz  
check|Tab;xyz|Tabexist:abc

#### 17. Exist

Object Type: SwfTab

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
--------	--------	--------------	--------------

Check	Tab;<TabName>	Exist:<True/False>	0
-------	---------------	--------------------	---

Description: This keyword is used to check for the existence/non-existence property of the specified SwfTab object.

Example: Verify that the xyz exist

check|tab;xyz|exist:True

### 18. Focused

Object Type: SwfTab

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Tab;<TabName>	Focused:<True/False >	0

Description: This keyword is used to check for the focused/not focused property of the specified SwfTab object.

Example: Verify that the tab abc is focused

check|tab;abc|focused:true

### 19. Enabled

Object Type: SwfList

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	ListBox;<listboxname>	Enabled:<True/False >	0

Description: This keyword is used to check for enabled/disabled property of the specified SwfList object.

Example: Verify that the listbox abc is enabled

check|listbox;abc|enabled:true

### 20. Exist

Object Type: SwfList

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	ListBox;<listboxname>	Exist:<True/False>	0

Description: This keyword is used to check for the existence/non-existence property of the specified SwfList object.

Example:        Verify that the listbox xyz does not exist  
                  check|listbox;xyz|exist:false

### 21. ItemsCount

Object Type: SwfList

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Listbox;<listboxname>; [ <ExactChk, RegExpChk>]	ItemCount:<count>	0

Description:    This keyword is used to check for the number of items in the specified SwfList object.

Example:        Verify that the count of items in listbox xyz is 5  
  
                  check|listbox;xyz|itemcount:5

### 22. Item exists

Object Type: SwfList

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Listbox;<listboxname>; [ <ExactChk, RegExpChk>]	ItemExist:<Item>	0

Description:    This keyword is used to check for the existence of the specified item in the specified SwfList object.

Example:        Verify that the listbox xyz has item abc  
  
                  check|listbox;xyz|itemexist:abc

### 23. Selection

Object Type: SwfList

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Listbox;<listboxname>; [ <ExactChk, RegExpChk>]	Selection:<item>	0

Description:    This keyword is used to check for the selected item in the SwfList.

Example:        Verify that the selected item in listbox xyz is abc  
  
                  check|listbox;xyz|selection:abc

### 24. Enabled

Object Type: SwfComboBox

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
--------	--------	--------------	--------------

Check	ComboBox;<ComboBoxname>	Enabled:<True/False >	0
-------	-------------------------	--------------------------	---

Description: This keyword is used to check for the enabled/disabled property of the specified SwfComboBox object

Example: Verify that the combobox abc is enabled

check|combobox;abc|enabled:true

## 25. Exist

Object Type: SwfComboBox

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	ComboBox;<ComboBoxname>	Exist:<True/False>	0

Description: This keyword is used to check for the existence/non-existence property of the specified SwfComboBox object.

Example: Verify that the combobox xyz exists

check|combobox;xyz|exist:True

## 26. ItemsCount

Object Type: SwfCombobox

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	ComboBox;<ComboBoxname> ;<ExactChk, RegExpChk>	ItemCount:<count>	0

Description: This keyword is used to check for the number of items in the specified SwfCombobox object.

Example: Verify that the count of items in combobox xyz is 5

check|combobox;xyz|itemcount:5

## 27. Item exists

Object Type: SwfCombobox

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	ComboBox;<ComboBoxname> ;<ExactChk, RegExpChk>	ItemExist:<Item>	0

Description: This keyword is used to check for the existence of the specified item in the specified SwfCombobox object.

Example: Verify that the combobox xyz has item abc

`check|combobox;xyz|itemexist:abc`

### 28. Selection

Object Type: SwfComboBox

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	ComboBox;<ComboBoxname> ;<ExactChk,RegExpChk>]	Selection:<item>	0

Description: This keyword is used to check for the selected item in the SwfComboBox object.

Example: Verify that the selected item in combobox xyz is abc  
`check|combobox;xyz|selection:abc`

### 29. Enabled

Object Type: SwfEdit

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Textbox;<textboxname>	Enabled:<True/False >	0

Description: This keyword is used to check for the enabled/disabled property of the specified SwfEdit object.

Example: Verify that the textbox abc is enabled  
`check|textbox;abc|enabled:true`

### 30. Exist

Object Type: SwfEdit

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Textbox;<textboxname>	Exist:<True/False>	0

Description: This keyword is used to check for the existence/non-existence property of the specified SwfEdit object.

Example: Verify that the textbox xyz exists  
`check|textbox;xyz|exist:True`

### 31. Focused

Object Type: SwfEdit

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Textbox;<textboxname>	Focused:<True/False >	0

Description: This keyword is used to check for the focused/not focused

property of the specified SwfEdit object.

Example: Verify that the textbox abc is focused  
check|textbox;abc|focused:true

### 32. Text

Object Type: SwfEdit

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Textbox;<textboxname>; [ <ExactChk, RegExpChk>]	Text:<text>	0

Description: This keyword is used to check for the existence of specified text in the SwfEdit object.

Example: Verify that the text in textbox xyz is kit  
check|textbox;xyz|text:kit

### 33. Text

Object Type: SwfEdit

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Textbox;<textboxname>; [ <ExactChk, RegExpChk>]	Text:#<variable name>	0

Description: This keyword is used to check for the existence of text (present in specified environment variable) in the SwfEdit object.

Example: Verify that the text in textbox xyz is the value stored in environmental variable VAR  
check|textbox;xyz|text:#VAR

### 34. Text

Object Type: SwfEdit

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Textbox;<textboxname>; [ <ExactChk, RegExpChk>]	Text:p_<parameter name>	0

Description: This keyword is used to check for the existence of text (present in specified parameter) in the SwfEdit object.

Example: Verify that the text in textbox xyz is the value stored in parameter VAR

check|textbox;xyz|text:p\_VAR

### 35. Text

Object Type: SwfEdit

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Textbox;<textboxname>; [ <ExactChk, RegExpChk>]	Text:env_<environment name>	0

Description: This keyword is used to check for the existence of text (present in specified environment variable) in the SwfEdit object.

Example: Verify that the text in textbox xyz is the value stored in environmental variable VAR  
check|textbox;xyz|text:env\_VAR

### 36. Text

Object Type: SwfEdit

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Textbox;<textboxname>; [ <ExactChk, RegExpChk>]	Text:dt<sheet name>_<parameter name>	0

Description: This keyword is used to check for the existence of text (text present in specified datatable parameter) in the SwfEdit object.

Example: Verify that the text in textbox xyz is the value stored in variable VAR in "action1" datasheet  
check|textbox;xyz|text:dt\_VAR

### 37. Enabled

Object Type: SwfEditor

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Editor;<editorname>	Enabled:<True/False >	0

Description: This keyword is used to check for the enabled/disabled property of the specified SwfEditor object.

Example: Verify that the editor abc is enabled  
check|editor;abc|enabled:true



### 38. Exist

Object Type: SwfEditor

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Editor;<editorname>	Exist:<True/False>	0

Description: This keyword is used to check for the existence/non-existence property of the specified SwfEditor object.

Example: Verify that the editor xyz exists  
`check|editor;xyz|exist:True`

### 39. Focused

Object Type: SwfEditor

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Editor;<editorname>	Focused:<True/False >	0

Description: This keyword is used to check for the focused/not focused property of the specified SwfEditor object.

Example: Verify that the editor abc is focused  
`check|editor;abc|focused:true`

### 40. Text

Object Type: SwfEditor

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Editor;<editorname>; [<ExactChk, RegExpChk>]	Text:<text>	0

Description: This keyword is used to verify the text displayed in the specified SwfEditor object.

Example: Verify that the text in editor xyz is kit  
`check|editor;xyz|text:kit`

### 41. Enabled

Object Type: SwfStatusBar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	StatusBar;<name>	Enabled:<True/False>	0

Description: This keyword is used to check for the enabled/disabled property of the specified SwfStatusBar object.

Example: Verify that the statusbar abc is enabled  
`check|statusbar;abc|enabled:true`

#### 42. Exist

Object Type: SwfStatusBar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	StatusBar;<name>	Exist:<True/False>	0

Description: This keyword is used to check for the existence/non-existence property of the specified SwfStatusBar object.

Example: Verify that the statusbar xyz exists  
`check|statusbar;xyz|exist:True`

#### 43. Text

Object Type: SwfStatusBar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	StatusBar;<name>; [<ExactChk, RegExpChk>]	Text:<text>	0

Description: This keyword is used to verify the text displayed in the specified SwfStatusBar object.

Example: Verify that the text in statusbar xyz is 'done'  
`check|statusbar;xyz|text:done`

#### 44. ItemsCount

Object Type: SwfStatusBar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	StatusBar;<name>	ItemCount:<count>	0

Description: This keyword is used to check for the number of items present in the specified SwfStatusBar object.

Example: Verify that the count of items in statusbar xyz is 5  
`check|statusbar;xyz|itemcount:5`

#### 45. Enabled

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Dialog;<name>	Enabled:<True/False >	0

Description: This keyword is used to check for the enabled/disabled property of a dialog.

Example: Verify that the dialog abc is enabled  
check|dialog;abc|enabled:true

#### 46. Exist

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Dialog;<name>	Exist:<True/False>	0

Description: This keyword is used to check for the existence/non-existence property of a dialog Swfwindow.

Example: Verify that the dialog xyz exists  
check|dialog;xyz|exist:True

#### 47. Focused

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Dialog;<name>	Focused:<True/False >	0

Description: This keyword is used to check for the focused/not focused property of a dialog Swfwindow.

Example: Verify that the dialog abc is focused  
check|dialog;abc|focused:true

#### 48. Text

Object Type: SwfWindow

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Window;<Swfwindowname>	windowText:<Text>:<True/False>	0

Description: This keyword is used to check for the existence of specified text in the Swfwindow.

Example: Checks that text 'abcd' is not present in the Swfwindow 'flight'  
check|Window;flight|Swfwindowtext:abcd:false

#### 49. Enabled

Object Type: SwfSpin

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Spinner;<name>	Enabled:<True/False>	0

Description: This keyword is used to check whether the specified SwfSpin Object is enabled or not.

Example: Verify that the 'msspin' spinner is enabled  
Check|Spinner;msspin|Enabled:True

#### 50. Exist

Object Type: SwfSpin

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Spinner;<name>	Exist:<True/False>	0

Description: This keyword is used to check whether the specified SwfSpin Object exists or not.

Example: Verify that the 'msspin' spinner does not exist  
Check|Spinner;msspin|Exist:False

#### 51. Focused

Object Type: SwfSpin

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Spinner;<name>	Focused:<True/False>	0

Description: This keyword is used to check whether the specified SwfSpin Object is focused or not.

Example: Verify that the 'msspin' spinner is not focused  
Check|Spinner;msspin|Focused:False

#### 52. Enabled

Object Type: SwfListView

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	ListView;<name>	Enabled:<True/False >	0

Description: This keyword is used to check whether the specified SwfListView Object is enabled or not.

Example: Verify that the listview 'Slist' is enabled  
Check|ListView;SList|Enabled:True

### 53. Exist

Object Type: SwfListView

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	ListView;<name>	Exist:<True/False>	0

Description: This keyword is used to check whether the specified SwfListView Object exists or not.

Example: Verify that the listview 'Slist' exists  
Check|ListView;SList|Exist:True

### 54. Focused

Object Type: SwfListView

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	ListView;<name>	Focused:<True/False >	0

Description: This keyword is used to check whether the specified SwfListView Object is focused or not.

Example: Verify that the listview 'Slist' is not focused  
Check|ListView;SList|Focused:False

### 55. ItemsCount

Object Type: SwfListView

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	ListView;<name>	ItemCount:<count>	0

Description: This keyword is used to check for the number of items present in the specified SwfListView object.

Example: Verify that the listview 'Slist' has 5 items  
`Check|ListView;Slist|itemcount:5`

### 56. Enabled

Object Type: SwfTreeView

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	TreeView;<name>	Enabled:<True/False>	0

Description: This keyword is used to check whether the specified SwfTreeView Object is enabled or not.

Example: Verify that the swftreeview 'STree' is enabled  
`Check|TreeView;STree|Enabled:True`

### 57. Enabled

Object Type: SwfTreeView

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	TreeView;<name>	Exist:<True/False>	0

Description: This keyword is used to check whether the specified SwfTreeView Object exists or not.

Example: Verify that the swftreeview 'STree' is enabled.  
`Check|TreeView;STree|Exist:True`

### 58. Enabled

Object Type: SwfToolbar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Toolbar;<name>	Enabled:<True/False>	0

Description: This keyword is used to check whether the specified SwfToolbar Object is enabled or not.

Example: Verify that the swftoolbar 'STool' is enabled.  
`Check|Toolbar;STool|Enabled:True`

### 59. Exist

Object Type: SwfToolbar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Toolbar;<name>	Exist:<True/False>	0

Description: This keyword is used to check whether the specified SwfToolbar Object exists or not.

Example: Verify that the swftoolbar 'STool' is existing.  
Check|Toolbar;STool|Exist:True

## 60. Enabled

Object Type: SwfCalendar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Calendar;<name>	Enabled:<True/False >	0

Description: This keyword is used to check whether the specified SwfCalendar Object is enabled or not.

Example: Verify that the SwfCalendar 'SCal' is enabled.  
Check|Calendar;SCal|Enabled:True

## 61. Exist

Object Type: SwfCalendar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Calendar;<name>	Exist:<True/False>	0

Description: This keyword is used to check whether the specified SwfCalendar Object exists or not.

Example: Verify that the SwfCalendar 'SCal' is existing.  
Check|Calendar;SCal|Exist:True

## 62. Enabled

Object Type: SwfLabel

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Label;<name>	Enabled:<True/False >	0

Description: This keyword is used to check whether the specified SwfLabel Object is enabled or not.

Example: Verify that the swflabel 'SLabel' is enabled  
Check|label;SLabel|Enabled:True

### 63. Exist

Object Type: SwfLabel

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Label;<name>	Exist:<True/False>	0

Description: This keyword is used to check whether the specified SwfLabel Object exists or not.

Example: Verify that the swflabel 'SLabel' is existing  
Check|label;SLabel|Exist:True

### 64. Text

Object Type: SwfLabel

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Label;<name>; [<ExactChk , RegExpChk>]	Text:<text>	0

Description: This keyword is used to verify the text displayed in the specified SwfLabel object.

Example: Verify that the text in swflabel xyz is 'Title'  
check|label;xyz|text:Title

### 65. Enabled

Object Type: SwfObject

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Object;<name>	Enabled:<True/False>	0

Description: This keyword is used to check whether the specified SwfObject Object is enabled or not.

Example: Verify that the swfoject 'abc' is enabled  
Check|Object;abc|Enabled:True

### 66. Exist

Object Type: SwfObject

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
--------	--------	--------------	--------------



Check	Object;<name>	Enxist:<True/False>	0
Description:	This keyword is used to check whether the specified SwfObject Object exists or not.		
Example:	Verify that the swfoject 'abc' is existing Check Object;abc Exist:True		

### 67. Text

Object Type: SwfObject

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Object;<name>; [<ExactChk, RegExpChk>]	Text:<text>	0

Description: This keyword is used to verify the text displayed in the specified SwfObject object.

Example: Verify that the text in swfobject xyz is 'Test'  
check|object;xyz|text:Test

### 68. ItemsCount

Object Type: SwfTreeView

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	TreeView;<name>	ItemCount:<count>	0

Description: This keyword is used to check for the number of items present in the specified SwfTreeView object.

Example: Verify that the treeview 'Stree' has 5 items  
Check|treeview;STree|itemcount:5

### 69. ItemsCount

Object Type: SwfTab

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Check	Tab;<name>	ItemCount:<count>	0

Description: This keyword is used to check for the number of items present in the specified SwfTab object.

Example: Verify that the listview 'Stab' has 5 items  
Check|tab;STab|itemcount:5

### 70. TableSearch

Object Type: SwfTable

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	Table;<Table name>	TableSearch:<colname1>;<rowval1>::<colname2>;<rowval2>-	0

Description: This keyword is used to check for the text present in a table specified by <colname1>;<rowval1> and also for text present in a table specified by <colname2>;<rowval2> and checks only in rows that have more or equal number of column specified by <[no of columns]>.

Example: Verify that the table has the desired details.

Ex:- check | table;Patient List |  
tablesearch:LastName;Donthi::Gender;M

### 71. ColumnCount

Object Type: SwfTable

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	Table;<Table name>	columncount:<count>	0

Description: This keyword is used to check for the number of columns present.

Example: Verify if the table has 4 columns

Ex:- check | table;Patient List | columncount:4

### 72. RowCount

Object Type: SwfTable

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
check	Table;<Table name>	rowcount:<count>	0

Description: This keyword is used to check for the number of columns present in the SwfTable object.

Example: Verify if the table has 20 rows

Ex:- check | table;Patient List | rowcount:20

## 8. Keyword for getting a value

### 1. MsgBox

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
--------	--------	--------------	--------------

msgbox	#<variable name>		0
--------	------------------	--	---

**Description:** This keyword is used to display the environment value of a variable in a dialog box.

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

## 9. Keyword for Reporting

### 1. Reporting

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
report	<event>;<exp1>:<exp2>::<act1>:<act2>		0

**Description:** This keyword is used to display a customized report in the QTP test results Swfwindow with the passed variables.

**Example:** Reports the event comparison of clinician name as Pass  
report | pass;Employer should be:#strclin::Employer is  
:#stra:,which is correct

## 10. Keywords for string operations

### 1. String Replace

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
strreplace	Mainstring;SubString;String	Variable	0

**Description:** This keyword is used to replace the specified <substring> present in <main string> with the <string> and store the modified string in a variable.

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

### 2. String Search

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2

strsearch	Mainstring;SubString	Variable	0
-----------	----------------------	----------	---

**Description:** This keyword searches for the substring variable inside the main string and stores the results of the search in the specified variable.

**Example:** Search for abc in abcdef, the result is stored in the variable strsearch | abc;abcdef|strres

### 3. String Concatenate

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
strconcat	str1;str2;str3...;strn	Variable	0

**Description:** This keyword is used to concatenate the strings entered and store the concatenated string in the specified variable.

**Example:** Concatenate abc and xyz and store the value in VAR  
strconcat|abc;xyz|VAR

## 11. Keyword for file/folder operations

### 1. Folder Create

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
function	Folder	Create;<Folder Path/Name>	0

**Description:** This keyword is used to 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>	0

Description: This keyword is used to delete a folder from the mentioned path.

Example: Deletes 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>;<DestinationFolder Path/Name>	0

Description: This keyword is used to copy a folder from the source path to the destination path.

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

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

### 4. Folder Move

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
function	Folder	Move;<Source Path/Name>;<DestinationFolder Path/Name>	0

Description: This keyword is used to move a folder from the source path to the destination path.

Example: Moves 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>	0

Description: This keyword is used to create a file with the .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>	0

Description: This keyword is used to delete a file with the .txt extension from the specified path.

Example: Deletes 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>	0

Description: This keyword is used to copy a file with the .txt extension from the source path to the destination path.

Example: Copies 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>	0

Description: This keyword is used to move a file with the .txt extension from the source path to the destination path.

Example: Moves 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>	0

Description: This keyword is used to 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: Writes 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>	0

Description: This keyword is used to read the contents of a mentioned. txt file and store the values in the mentioned environment variable.

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

## 11. File Append

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
function	File	Append;<File Path/Name>;<text to be appended to file>	0

Description: The keyword is used to append the File Path/Name with the data contained in the. txt file being specified.

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

## 12. Keyword for assigning

### 1. Assign

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
assignvalue	Variable Name; <val>	0	0

Description: This keyword is used to assign a value to the variable. Note: Datasheet values and environment values can also be assigned to the variable.

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

### 13. Keyword for looping into action

#### 1. Looping

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Loop	<start row>;<end row>	0	0

Description: This keyword is used to loop a set of actions given in the global datasheet. Here the <no of times to loop> is taken as the number of active rows present in the "Action1" sheet of QTP.

Example: Loops 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>	0

Description: This keyword is used to loop a set of actions <no of times to loop> number of times present between the specified row numbers (startrow and endrow) in the global datasheet.

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



#### 14. Keyword to convert the string type.

##### 1. Convert

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
convert	<variable>	<conversiontype>:<variable name>:<format type>	0

Description: This keyword is used to convert the string type from one form to another.

Example: Converts the value stored in variable 'ABC' to Lower case and stores it in variable 'VAR'  
convert| ABCD | Lcase:var

#### 15. Keyword for Keyboard operations

##### 1. Press Key

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
presskey	<key> e.g. enter, f10 etc.	Performs the function of the key.	0

Description: This keyword is used to send the specified keystroke to the application.

Example: Press F10 key  
presskey|F10

##### 2. Press Key

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
presskey	Alt+F4	Performs the function of the key.	0

Description: This keyword is used to perform the keyboard operation 'Alt+F4' in the specified context.

Example: Performs "Alt+F4" on the Swfwindow abc  
Context|Swfwindow;abc  
presskey|Alt+F4

#### 16. Keyword for Arithmetic Operations

### 1. Arithmetic

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
arith	2+3+4	z	0

Description: This keyword is used to perform basic arithmetic functions such as +, -, \ and \*

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

### 17. Keyword for Condition

#### 1. Equals

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
condition	<var1;equals;<var2>	startrow; endrow	0

Description: This keyword checks the condition of var1 = var2. If the condition is TRUE then it performs actions from <start row>. Otherwise it performs actions from <end row>+1.

Example: Checks for condition. If it is true, start performing actions from line 12. Otherwise start from line 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	0

Description: This keyword checks for the condition if var1 is less than var2. If condition is TRUE then it performs actions from <start row>. Otherwise it performs actions from <end row>+1.

Example: Checks for condition. If it is true, start performing actions from line 17. Otherwise start from line 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	0

Description: This keyword checks for the condition if var1 is greater than var2. If condition is TRUE then performs actions from <start row>. Otherwise it performs actions from <end row>+1.

Example: Checks for condition. If it is true, start performing actions from line 12. Otherwise start from line 19  
conditon|abc;greaterthan;abc|12;19

### 4. Not

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
condition	<var1;not;<var2>	startrow; endrow	0

Description: This keyword checks for the condition if var1 is not equal to var2. If condition is TRUE then it performs actions from <start row>. Otherwise it performs actions from <end row>+1.

Example: Checks for condition. If it is true start performing actions from line 26. Otherwise start from line 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	0

Description: This keyword extracts the value of the environment variable, then checks the condition. If the condition is TRUE then it performs actions from <start row>. Otherwise it performs actions from <end row>+1.

Example: Checks for condition. If it is true, start performing actions from line 29. Otherwise start from line 31  
conditon|#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	0

**Description:** This keyword extracts the value of the environment variable, and then checks the condition. If the condition is TRUE then it performs actions from <start row>. Otherwise it performs actions from <end row>+1.

**Example:** Checks for condition. If it is true, start performing actions from line 42. Otherwise, start from line 45  
 conditon|#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	0

**Description:** This keyword extracts the value of the environment variable, and then checks the condition. If the condition is TRUE then it performs actions from <start row>. Otherwise it performs actions from <end row>+1.

**Example:** Checks for condition. If it is true, start performing actions from line 32. Otherwise start from line 25  
 conditon|#abc;not>true|32;35

## 18. Keywords for Storing Values

### 1. Storevalue

Object Type: SwfEdit

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	TextBox;<textbox name>	prop_name:<variable _name>	0

**Description:** This keyword is used to store the value of the specified property of the SwfEdit object in the specified variable.

**Example:** Stores the value of the 'Enabled' property of textbox 'abcd' in a variable 'Var'  
 Storevalue|TextBox;abcd|Enabled:Var

### 2. Storevalue

Object Type: SwfButton

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	button;<button name>	prop_name:<variable _name>	0

**Description:** This keyword is used to store the value of the specified property of the SwfButton object in the specified variable.

**Example:** Stores the value of 'Enabled' property of button 'yes' in a variable 'Var'  
storevalue | button;Yes |Enabled:Var

### 3. Storevalue

Object Type: SwfCombobox

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	Combobox;<name>	prop_name:<variable _name>	0

**Description:** This keyword is used to store the value of the specified property of the SwfComboBox object in the specified variable.

**Example:** Stores the value of 'all items' property of combobox 'cbname' in a variable 'Var'  
storevalue | Combobox;cbname|all items:Var

### 4. Storevalue

Object Type: SwfCheckbox

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	checkbox;<name>	prop_name:<variable _name>	0

**Description:** This keyword is used to store the value of the specified property of the SwfCheckBox object in the specified variable.

**Example:** Stores the value of 'enabled' property of checkbox 'cbname' in a variable 'Var'  
storevalue | checkbox;cbname|Enabled:var

### 5. Storevalue

Object Type: SwfRadioButton

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	radiobutton;<name>	prop_name:<variable _name>	0

Description: This keyword is used to store the specified value of the property of the SwfRadioButton object in the specified variable.

Example: Stores the value of 'enabled' property of radiobutton 'rbname' in a variable 'Var'  
storevalue | radiobutton;rbname|Enabled:Var

### 6. Storevalue

Object Type: Swfwindow

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	Swfwindow;<Swfwindow name>	Exist:<variable name>	0

Description: This keyword is used to store the value of the Exist property of a Swfwindow object in the specified variable.

Example: Stores the value of 'exist' property of Swfwindow 'Swfname' in a variable 'Var'  
storevalue | Swfwindow;Swfname|Exist:Var

### 7. Storevalue

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	dialog;<name>	prop_name:<variable _name>	0

Description: This keyword is used to store the value of the specified property of a dialog object in the specified variable.

Example: Stores the value of 'enabled' property of dialog 'dgname' in a variable 'Var'  
storevalue | dialog;dgname|Enabled:Var

## 8. Storevalue

Object Type: SwfTab

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	Tab;<name>	prop_name:<variable _name>	0

Description: This keyword is used to store the value of the specified property of the SwfTab object in the specified variable.

Example: Stores the value of 'selection' property of tab 'tb' in a variable 'Var'  
storevalue | Tab;tb|selection:Var

## 9. Storevalue

Object Type: SwfTreeView

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	TreeView;<name>	prop_name:<variable _name>	0

Description: This keyword is used to store the value of the specified property of the SwfTreeView object in the specified variable.

Example: Stores the value of 'exist' property of TreeView 'trname' in a variable 'Var'  
storevalue | TreeView;trname|Exist:Var

## 10. Storevalue

Object Type: SwfListView

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	listview;<name>	prop_name:<variable _name>	0

Description: This keyword is used to store the value of the specified property of the SwfListView object in the specified variable.

Example: Stores the value of 'exist' property of listview 'listname' in a variable 'Var'  
storevalue | listview;listname |Exist:Var

### 11. Storevalue

Object Type: SwfList

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	listbox;<name>	prop_name:<variable _name>	0

Description: This keyword is used to store the value of the specified property of the SwfList object in the specified variable.

Example: Stores the value of 'innertext' property of listbox 'lbname' in a variable 'Var'  
storevalue | listbox;lbname|innertext:Var

### 12. Storevalue

Object Type: SwfObject

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	object;<name>	prop_name:<variable _name>	0

Description: This keyword is used to store the value of the specified property of an object in the specified variable.

Example: Stores the value of 'enabled' property of object 'objname' in a variable 'Var'  
storevalue | object;objname|Enabled:Var

### 13. Storevalue

Object Type: SwfObject

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	<Object>;<name>	visibletext:<variab le_name>	0

Description: This keyword is used to store the value of the visibletext property of an object in the specified variable.

Example: Stores the value of 'visibletext' property of object 'objname' in a variable 'Var'  
storevalue | object;objname|visibletext:Var



#### 14. Storevalue

Object Type: SwfObject

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
storevalue	<Object>;<name>	Disabled:<variable_name>	0

Description: This keyword is used to store the value of the disabled property of an object in the specified variable.

Example: Stores the value of 'disabled' property of textbox 'objname' in a variable 'Var'  
storevalue | textbox;objname|Disabled:var

#### 15. Storevalue

Object Type: SwfSpin

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Storevalue	Spinner;<name>	position:<variable name>	0

Description: This keyword is used to store the value present in the SwfSpin Object to an environment variable.

Example: stores the position of the spinner 'msspin' in a variable 'VAR'  
storevalue|Spinner;msspin|position:VAR

#### 16. Storevalue

Object Type: SwfCalendar

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Storevalue	Calendar;<name>	<prop_name>:<var_name>	0

Description: This keyword is used to store the value present in the SwfCalendar Object to an environment variable.

Example: stores the text in the calendar  
storevalue|Calendar;SCal|text:VAR

## 17. Storevalue

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Storevalue	d_currenttime	<variable>	0

Description: This keyword is used to stores the current system time in the specified variable.

Example: Stores the current system time in the specified variable  
storevalue|d\_currenttime|VARtime

## 18. Storevalue

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalue2
Storevalue	d_currentdate	<variable>	0

Description: This keyword is used to store the current system date in the specified variable.

Example: Stores the current system date in the specified variable  
storevalue|d\_currentdate|VARdate

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