



QTP Open Source Test Automation Framework Keywords for Windows

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1. Keyword for launching the application

1. Launch Application

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
LaunchApp	<URL Name>	0	0

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

Example: Launch the flight application
LaunchApp|C:\Program Files\HP\QuickTest
Professional\samples\flight\app\flight4a.exe

2. Launch Application

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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 URL
LaunchApp

2. Keyword for calling a action

1. Call Action

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
CallAction	<Action Name>	<parameter1:para meter2:.. Parameter5>	0

Description: This keyword is used to call a 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	actionvalu 2
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 Window

Object Type: Window

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Context	Window;<windowname>	0	0

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

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

2. Set context to a Dialog

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Context	Dialog;<name>	0	0

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

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

3. Set context to a dialog existing in a window

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Context	Window;<windowname>	Dialog;<name>::D ialog;<name>::Di alog;<name>	0

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

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

4. Set context to a dialog existing in a dialog

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Context	Dialog;<name>	Dialog;<name>::D ialog;<name>::Di alog;<name>	0

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

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	actionvalu 2
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:\Test.xls|Sheet1

6. Keywords for Performing an Action

1. Close

Object Type: Window

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Window;<windowname>	Close	0

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

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

2. Maximize

Object Type: Window

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Window;<windowname>	Maximize	0

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

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

3. Minimize

Object Type: Window

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Window;<windowname>	Minimize	0

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

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

4. Click

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Button;<buttonname>	Click	0

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

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

5. Set

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	RadioButton;<RadioButtonName>	Set	0

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

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

6. Click

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	RadioButton;<RadioButtonName>	Click	0

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

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

7. Check

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	CheckBox;<CheckBoxName>	Check	0

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

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

8. Uncheck

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	CheckBox;<CheckBoxName>	Uncheck	0

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

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

9. Click

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Tab;<TabName>	Click	0

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

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

10. Select

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Tab;<TabName>	Select:<name>	0

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

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

11. Select

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Tab;<TabName>	SelectIndex:<ind ex>	0

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

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

12. Select

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	ListBox;<listboxname>	Select:<item>	0

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

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

13. Select

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	ComboBox;<ComboBoxname>	Select:<item>	0

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

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

14. Select

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	ComboBox;<ComboBoxname>	SelectIndex:<ind ex>	0

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

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

15. Type

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	ComboBox;<ComboBoxname>	Type:<item>	0

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

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

16. Set

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Textbox;<textboxname>	Set:<text>	0

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

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

17. Type

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Textbox;<textboxname>	Type:<value>	0

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

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

18. Click

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Textbox;<textboxname>	Click	0

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

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

19. Double Click

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Textbox;<textboxname>	DoubleClick	0

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

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

20. Type

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Editor;<editorname>	Type:<value>	0

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

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

21. Close

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Dialog;<name>	Close	0

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

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

22. Restore

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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

23. Wait

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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

24. Press

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	ToolBar;<name>	Press:<name>	0

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

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

25. Expand

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	TreeView;<name>	Expand:<name>	0

Description: This keyword is used to expand the node of the specified WinTreeView.
Example: Expands the tree item 'Desktop;My Documents' of TreeView 'trev'
 Perform|TreeView;trev|Expand:Desktop;My Documents

26. Expand

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	TreeView;<name>	ExpandAll:<item name>	0

Description: This keyword is used to expand all the nodes of the specified node in the WinTreeView.
Example: Expands all the tree items present under tree item 'Desktop;Test' in TreeView 'trev'
 Perform|TreeView;trev|ExpandAll:Desktop;Test

27. Collapse

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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 WinTreeView.
Example: Collapses all the tree items present under tree item 'Desktop;Test' in TreeView 'trev'
 Perform|TreeView;trev|Collapse:Desktop;My Computer

28. Select

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	TreeView;<name>	Select:<name>	0

Description: This keyword is used to select the specified node from the tree item control WinTreeView.
Example: Selects the tree item 'Desktop;Test' from treeview 'trev'
 Perform|TreeView;trev|Select:Desktop;Test

29. Select

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	ListView;<name>	Select:<name>	0

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

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

30. Select

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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 WinListView.

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

31. Set

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Calendar;<name>	SetDate:Now	0

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

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

32. Set

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Calendar;<name>	SetDate:Date	0

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

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

33. Set

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Calendar;<name>	SetDate:<Date>	0

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

Example: Sets the date 12/12/08 in Calendar 'calen'
Perform|Calendar;calen|SetDate:12/12/08

34. Set

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Calendar;<name>	SetTime:Now	0

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

Example: Sets the current time in Calendar 'calen'
Perform|Calendar;calen|SetTime:Now

35. Click

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Calendar;<name>	Click	0

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

Example: Click on the calendar 'calen'
Perform|Calendar;calen|Click

36. Scroll

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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

37. Scroll

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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

38. Scroll

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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

39. Scroll

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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

40. Type

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Object;<name>	Type:<value>	0

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

Example: Types the value 'abccc' in the WinObject 'MS'
context|Window;Microsoft Word
perform|Object;MS|Type:abccc

41. Click

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Object;<name>	Click	0

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

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

42. SQL Value Capture

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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

43. SQL Value Capture

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	SQLMultipleCapture;<query>	OutputCheckPoint Name	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

44. SQL Execute

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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'

45. SQL Checkpoint

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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

46. Type

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Textbox;<name>	Type:d_currentti me	0

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

Example: Sets the current time in 'Name' textbox
perform|Textbox;Name|Type:d_currenttime

47. Type

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Textbox;<name>	Type:d_currentda te	0

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

Example: Sets the current date in 'Name' textbox
perform|Textbox;Name|Type:d_currentdate

48. Type

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
perform	Textbox;<name>	Type:d_d;<value to be added/subtracted >	0

Description: This keyword is used to add or subtract the value specified to the currentdate and type the date in the specified WinEdit object.

Example: Adds 4 days to the current date and types in textbox 'Name'
perform|Textbox;Name|Type:d_d;4

49. Type

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Textbox;<name>	Type:d_m;<value to be added/subtracted >	0

Description: This keyword is used to add or subtract the value specified to the current month and type the date in the specified WinEdit object.

Example: Subtract one month from the current month and types in the textbox 'Name'
perform|Textbox;Name|Type:d_m;1

50. Type

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Textbox;<name>	Type:d_y;<value to be added/subtracted >	0

Description: This keyword is used to add or subtract the value specified to current year and type the date in the specified WinEdit object.

Example: Add 4 years to the current year and types in textbox 'Name'
perform|Textbox;Name|Type:d_y;4

51. Click

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
perform	Dialog;<name>	TextClick:<text>	0

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

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

52. Click

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
perform	Window;<name>	TextClick:<text>	0

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

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

53. Set

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Spinner;<name>	Set:<value>	0

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

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

54. Click

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Spinner;<name>	Click	0

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

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

55. Spin

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Spinner;<name>	Next	0

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

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

56. Spin

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Perform	Spinner;<name>	Previous	0

Description: This keyword is used to click on the DOWN button of WinSpin

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

57. Extendselect

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
perform	ListView;<name>	extendselect:<va lue>	0

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

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

58. Deselect

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
perform	ListView;<name>	deselect:<value>	0

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

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

59. Select

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
perform	ListView;<name>	SelectIndex:<ind ex>	0

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

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

60. Extendselect

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
perform	ListView;<name>	extendselectinde x:<index>	0

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

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

61. Deselect

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
perform	ListView;<name>	deselectindex:<i ndex>	0

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

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

62. SelectRange

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
perform	ListView;<name>	selectrangeindex :<value1>:<value 2>	0

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

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

63. Activate

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
perform	ListView;<name>	activate	0

Description: This keyword is used to activate the listview.

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

64. Click

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
perform	ListView;<name>	click	0

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

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

7. Keywords for Checking

1. Enabled

Object Type: Window

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Window;<windowname>>	Enabled:<True/Fa lse>	0

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

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

2. Exist

Object Type: Window

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Window;<windowname>>	Exist:<True/Fals e>	0

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

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

3. Enabled

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Button;<buttonname>	Enabled:<True/Fa lse>	0

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

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

4. Exist

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Button;<buttonname>	Exist:<True/Fals e>	0

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

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

5. Focused

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Button;<buttonname>	Focused:<True/Fa lse>	0

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

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

6. Enabled

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	RadioButton;<RadioButtonName>	Enabled:<True/Fa lse>	0

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

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

7. Exist

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	RadioButton;<RadioButtonName>	Exist:<True/Fals e>	0

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

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

8. Focused

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	RadioButton;<RadioButtonName>	Focused:<True/Fa lse>	0

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

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

9. Checked

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	RadioButton;<RadioButtonName>	Checked:<ON/OFF>	0

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

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

10. Enabled

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	CheckBox;<CheckBoxName>	Enabled:<True/Fa lse>	0

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

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

11. Exist

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	CheckBox;<CheckBoxName>	Exist:<True/Fals e>	0

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

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

12. Focused

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	CheckBox;<CheckBoxName>	Focused:<True/Fa lse>	0

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

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

13. Checked

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	CheckBox;<CheckBoxName>	Checked:<ON/OFF>	0

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

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

14. Selection

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Tab;<TabName>; [<ExactChk, RegExpCh k>]	Selection:<item>	0

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

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

15. Enabled

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Tab;<TabName>	Enabled:<True/Fa lse>	0

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

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

16. Exist

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Tab;<TabName>; [<ExactChk, RegExpCh k>]	TabExist:<tabite mname>	0

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

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

17. Exist

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Tab;<TabName>	Exist:<True/Fals e>	0

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

Example: Verify that the xyz exist
check|tab;xyz|exist:True

18. Focused

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Tab;<TabName>	Focused:<True/Fa lse>	0

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

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

19. Enabled

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	ListBox;<listboxname>	Enabled:<True/Fa lse>	0

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

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

20. Exist

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Listbox;<listboxname>	Exist:<True/Fals e>	0

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

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

21. ItemsCount

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Listbox;<listboxname>; [<ExactChk, RegExpChk>]	ItemCount:<count >	0

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

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

22. Item exists

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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 WinList object.

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

23. Selection

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Listbox;<listboxname>; [<ExactChk, RegExpChk>]	Selection:<item>	0

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

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

24. Enabled

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	ComboBox;<ComboBoxname>	Enabled:<True/Fa lse>	0

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

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

25. Exist

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	ComboBox;<ComboBoxname>	Exist:<True/Fals e>	0

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

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

26. ItemsCount

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	ComboBox;<ComboBoxname>; [<ExactCh k, RegExpChk>]	ItemCount:<count >	0

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

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

27. Item exists

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	ComboBox;<ComboBoxname>; [<ExactCh k, RegExpChk>]	ItemExist:<Item>	0

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

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

28. Selection

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	ComboBox;<ComboBoxname>; [<ExactCh k, RegExpChk>]	Selection:<item>	0

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

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

29. Enabled

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Textbox;<textboxname>	Enabled:<True/Fa lse>	0

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

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

30. Exist

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Textbox;<textboxname>	Exist:<True/Fals e>	0

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

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

31. Focused

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Textbox;<textboxname>	Focused:<True/Fa lse>	0

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

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

32. Text

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Textbox;<textboxname>; [<ExactChk, RegExpChk>]	Text:<text>	0

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

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

33. Text

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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 WinEdit 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: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Textbox;<textboxname>; [<ExactChk, RegExpChk>]	Text:p_<paramete r name>	0

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

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Textbox;<textboxname>; [<ExactChk, RegExpChk>]	Text:env_<enviro nment name>	0

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

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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 WinEdit 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: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Editor;<editorname>	Enabled:<True/Fa lse>	0

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

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

38. Exist

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Editor;<editorname>	Exist:<True/Fals e>	0

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

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

39. Focused

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Editor;<editorname>	Focused:<True/Fa lse>	0

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

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

40. Text

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Editor;<editorname>; [<ExactChk, Re gExpChk>]	Text:<text>	0

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

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

41. Enabled

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	StatusBar;<name>	Enabled:<True/Fa lse>	0

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

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

42. Exist

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	StatusBar;<name>	Exist:<True/Fals e>	0

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

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

43. Text

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	StatusBar;<name>; [<ExactChk, RegEx pChk>]	Text:<text>	0

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

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

44. ItemsCount

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	StatusBar;<name>	ItemCount:<count >	0

Description: This keyword is used to check for the number of items present in the specified WinStatusBar 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	actionvalu 2
Check	Dialog;<name>	Enabled:<True/Fa lse>	0

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

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

46. Exist

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Dialog;<name>	Exist:<True/Fals e>	0

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

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

47. Focused

Object Type: Dialog

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Dialog;<name>	Focused:<True/Fa lse>	0

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

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

48. Text

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Window;<windowname>	WindowText:<Text >:<True/False>	0

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

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

49. Enabled

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Spinner;<name>	Enabled:<True/Fa lse>	0

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

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

50. Exist

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Spinner;<name>	Exist:<True/Fals e>	0

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

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

51. Focused

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	Spinner;<name>	Focused:<True/Fa lse>	0

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

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

52. Enabled

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	ListView;<name>	Enabled:<True/Fa lse>	0

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

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

53. Exist

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	ListView;<name>	Exist:<True/Fals e>	0

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

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

54. Focused

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	ListView;<name>	Focused:<True/Fa lse>	0

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

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

55. ItemsCount

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Check	ListView;<name>	ItemCount:<count >	0

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

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

8. Keyword for getting a value

1. MsgBox

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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	actionvalu 2
report	<event>;<exp1>:<exp2>::<act1>:<act2>		0

Description: This keyword is used to display a customized report in the QTP test results window 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	actionvalu 2
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	actionvalu 2
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	actionvalu 2
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	actionvalu 2
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	actionvalu 2
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	actionvalu 2
function	Folder	Copy;<Source Path/Name>;<Dest inationFolder Path/Name>	0

Description: This keyword is used to copy a folder from source path to 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	actionvalu 2
function	Folder	Move;<Source Path/Name>;<Dest inationFolder 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	actionvalu 2
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	actionvalu 2
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	actionvalu 2
function	File	Copy;<Source File Path/Name>;<Dest ination 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	actionvalu 2
function	File	Move;<Source File Path with Name>;<Destinati on 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	actionvalu 2
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	actionvalu 2
function	File	Read;<File Path/Name>;<Vari able 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 Write

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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	actionvalu 2
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	actionvalu 2
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	actionvalu 2
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	actionvalu 2
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'
assignvalue|ABC;NEET
convert|#ABC|Lcase:VAR
msgbox|#VAR

15. Keyword for Keyboard operations

1. Press Key

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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	actionvalu 2
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 window abc
Context|Window;abc
presskey|Alt+F4

16. Keyword for Arithmetic Operations

1. Arithmetic

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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	actionvalu 2
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 else start from line 15
conditon|abc;equals;abc|12;15

2. Less Than

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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 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 else start from line 18
conditon|abc;lessthan;abc|17;18

3. Greater Than

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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 else start from line 19
conditon|abc;greaterthan;abc|12;19

4. Not

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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 else start from line 28
conditon|abc;not;abc|26;28

5. Equals with Variable

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
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 else start from line 31
conditon|#abc;equals>true|29;31

6. Equals with Variable

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
condition	#<variable name>;equals;False	startrow; endrow	0

Description: This keyword extracts the value of the environment variable, and then checks the condition. 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 42 else start from line 45
conditon|#abc;equals>false|42;45

7. Not with Variable

Object Type: General

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
condition	#<variable name>;not;True	startrow; endrow	0

Description: This keyword extracts the value of the environment variable, and then checks the condition. 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 32 else start from line 25
conditon|#abc;not;true|32;35

18. Keywords for Storing Values

1. Storevalue

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
storevalue	TextBox;<textbox name>	prop_name:<varia ble_name>	0

Description: This keyword is used to store the value of the specified property of the WinEdit object in the specified variable.
Example: Stores the value of 'Enabled' property of textbox 'abcd' in a variable 'Var'
Storevalue|TextBox;abcd|Enabled:Var

2. Storevalue

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
storevalue	button;<button name>	prop_name:<varia ble_name>	0

Description: This keyword is used to store the value of the specified property of the WinButton 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: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
storevalue	Combobox;<name>	prop_name:<varia ble_name>	0

Description: This keyword is used to store the value of the specified property of the WinComboBox 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: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
storevalue	checkbox;<name>	prop_name:<varia ble_name>	0

Description: This keyword is used to store the value of the specified property of the WinCheckBox 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: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
storevalue	radiobutton;<name>	prop_name:<varia ble_name>	0

Description: This keyword is used to store the specified value of the property of the WinRadioButton 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: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
storevalue	window;<window name>	Exist:<variable name>	0

Description: This keyword is used to store the value of the Exist property of a Window object in the specified variable.
Example: Stores the value of 'exist' property of window 'winname' in a variable 'Var'
storevalue | window;winname|Exist:Var

7. Storevalue

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
storevalue	dialog;<name>	prop_name:<varia ble_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: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
storevalue	Tab;<name>	prop_name:<varia ble_name>	0

Description: This keyword is used to store the value of the specified property of the WinTab 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: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
storevalue	TreeView;<name>	prop_name:<varia ble_name>	0

Description: This keyword is used to store the value of the specified property of the WinTreeView 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: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
storevalue	listview;<name>	prop_name:<varia ble_name>	0

Description: This keyword is used to store the value of the specified property of the WinListView 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: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
storevalue	listbox;<name>	prop_name:<varia ble_name>	0

Description: This keyword is used to store the value of the specified property of the winList object in the specified variable.
Example: Stores the value of 'innertext' property of listbox 'lbyname' in a variable 'Var'
 storevalue | listbox;lbyname|innertext:Var

12. Storevalue

Object Type: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
storevalue	<object>;<name>	prop_name:<varia ble_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: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
storevalue	<Object>;<name>	visibletext:<var iable_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: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
storevalue	<Object>;<name>	Disabled:<variab le_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: Win object

Keyword Syntax:

action	Object	actionvalue1	actionvalu 2
Storevalue	Spinner;<name>	position:<variab le name>	0

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

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

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