
Nerodia Documentation

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Nerodia is a Python port of the Watir ruby gem. <https://github.com/watir/watir>

1.1 Supported Python Versions

- Python 2.7
- Python 3.4+

1.2 Installing

If you have `pip` on your system, you can simply install or upgrade:

```
pip install -U nerodia
```

Alternately, you can download the source distribution from [PyPI](#) (e.g. `nerodia-1.0.0.tar.gz`), unarchive it, and run:

```
python setup.py install
```


- *Navigate to a Website*
- *Perform a Google Search*
- *Select a Checkbox*
- *Elements in Frames*

2.1 Navigate to a Website

```
from nerodia.browser import Browser

browser = Browser(browser='firefox')
browser.goto('watir.com')

browser.close()
```

2.2 Perform a Google Search

```
from nerodia.browser import Browser

browser = Browser(browser='firefox')
browser.goto('google.com')

search_input = browser.text_field(title='Search')
search_input.value = 'nerodia'
browser.button(value='Google Search').click()

browser.close()
```

2.3 Select a Checkbox

```
from nerodia.browser import Browser

browser = Browser(browser='firefox')
browser.goto('the-internet.herokuapp.com/checkboxes')

checkbox1 = browser.checkbox()
checkbox1.set()

browser.close()
```

2.4 Elements in Frames

```
from nerodia.browser import Browser

browser = Browser(browser='firefox')
browser.goto('the-internet.herokuapp.com/iframe')

print(browser.iframe().p().text)
print(browser.link(css='#page-footer a').text)

browser.close()
```

Result:

```
> Your content goes here.
> Elemental Selenium
```

Differences from Watir

The goal of this project is to be as close to Watir as possible. In terms of functionality, it is equivalent; however, there are some syntax differences due to the nature of Python.

3.1 Containers

The following containers cannot be used because either the singular or plural version is reserved by Python.

Watir	Nerodia
a	link
as	links
del	delete
dels	deletes
i	ital
is	itals

3.2 Locators

The following locators cannot be used because they are reserved by Python.

Watir	Nerodia
class	class_name
for	N/A*

**This locator is only possible via the below options.*

Alternatively, if you are only using one locator you can pass them as individual arguments:

```
browser.div('class', 'spam')
```

A third option is to use a dictionary and unpack into the container:

```
locator = {'class': 'spam', 'index': 1}
browser.div(**locator)
```

3.3 Blocks

Since Python does not have blocks, alternate methods are required.

3.3.1 Context

For cases where we want to perform some actions inside of a different browser context without completely switching to that context, we use the context manager.

Consider the following Window switching Watir code:

```
browser.window(title: 'Spam and Ham!').use do
  browser.button(id: 'close').click
end
```

In Nerodia, the equivalent would be:

```
with browser.window(title='Spam and Ham!'):
  browser.button(id='close').click()
```

The same would go for frames.

3.3.2 Waits

For waits, we need to use lambdas or closures.

Consider the following wait Watir code:

```
btn = browser.button(id: 'btn')
btn.wait_until(timeout: 2, interval: 0.5) { btn.enabled }
btn.click
```

In Nerodia, the equivalent would be:

```
btn = browser.button(id='btn')
btn.wait_until(timeout=2, interval=0.5, method=lambda e: e.enabled)
btn.click()
```

Also, while is reserved in Python. Therefore, the Nerodia equivalent of Watir's `Wait.while` is `Wait.until_not`

Nerodia API Documentation

4.1 nerodia package

4.1.1 Subpackages

nerodia.elements package

Submodules

nerodia.elements.area module

nerodia.elements.button module

nerodia.elements.cell module

nerodia.elements.check_box module

nerodia.elements.d_list module

nerodia.elements.element module

nerodia.elements.file_field module

nerodia.elements.font module

nerodia.elements.form module

`nerodia.elements.hidden` module

`nerodia.elements.html_elements` module

`nerodia.elements.i_frame` module

`nerodia.elements.image` module

`nerodia.elements.input` module

`nerodia.elements.link` module

`nerodia.elements.list` module

`nerodia.elements.option` module

`nerodia.elements.radio` module

`nerodia.elements.radio_set` module

`nerodia.elements.row` module

`nerodia.elements.select` module

`nerodia.elements.svg_elements` module

`nerodia.elements.table` module

`nerodia.elements.table_cell` module

`nerodia.elements.table_data_cell` module

`nerodia.elements.table_row` module

`nerodia.elements.table_section` module

`nerodia.elements.text_area` module

`nerodia.elements.text_field` module

Module contents

`nerodia.wait` package

Submodules

`nerodia.wait.timer` module

`nerodia.wait.wait` module

Module contents

4.1.2 Submodules

4.1.3 `nerodia.after_hooks` module

4.1.4 `nerodia.alert` module

4.1.5 `nerodia.browser` module

See also:

See `nerodia.container.Container` for all possible element containers.

See also:

See `nerodia.has_window.HasWindow` for accessing windows.

See also:

See `nerodia.wait.wait.Waitable` for wait methods.

4.1.6 `nerodia.container` module

4.1.7 `nerodia.cookies` module

4.1.8 `nerodia.element_collection` module

4.1.9 `nerodia.has_window` module

4.1.10 `nerodia.logger` module

4.1.11 `nerodia.screenshot` module

4.1.12 `nerodia.window` module