




**Start point:**

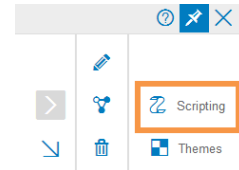
You are looking at the Flavor Manager

**Objective:**


Learn how to use the scripting mode and how to create individual scripts

**Difficulty:****Advanced****Create a script**



1. Select your flavor and press Scripting on the very right of the flavor bar.
2. Press  to create a script.
3. Give the script a name and accept with  or enter.
4. Go below into the code area to type in your code.
5. Type in: `alert("my first script");`
6. Save your script with the save button 
7. Then you can press  Execute and you should see a pop up like that.

**Validate a script**


1. Step 1-4 from above.
2. Type in:
 

```
var a = 4;
var b = x;
var c = a + b;
```
3. Press  Validate
4. Now you should see in the logging tab what is wrong.




**Rename a script**

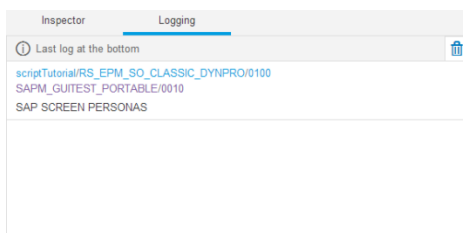
1. Select script which you want to rename
2. Click on 
3. Now you can change the script name
4. Save with 

**Delete a script**

1. Make sure the script you want to delete is selected.
2. Press  to delete your script.

**Use logging**

1. If you dont have a script yet, press  to create a script
2. Type in `session.utils.log("SAP SCREEN PERSONAS");`
3. Click on save 
4. Now click on  Execute to execute it.

**General Syntax:**

Flavor\_name/transaction/start screen

Line 1 syntax:


Flavor name (demo) / transaction(GUI TEST) / start screen(0100)

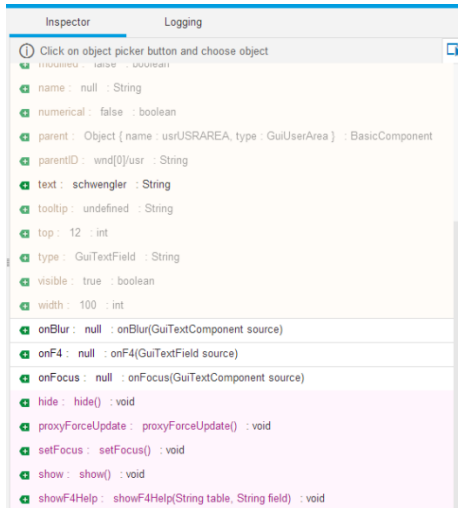
Line 2 syntax:

Transaction (GUITest) / current screen (0100)

Line 3 output text: (Put here what you want)

## Script inspector

1. Click on  on the very right of the script bar
2. Move your mouse cursor over any object you want to get information about.
3. If you are with your mouse over an object it gets marked blue and then click on it.
4. all the Control properties appear on the right side in the inspector tab.



### explanation of most common attributes

- only the highlighted options are available

#### **Attributes:**

text = change name/number

#### **Methods:**

hide() = object disappears

show() = object appears again

setFocus() = focus will set on this object

## How to use variables

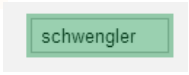
Variables are placeholder where you can save information like numbers, text or both.

1. The grammatic (syntax) is the following :  
`var currentCountry;`  
`var` is mandatory like the `semicolon` in the end.  
`"currentCountry"` is the name of the variable.
2. The next step is to fill the variable with the information you want to save in there.  
Like a number: `var currentCountry = 911;`  
Like a text: `var currentCountry = "schwengler";`
3. If you have for example an input field which always needs the same description/text  
You have two options to automate it:
  - Change text attribute
  - With a variable

For both ways you use the inscriptor to get the ID of that input field.

```
+ text : schwengler : String
```

At the moment the textfield looks like this (example) :



If you now press the green arrow icon with the white cross, it copies you the script code to the code area : `session.findById("wnd[0]/usr/txtPersonas_3").text = "schwengler";`

Now you can change it if you change the input within the bracketse like:

```
session.findById("wnd[0]/usr/txtPersonas_3").text = "Monday";
```



Variable solution:



```
var currentCountry = 0017;
```

```
session.findById("wnd[0]/usr/txtPersonas_3").text = currentCountry;
```

you basically give a reference to the text attribute instead of giving the plain text.

save and execute it and this input field will get the text you assigned to it.

## How to get data from a different screen

1. Go to the screen you want information from by using   or screen number / transactioncode.
2. Use the script inspector to get information you need, and it puts it direct in the code area.

Example : Getting data from SEPM\_SO and put it in textfields of a different screen.

1. Create labels/textfields and a script button like here in the picture.
2. Go into scripting mode :
  - a. User puts manually the Sales ID in its field: 0500000001
  - b. Use object selector to get the display button pushed :
  - c. Create 2 variables :
  - d. Use object selector to get the value of country an Net Amount

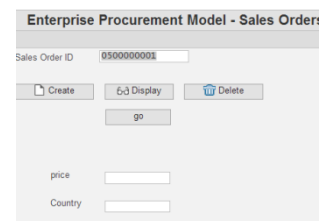
Net Amount :

```
session.findById("wnd[0]/usr/tabsEPM_SO_TAB/tabpEPM_SO_TAB_FC1/ssubEPM_SO_TAB_SCA:RS_EPM_SO_CLASSIC_DYNPRO:0301/txtSEPM_SO_HEADER_300-NET_AMOUNT").text = "7.914,00";
```




Country:

```
session.findById("wnd[0]/usr/tabsEPM_SO_TAB/tabpEPM_SO_TAB_FC1/ssubEPM_SO_TAB_SCA:RS_EPM_SO_CLASSIC_DYNPRO:0301/txtSEPM_SO_HEADER_300-COUNTRY_NAME").text = "USA";
```

Give the country and Net Amount value to the variables:



```


var price =
session.findById("wnd[0]/usr/tabsEPM_SO_TAB/tabpEPM_SO_TAB_FC1/ssubEPM_SO_TAB_SCA:
RS_EPM_SO_CLASSIC_DYNPRO:0301/txtSEPM_SO_HEADER_300-NET_AMOUNT").text;
var country =
session.findById("wnd[0]/usr/tabsEPM_SO_TAB/tabpEPM_SO_TAB_FC1/ssubEPM_SO_TAB_SCA:RS_
EPM_SO_CLASSIC_DYNPRO:0301/txtSEPM_SO_HEADER_300-COUNTRY_NAME").text;
Get the go back button pushed : 
session.findById("wnd[0]/tbar[0]/btn[3]").press();
get the Value (  text : : String ) from the price textfield and assign the variable price to it.
session.findById("wnd[0]/usr/txtPersonas_9").text = price;
get the value (  text : : String ) from the country textfield and assign the variable country to it.
session.findById("wnd[0]/usr/txtPersonas_10").text = country;

```

e. Save and go into editor mode to insert tab and assign the script to the "go" scriptButton.

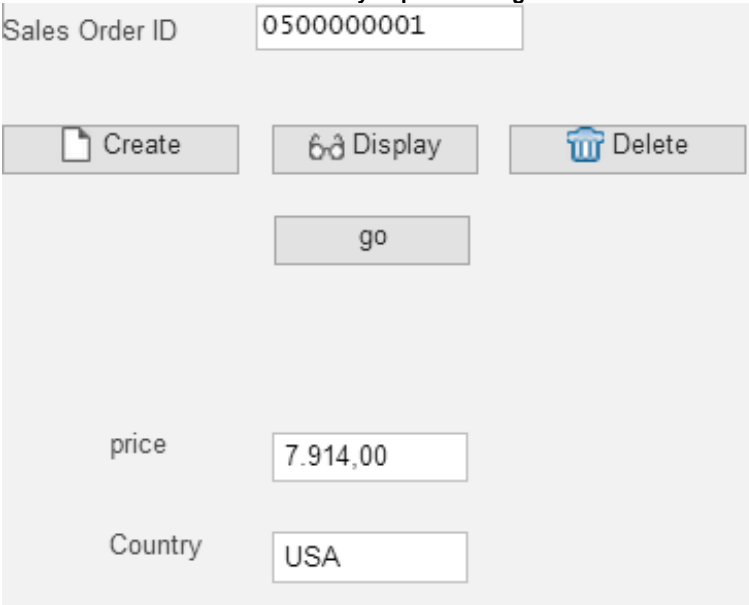
**Whole script:**

```

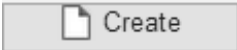
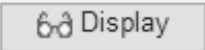

session.findById("wnd[0]/usr/btnDISPLAY").press(); // pushing the Display button
var price =
session.findById("wnd[0]/usr/tabsEPM_SO_TAB/tabpEPM_SO_TAB_FC1/ssubEPM_SO_TAB_SCA:RS_EPM_
SO_CLASSIC_DYNPRO:0301/txtSEPM_SO_HEADER_300-NET_AMOUNT").text; // Net Amount value will be
saved in the the price variable – delete : = "7.914,00" because you read and dont set value.
var country =
session.findById("wnd[0]/usr/tabsEPM_SO_TAB/tabpEPM_SO_TAB_FC1/ssubEPM_SO_TAB_SCA:RS_EPM_
SO_CLASSIC_DYNPRO:0301/txtSEPM_SO_HEADER_300-COUNTRY_NAME").text; // country value will be
saved in the country variable – delete : = "USA" because you read and dont set value.
session.findById("wnd[0]/tbar[0]/btn[3]").press(); // pushes the go screen back button
session.findById("wnd[0]/usr/txtPersonas_9").text = price; // get the ID  text : : String from the price textfield
and assign the variable price to it
session.findById("wnd[0]/usr/txtPersonas_10").text = country; // get the ID  text : : String from the country
textfield and assign the variable country to it

```

In the end it should look like this if you press the "go" button.



Sales Order ID

price

Country

## How to work with dates

### Create date object : Parse from US to EU


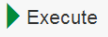
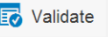
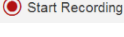




```
var us = session.findById("wnd[0]/usr/txtPersonas_2").text = "09.20.1993"; //input into the textfield
```

```
var usDate = new Date(us); // create a date object with the input from above (09.20.1993)  
session.utils.log(usDate); // logging to see if it worked
```

```
var eu = new Date(us); // create a date object with the date from the first line (20.09.1993)  
var euDate = eu.toUTCString(); // converts a Date object to a string, according to universal time  
session.utils.log(euDate); // logging to see if it worked
```

```
session.findById("wnd[0]/usr/lblPersonas_3").text = euDate; // assign the variable euDate to a label
```

## legend

	redo / undo	make any changes undo or redo
	Execute	executes the entered script code
	Validate	validates the script code for syntax errors
	Recording	records your behavior...
	Rename	let you rename the scriptname
	Delete	deletes the current script
	Save	saves the current code
	script1	