ITERA

Playwright cheat sheet

Below you'll find some commands and selectors we think would be valuable for you to use while doing the exercises:

.locator() – gets one or more DOM elements by selector or alias

- Getting an element using Id:

```
await page.locator('#id')
```

- Getting an element using Class:

```
await page.locator('.className')
```

- Getting the element with a given data attribute:

```
await page.locator('[attribute="value"]')
```

- Fill a text field / input field

```
await page.locator('#textBox').fill('hello')
```

- Getting the first HTML child from parent:

```
await page.locator('ul > li').first()
```

- Getting n-th child from the parent:

```
await page.locator('ul > li').nth(index)
```

Assertions include, but not limited to:

- *visible / hidden*

```
await expect(page.locator('div')).toBeVisible()
```

- *enabled / disabled*

```
await expect(page.locator('btn')).toBeEnabled()
```

- *attr(name, value)*

```
await expect(page.locator('btn')).toHaveAttribute('href', 'https://www.google.com')
```

- *css(name, value)*

```
await expect(page.locator('btn')).toHaveCSS('font-size', '20px')
```

.click() – clicks on a DOM element, chained off a yielded element

```
await page.locator('.class').click()
```

.select() – selects an option in a <select> dropdown menu

```
await page.locator('#dropDown').selectOption('bananas')
```

.clear() – clear the value of an input or text field

```
await page.locator('#textBox').clear()
```