

# WinRunner

## Introduction – Recording and Running Scripts

- WinRunner vs other automated testing tools
- Design test scripts in WinRunner Ecosystem
- Test Script Recording
- Setting up the initial condition
- Record and run modes

## Synchronization

- Synchronization concept in WinRunner
- Need of Synchronization
- Where to use Synchronization
- Understanding different synchronization statements
- Synchronization Checkpoints
- Adding Synchronization statements to a script

## Checkpoints

- Implementation of GUI checkpoints
- Implementation of bitmap checkpoint

## Data-Driving

- Understanding various parameters

- Usage of Data Driver Wizard

### Accuracy check by Verification

- Overview of Verification in WinRunner testing project
- Object Status Verification
- Text Verification
- Images Verification

### Validation in Winrunner

- Concept Overview of Validation
- Validate Databases

### GUI Map Introduction

- Working of GUI Map works
- Logical Names and Physical descriptions
- How to load a GUI Map from a startup script

### GUI Map Maintenance and Troubleshooting

- How GUI Map is recorded and used
- Usage of RapidTest Script Wizard
- Modifying Logical names and Physical Descriptions
- The GUI Spy

### WinRunner Workflow

- Overview of WinRunner Workflow
- Design Workflow

### WinRunner Test Scripting Language

- Overview of TSL

- Advantages of TSL
- Working with TSL Files
- Functions in TSL

#### Checking Database

- Verifying database content, columns and rows
- Performing runtime record checks

#### WinRunner Testing Best Practices