



Playwright CheatSheet

By kalamtech Solutions LLP

Basic Setup

Install Playwright

```
npm i playwright cmd
```

Launch Browser

```
const { chromium } =  
require('@playwright/test');  
  
const browser = await chromium.launch(); .js
```

Create Page Instance

```
const context = await browser.newContext();  
const page = await context.newPage(); .js
```

Close Browser

```
await browser.close(); .js
```

Interactions

Goto a URL

```
await page.goto('https://example.com'); .js
```

Click an Element

```
await page.click('selector'); .js
```

Fill a Text Field

```
await page.fill(  
'input[name="example"]', 'text to fill' ); .js
```

Select an Option

```
await page.selectOption(  
'select[name="example"]', 'value' ); .js
```

Assertions

Expect Title

```
await expect(page.locator('selector'))  
.toBeVisible(); .js
```

Expect text

```
await expect(page.locator('selector'))  
.toHaveText('Expected Text'); .js
```

Expect Element Visible

```
await expect(page.locator('selector'))  
.toBeVisible(); .js
```

Expect Attribute

```
await expect(page.locator('selector'))  
.toHaveAttribute('name', 'value'); .js
```

Waiting Mechanism

Wait For Navigation

```
await page.waitForNavigation(); .js
```

Wait for Selector

```
await page.waitForSelector('selector'); .js
```

Wait for Timeout

```
await page.waitForTimeout(1000); .js
```

Wait For Function

```
await page.waitForFunction(() =>  
windows.status === 'ready'); .js
```

Working with Elements

Get Element Text

```
const text = await  
page.textContent('selector'); .js
```

Screenshot of Element

```
await page.locator('selector')  
.screenshot({path: 'screenshot.jpg'}); .js
```

get Attribute

```
const attr = await  
page.textAttribute('selector', 'attribute'); .js
```

upload Files

```
await page  
.setInputFiles('input[type="file"]'  
, 'path/to/file'); .js
```

Advanced Interactions

Execute Javascript

```
const result = await page.evaluate(() => {  
//put JS here  
}); .js
```

Handle Dialogs

```
page.on('dialog', async dialog => {  
await dialog.accept();}); .js
```

Emulate Devices

```
const {devices} =  
require('@playwright/test');  
const iPhone = devices['iPhone 6'];  
  
const context = await browser.newContext({  
..iPhone,  
});  
  
const browser = await chromium.launch(); .js
```

intercept Network Requests

```
await page.route('*/', route => {  
//handle the request  
}); .js
```



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