

Rapise® | Quick Start Guide

Testing Java Applications with Rapise

Date: May 9th, 2017



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Introduction

Rapise® is a next generation software test automation tool that leverages the power of open architecture to improve application quality and reduce time to market.

Rapise includes support for testing applications written using Java using all of the different front-end technologies – AWT, Swing and SWT.

In this guide, you will learn how to record and execute a Rapise script against Java applications.

We will show you how to test the following three different types of Java application:

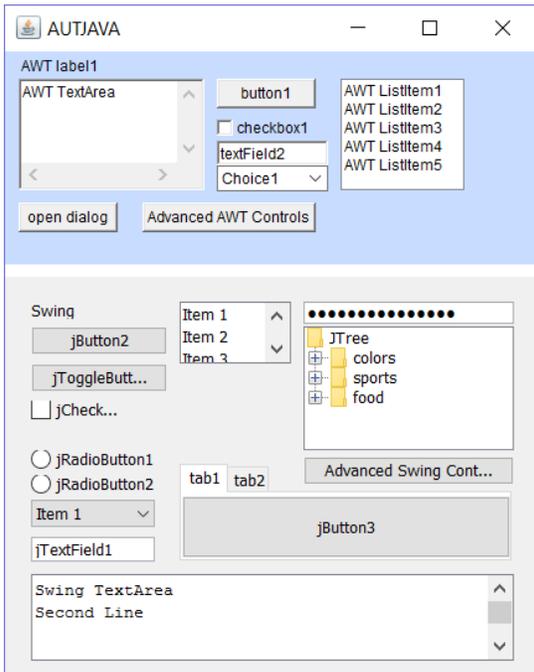
- Java AWT Apps
- Java Swing Apps
- Java SWT Apps

1. Testing the Sample AWT/Swing Application

On the Start Page of Rapise, click on the **Fetch Samples** button to make sure you have all of the latest samples available.

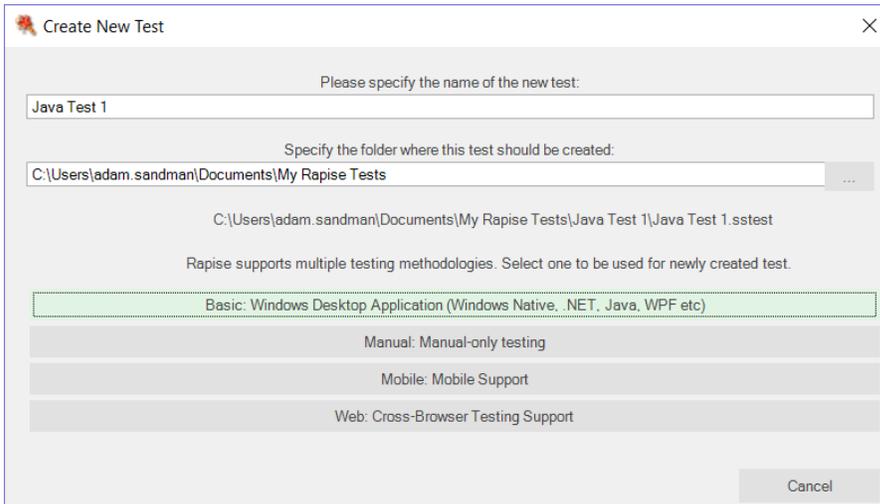
Then go to `C:\Users\Public\Documents\Rapise\Samples\Java\AUTJAVA` and right-click on the `x86run.cmd` file and choose **Run as Administrator**.

If you have Java configured correctly, you will see:



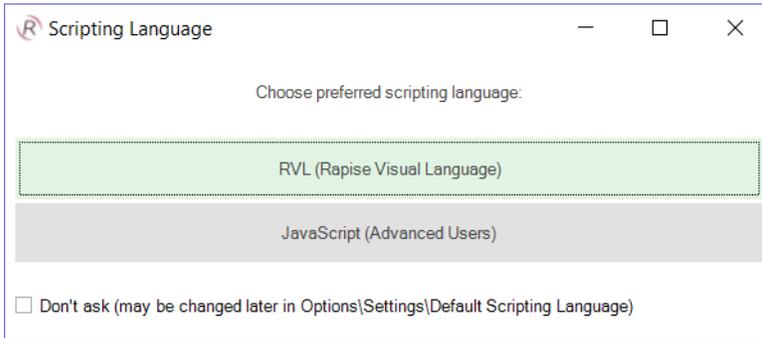
If the application doesn't start correctly, make sure you have Java SE and the Rapise Java Bridge installed and the `JAVA_HOME` environment variable correctly set to your Java Runtime (JRE). For more details on this, please refer to **Appendix A – Preparing Rapise for Java SWT/Swing**.

Once the application is started, open up Rapise and click on **FILE > Create New Test**:

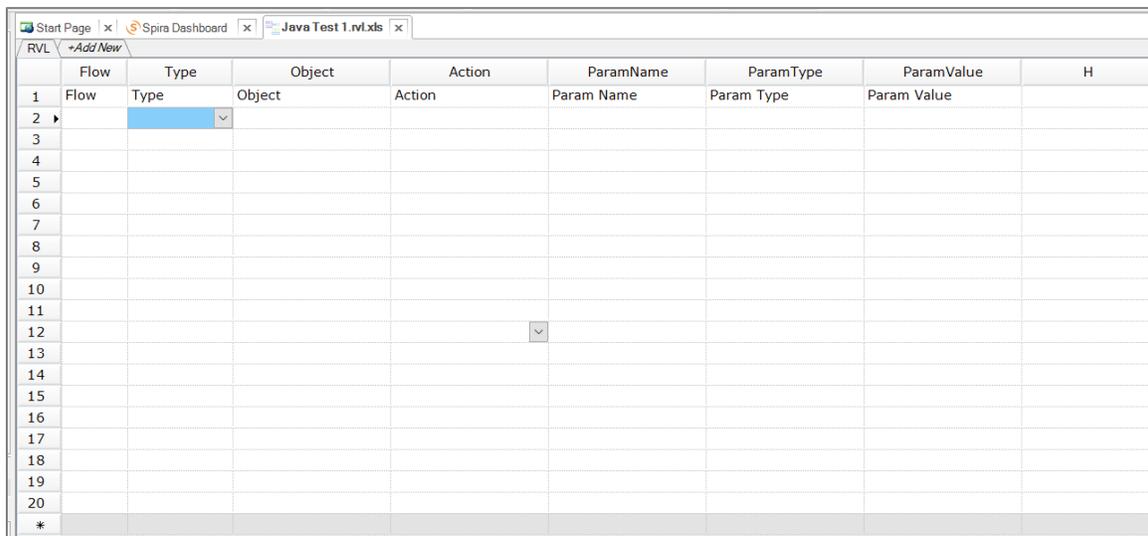


Enter the name "**Java Test 1**" as the name and choose **Basic: Windows Desktop Application** as the methodology.

On the next page, choose **Rapise Visual Language (RVL)** as the choice of Scripting language:

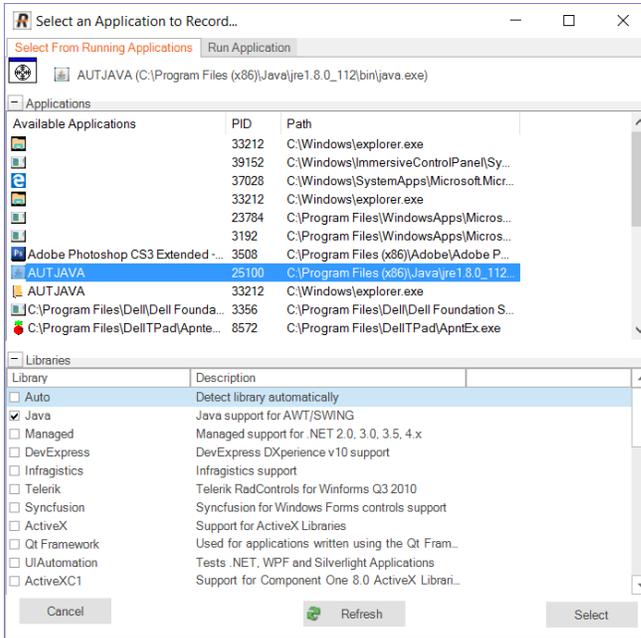


Once the test is created, you will see:



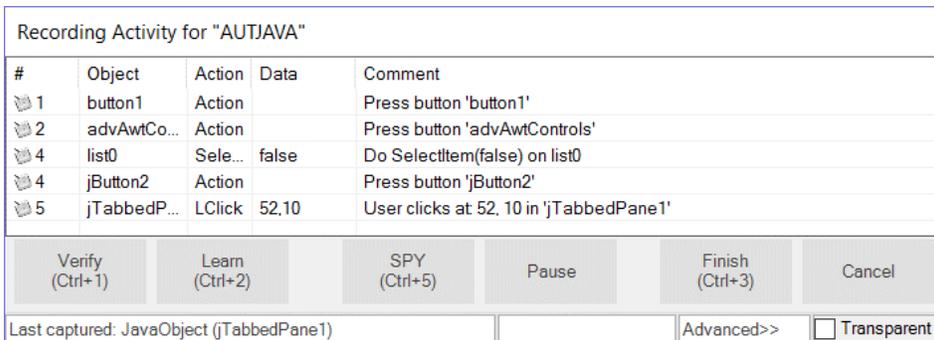
	Flow	Type	Object	Action	ParamName	ParamType	ParamValue	H
1	Flow	Type	Object	Action	Param Name	Param Type	Param Value	
2		▼						
3								
4								
5								
6								
7								
8								
9								
10								
11								
12				▼				
13								
14								
15								
16								
17								
18								
19								
20								
*								

Click on the **Record** button to display the "Select an Application to Record" dialog:



Choose the **AUT JAVA** process from the list of running applications, change the library selection from Auto to **"Java"** and click **Select**.

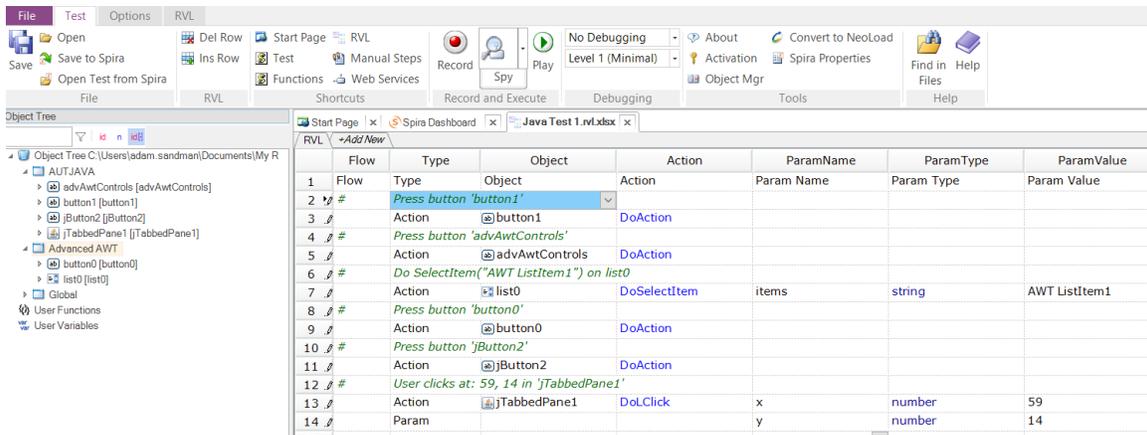
Now in the sample application click on some of the AWT and/or Swing controls. Rapise will record the actions:



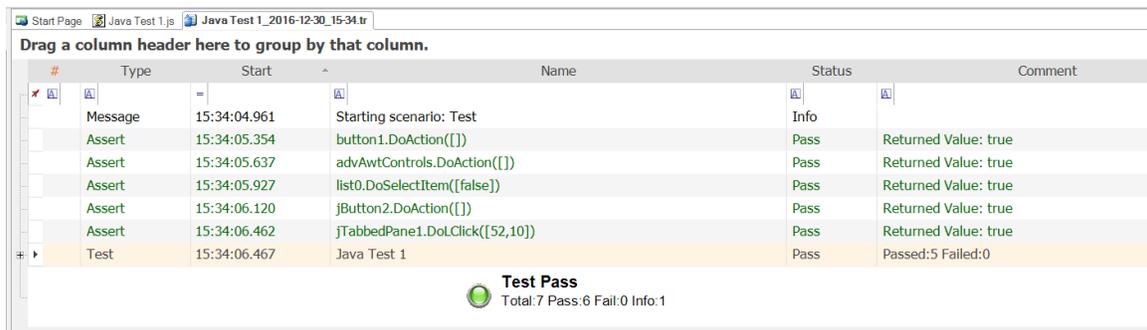
When you click **Finish**, Rapise will prompt you to confirm where you want the recorded test steps to be placed:



Select the first row in the test grid and click **Insert Here**. You will see the recorded test script and learned objects in Rapise:



When you click **Play**, Rapside will play back your test script against the application:

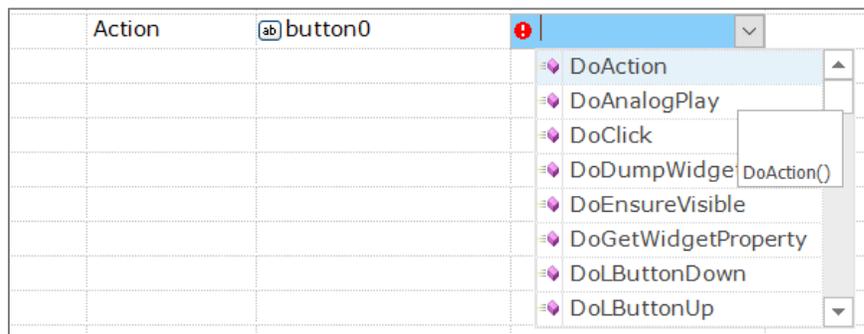


You can add steps to your script using any of the learned objects from the left-hand page (or any of the standard Global utility objects).

To do this, click on the blank row at the end of the recording and choose the following options from the dropdown lists in that row, for example:

- Type = Action
- Object = button0
- Action = DoAction

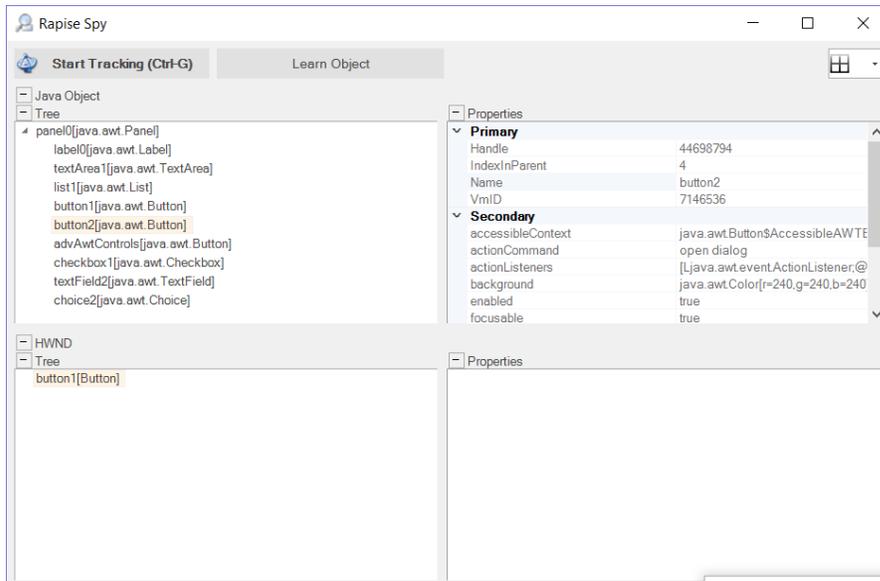
This process is illustrated below:



Sometimes you need to learn objects that are not visible or are obscured by other objects. To help with this, Rapside has the Object Spy tool.

The Spy tool lets you see the objects in the application in a hierarchy that you can learn.

When you are in the middle of recording, click on the **Spy** button and Rapise will display the Java Spy:



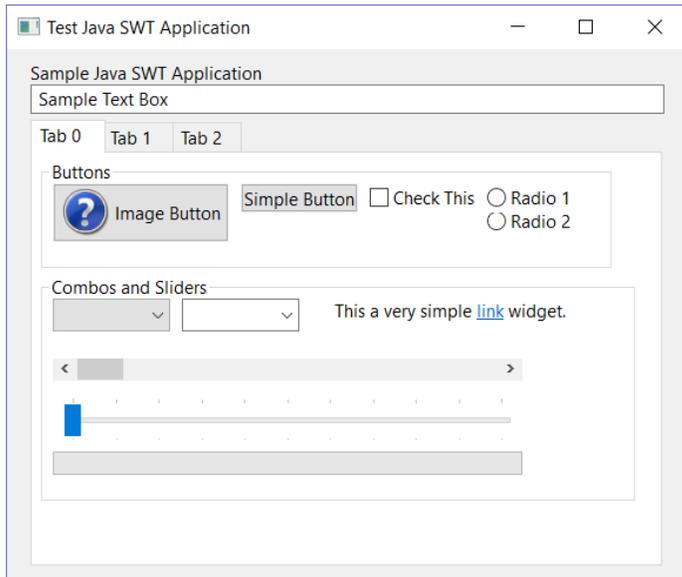
You can then use the Java Spy to track and find objects in the application hierarchy. You can navigate to parent objects by right-clicking on them and choosing **Parent**. Once you have found the desired object, click on the **Learn Object** in the Spy toolbar and Rapise will add the object in the Spy to the list of learned objects that you can test against.

2. Testing the Sample SWT Application

On the Start Page of Rapise, click on the **Fetch Samples** button to make sure you have all of the latest samples available.

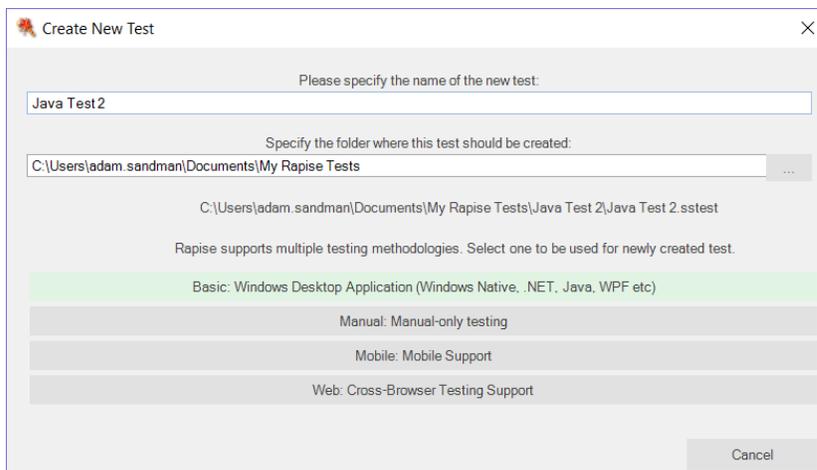
Then go to `C:\Users\Public\Documents\Rapise\Samples\JavaSWT\AUTJavaSWT` and double-click on the `JavaSWTAUT.bat` file to start the sample application:

If you have Java configured correctly, you will see:



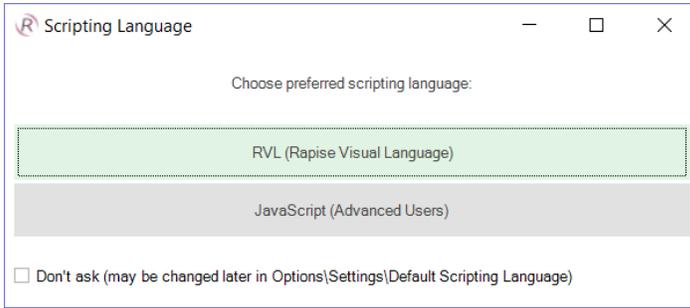
If the application doesn't start correctly, make sure you have Java SE installed and the `JAVA_HOME` environment variable correctly set to your Java Runtime (JRE). For more details on this, please refer to: **Appendix B - Preparing Rapise for Java SWT**

Once the application is started, open up Rapise and click on **FILE > Create New Test**:

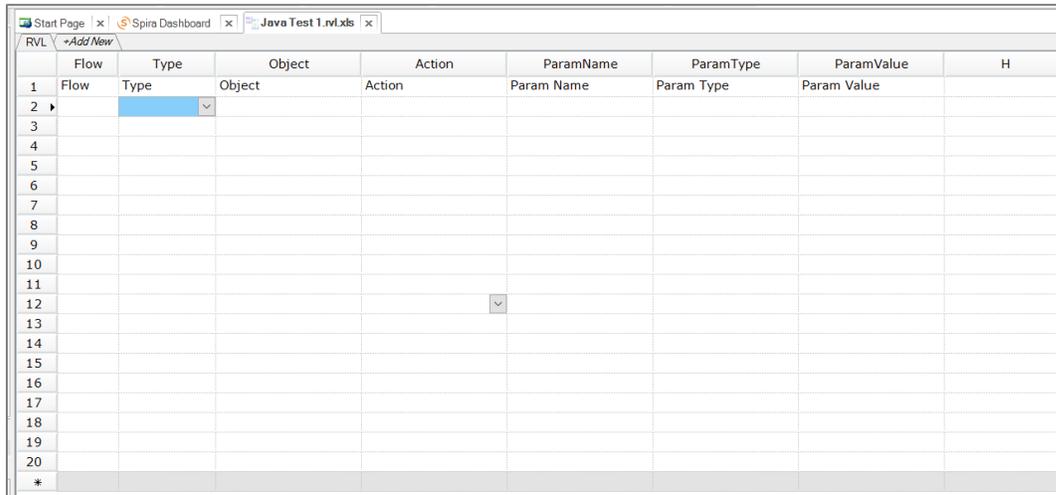


Enter the name "**Java Test 2**" as the name and choose **Basic: Windows Desktop Application** as the methodology.

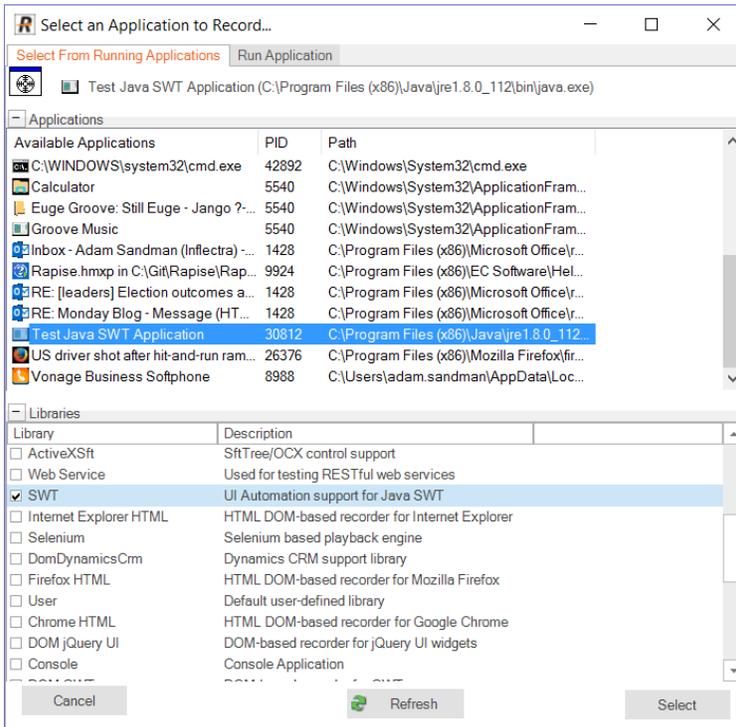
On the next page, choose **Rapise Visual Language (RVL)** as the choice of Scripting language:



Once the test is created, you will see:



Click on the **Record** button to display the "Select an Application to Record" dialog:



Choose the **Test Java SWT Application** from the list of running applications, change the library selection from Auto to **"SWT"** and click **Select**.

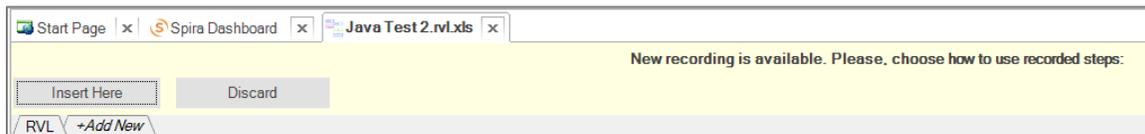
Now in the sample application click on some of the SWT controls. Rapise will record the actions:

Recording Activity for "Test Java SWT Application"				
#	Object	Action	Data	Comment
3	Image But..	Action		Press button 'Image Button'
4	OK	Action		Press button 'OK'
5	Check This	SetCheck	True	Do SetCheck(true) on Check This
6	List	SelectL..	0	Select items:'0' in "
7	Slider	SetValue	10	Set value:'10' in "

Verify (Ctrl+1) Learn (Ctrl+2) SPY (Ctrl+5) Resume Finish (Ctrl+3) Cancel

Paused Advanced>> Transparent

When you click **Finish**, Rapise will prompt you to confirm where you want the recorded test steps to be placed:



Select the first row in the test grid and click **Insert Here**. You will see the recorded test script and learned objects in Rapise:

Flow	Type	Object	Action	ParamName	ParamType	ParamValue
1	Flow					
2	#	Press button 'Simple Button'				
3	#	Action	DoAction			
4	#	Press button 'OK'				
5	#	Action	DoAction			
6	#	Press button 'Image Button'				
7	#	Action	DoAction			
8	#	Press button 'OK'				
9	#	Action	DoAction			
10	#	Do SetCheck(true) on Check This				
11	#	Action	DoSetCheck	bcheck	boolean	True
12	#	Select items:'0' in "				
13	#	Action	DoSelectItem	items	string[]array	0
14	#	Set value:'10' in "				
15	#	Action	DoSetValue	val	number	10

When you click **Play**, Rapise will play back your test script against the application:

#	Type	Start	Name	Status	Comment
	Message	15:51:20.765	Starting scenario: Test	Info	
	Assert	15:51:21.294	Image.Button.DoAction([])	Pass	Returned Value: true
	Assert	15:51:21.762	OK.DoAction([])	Pass	Returned Value: true
	Assert	15:51:22.265	Simple.Button.DoAction([])	Pass	Returned Value: true
	Assert	15:51:22.716	OK.DoAction([])	Pass	Returned Value: true
	Assert	15:51:23.310	ComboBox.DoSelectItem(["Alpha"])	Pass	Returned Value: true
	Assert	15:51:24.030	Slider.DoSetValue([10])	Pass	Returned Value: true
	Test	15:51:24.036	Java Test 2	Pass	Passed:6 Failed:0

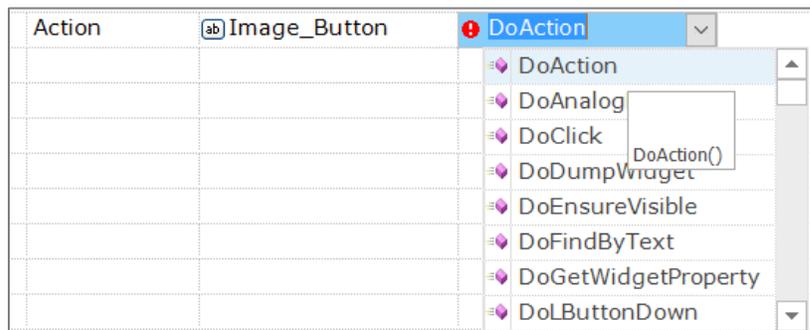
Test Pass
Total:8 Pass:7 Fail:0 Info:1

You can add steps to your script using any of the learned objects from the left-hand page (or any of the standard Global utility objects).

To do this, click on the blank row at the end of the recording and choose the following options from the dropdown lists in that row, for example:

- Type = Action
- Object = Image_Button
- Action = DoAction

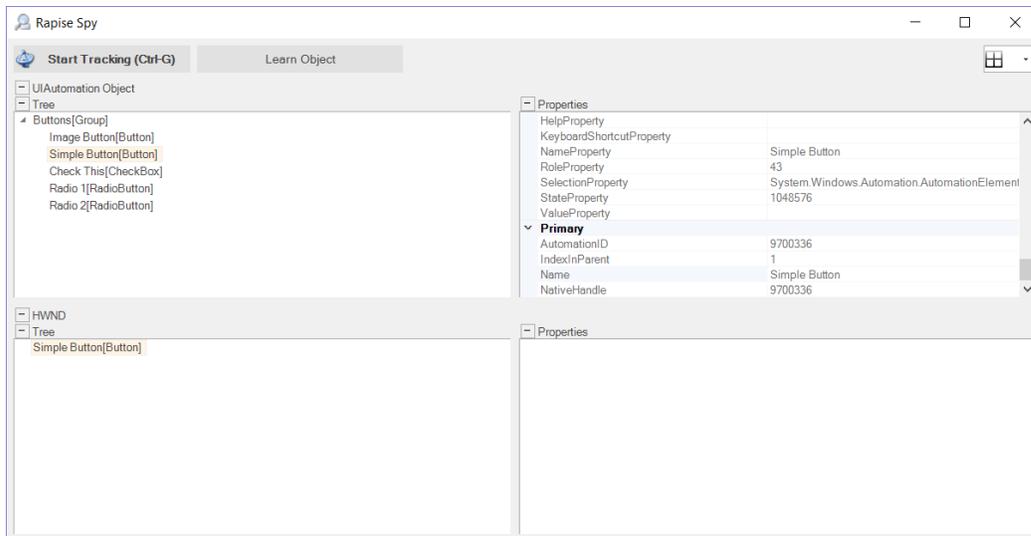
This process is illustrated below:



Sometimes you need to learn objects that are not visible or are obscured by other objects. To help with this, Rapise has the Object Spy tool.

The Spy tool lets you see the objects in the application in a hierarchy that you can learn.

When you are in the middle of recording, click on the **Spy** button and Rapise will display the UIAutomation Spy:



You can then use the UIAutomation Spy to track and find objects in the application hierarchy. You can navigate to parent objects by right-clicking on them and choosing **Parent**. Once you have found the desired object, click on the **Learn Object** in the Spy toolbar and Rapise will add the object in the Spy to the list of learned objects that you can test against.

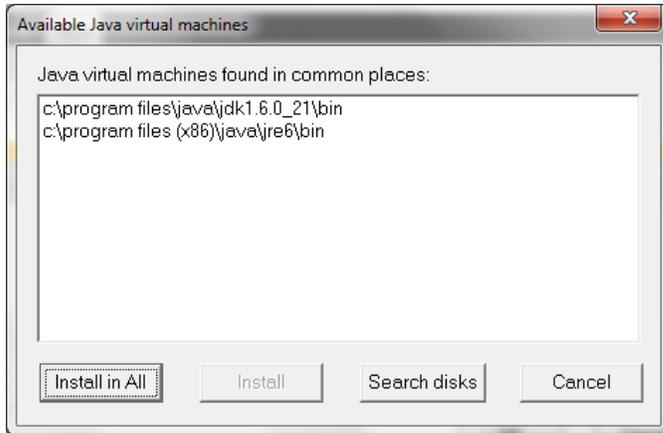
Appendix A – Preparing Rapise for Java AWT/Swing

Rapise supports the testing of Java applications using either the Abstract Window Toolkit (AWT) or Swing graphic user interface toolkits. For maximum flexibility, Rapise can connect to your choice of JVM.

Java Bridge Installation

In order to use a particular Java Virtual Machine (JVM) with Rapise you need to install Java Bridge into it. Installation process consists of several simple steps:

1. Click the Options icon in the Tools group of the main Rapise ribbon. That will bring up the Options dialog.
2. Click on the Tools > Java Settings button. This will launch the Java Bridge installation dialog:



3. Choose target JVM in the list of available Java machines and press Install button
4. Verify that the installation is successful

To verify that the bridge installed correctly, check that the following files have been installed inside your Java VM (typically found at `C:\Program Files (x86)\Java\jre1.x.x_xxx`):

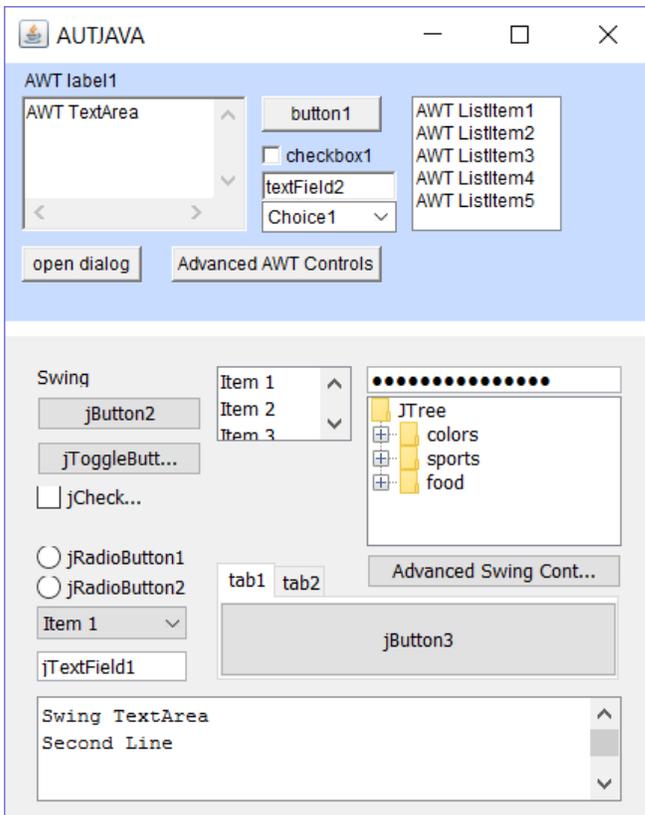
- lib\accessibility.properties
- lib\ext\jaccess.jar
- lib\ext\smartestudio-bridge.jar

If you don't see **all three of these files** then it means the bridge was not installed correctly.

Troubleshooting the Configuration

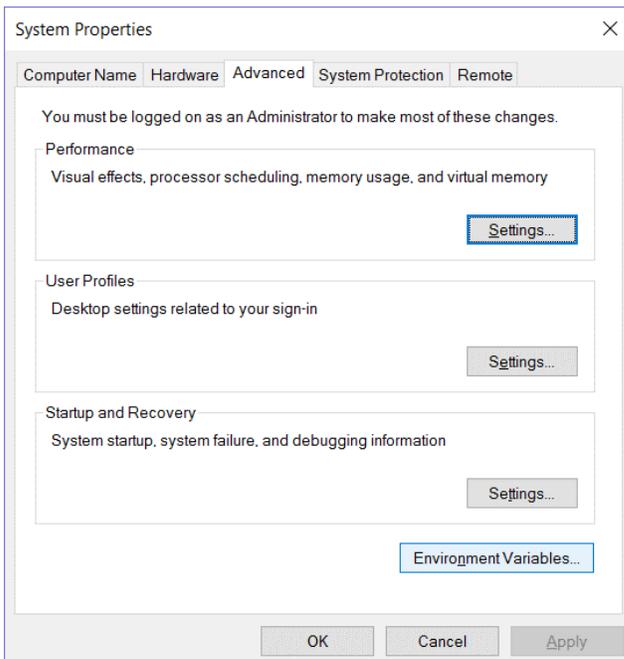
To help you make sure that your environment is correctly setup and also to help you try out Rapise, we have a sample application called AUTJava (AUT = Application Under Test) that can be found in the folder: `C:\Users\Public\Documents\Rapise\Samples\Java\AUTJAVA`

To run the application, right-click on the x86run.cmd file and choose **Run as Administrator**.

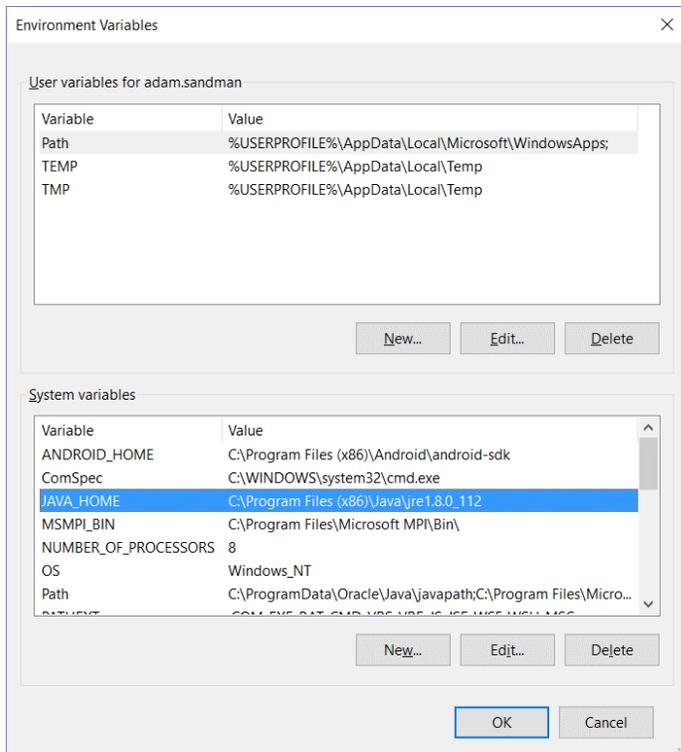


If the application doesn't appear correctly then you may need to set the **JAVA_HOME** environment variable.

To do this, open up the Windows control panel and choose **System > Advanced System Settings**:



Click on the **Environment Variables** button:



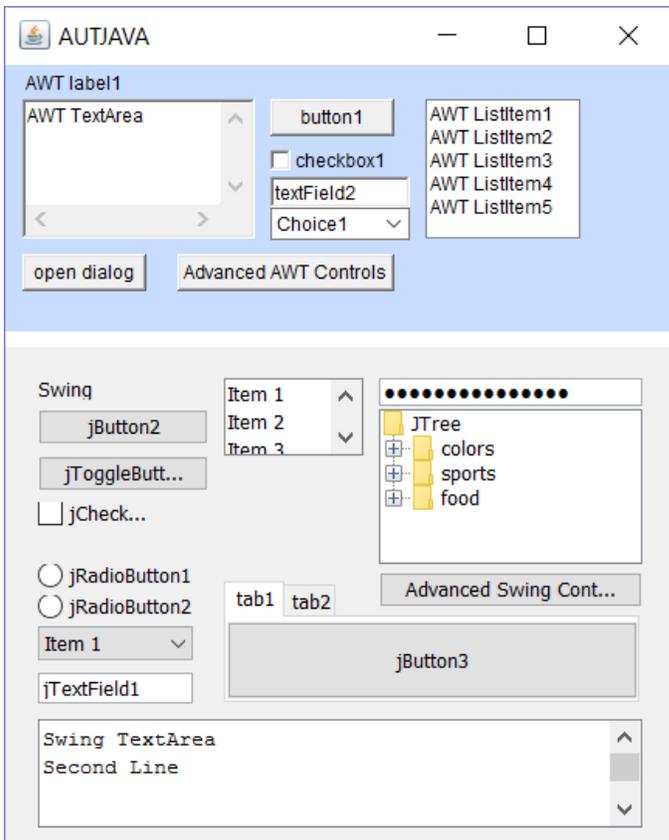
Click on the option to add a **System Variable** and then add the following:

Variable = JAVA_HOME

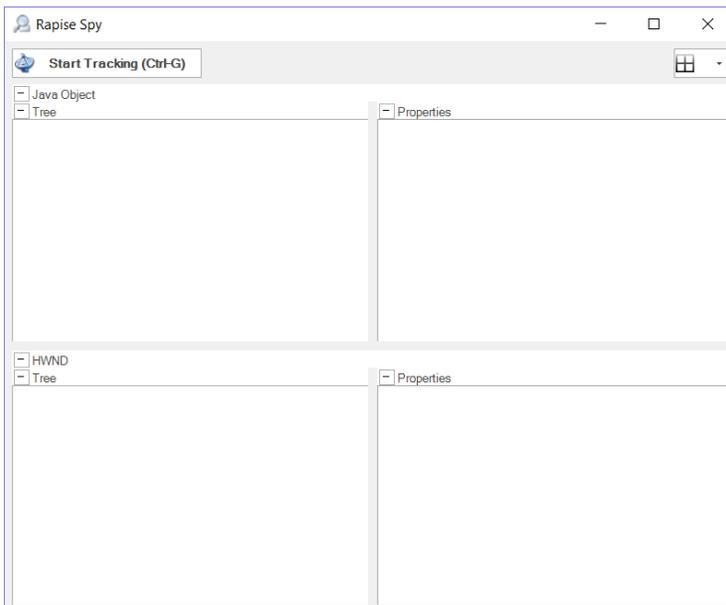
Value = C:\Program Files (x86)\Java\jre1.x.x_xxx

(you will need to match the location of your actual Java VM)

Now you should be able to launch the AUTJava sample application.

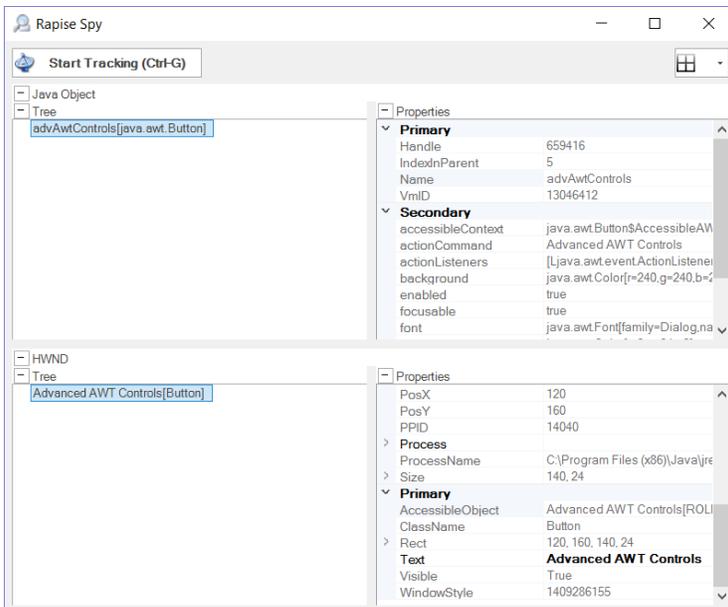


To verify that Rapise is configured correctly, click on the SPY menu in Rapise and choose **Java Spy**. Then click on the main **Spy** icon and the Java Spy will start up:



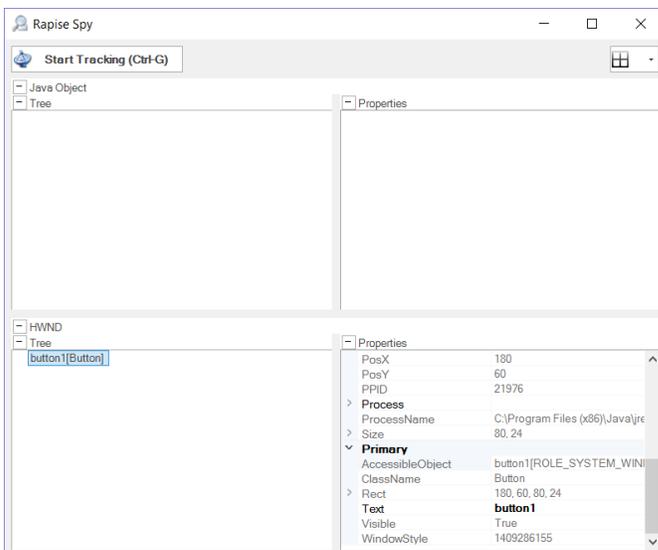
Click the CTRL+G button combination to start tracking and then move the mouse over one of the buttons in the sample application and click CTRL+G again.

You should see the following:

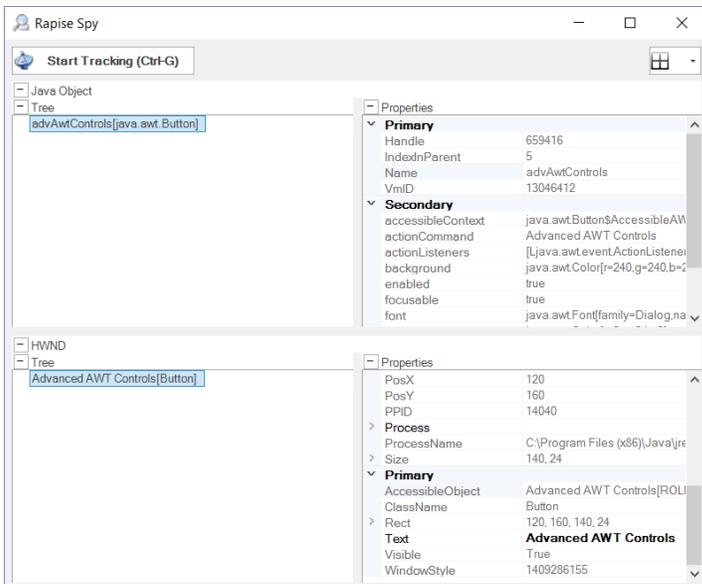


Which shows that Rapise is able to see the AWT button (in this example) and its properties.

However if you see the following instead:



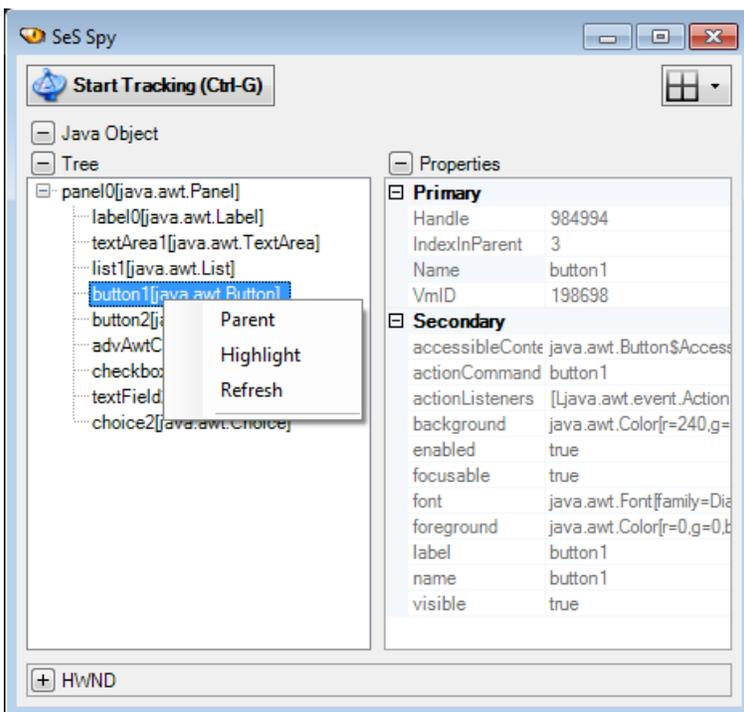
it means that you didn't run the sample application using "**Run as Administrator**", close the application and try again using "**Run as Administrator**" and you will see:



You are now ready to start testing your real application. Make sure to also start it using **"Run as Administrator"**.

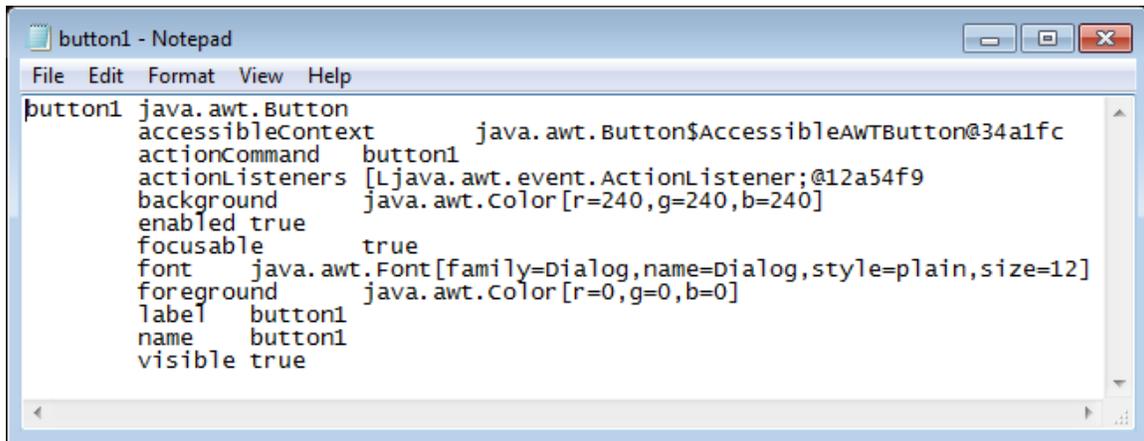
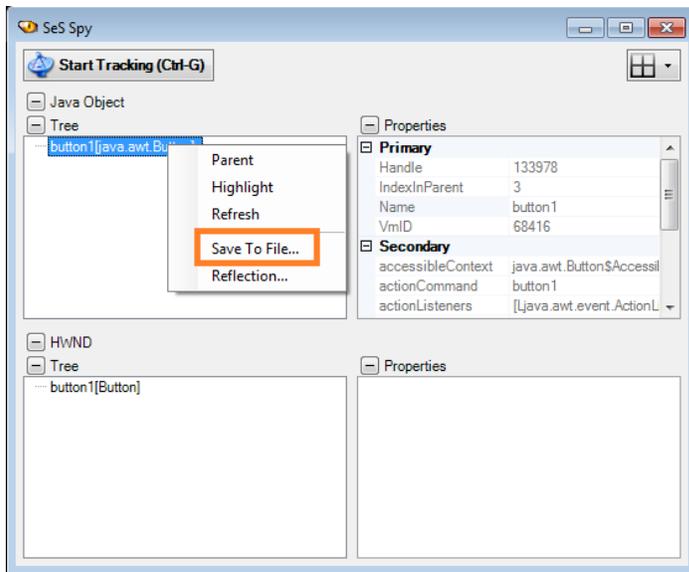
Analyzing the Java Application using the Java Spy

With Spy you can walk along the tree of Java objects in your application.



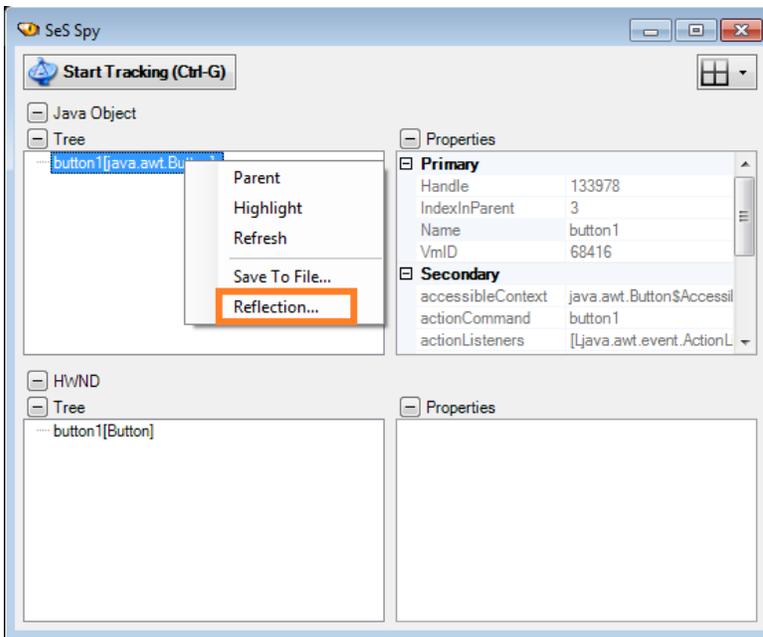
Save to File

You can save the Spy data for a particular node and all its descendants to a text file.



Reflection Information

You can save reflection information for a java class used to implement a GUI control.



The screenshot shows a Notepad window titled 'java.awt.Button - Notepad'. The text content is the Java source code for the Button class:

```

java.awt.Button
field: label java.lang.String java.awt.Button.label
field: actionCommand java.lang.String java.awt.Button.action
field: actionListener transient java.awt.event.ActionListener
field: base private static final java.lang.String java.awt.
field: nameCounter private static int java.awt.Button.name
field: serialVersionUID private static final long java.
field: buttonSerializedDataVersion private int java.awt.Bu
method: writeObject private void java.awt.Button.writeObjec
method: readObject private void java.awt.Button.readObject
method: initIDs private static native void java.awt.Button.init
method: addNotify public void java.awt.Button.addNotify()
method: constructComponentName java.lang.String java.awt.Butto
method: getAccessibleContext public javax.accessibility.Acce
method: paramString protected java.lang.String java.awt.Butt
method: eventEnabled boolean java.awt.Button.eventEnabled(ja
method: getListeners public java.util.EventListener[] java.a
method: processEvent protected void java.awt.Button.processE
method: getActionCommand public java.lang.String java.aw
method: getLabel public java.lang.String java.awt.Button
method: addActionListener public synchronized void java.a
method: getActionListeners public synchronized java.awt.ev
method: processActionEvent protected void java.awt.Button.
method: removeActionListener public synchronized void java.a
method: setActionCommand public void java.awt.Button.set
method: setLabel public void java.awt.Button.setLabel(ja
java.awt.Component
field: focusLog private static final java.util.
field: log private static final java.util.logging.
field: mixingLog private static final java.util.
field: peer transient java.awt.peer.ComponentPeer j
field: parent transient java.awt.Container java.awt.C

```

Appendix B – Preparing Rapise for Java SWT

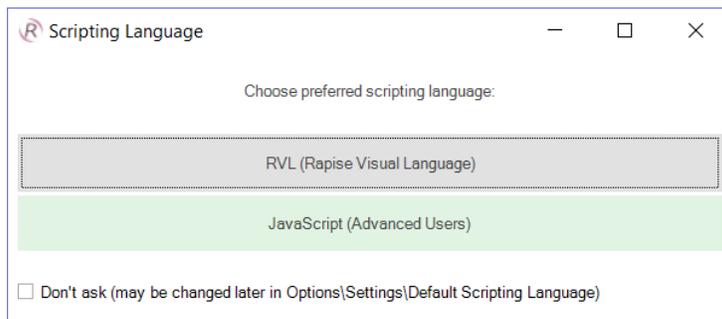
The **Java SWT** GUI library is an alternative to Swing developed by the **Eclipse** foundation and it provides Java applications the ability to access the **native GUI libraries** of the operating system using JNI (Java Native Interface) in a manner that is similar to those programs written using operating system-specific APIs. Programs that call SWT are portable, but the implementation of the toolkit, despite part of it being written in Java, is unique for each platform.

Rapise supports the testing of applications written using Java **Standard Widget Toolkit (SWT)** using its **JavaSWT** extensions library (which is based on the UI Automation technology in Windows). Since SWT displays applications using native Windows controls it doesn't need the Java Access Bridge to be installed (unlike Java AWT/Swing applications).

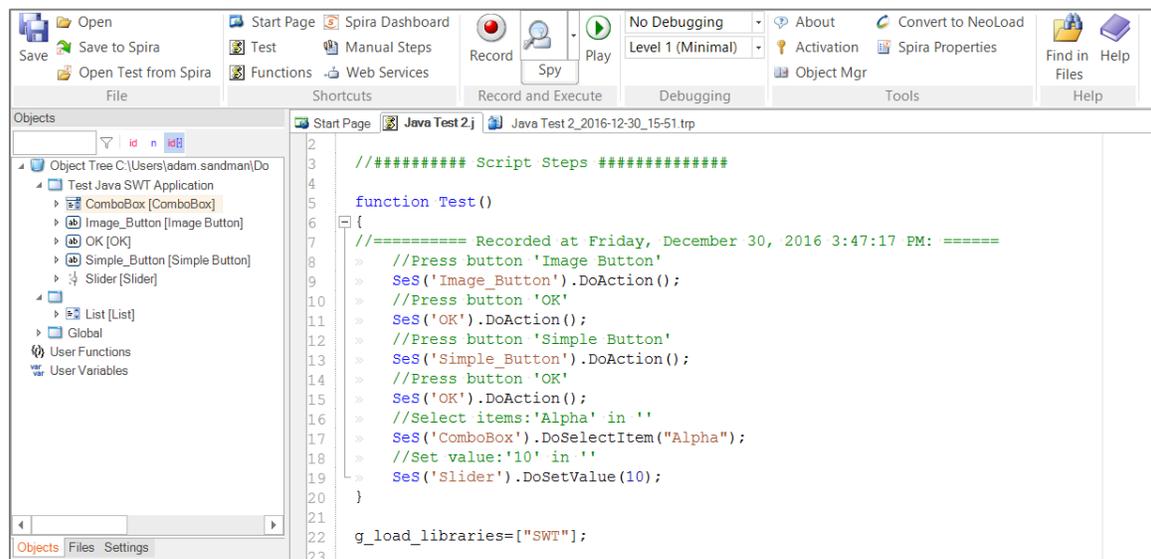
Appendix C – Using JavaScript Scripting Mode

In the main section of the guide we used the Rapise Visual Language (RVL) to write the tests. For advanced users that are familiar with standard programming languages, you can use the JavaScript language editor instead.

To do that, choose the **JavaScript** option during test creation instead of RVL.



The difference will be that when you finish recording the script it will as follows:



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