
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

class nerodia.elements.button.**Button** (*query_scope*, *selector*)

Bases: *nerodia.elements.input.Input*

Class representing button elements

This class covers both <button> and <input type="submit|reset|image|button" /> elements

ATTRIBUTES = ['onreset', 'disabled', 'ondurationchange', 'usemap', 'alt', 'onload', 'o

VALID_TYPES = ['button', 'reset', 'submit', 'image']

autofocus

disabled

form

formaction

formenctype

formmethod

formnovalidate

formtarget

labels

name

text

Returns the text of the button.

For input elements, returns the ‘value’ attribute. For button elements, returns the inner text.

Return type str

type

validationmessage

validity

value

willvalidate

nerodia.elements.cell module

class nerodia.elements.cell.**Cell** (*query_scope, selector*)

Bases: *nerodia.elements.table_cell.TableCell*

ATTRIBUTES = ['onreset', 'ondurationchange', 'onload', 'oninput', 'spellcheck', 'title

class nerodia.elements.cell.**CellCollection** (*query_scope, selector*)

Bases: *nerodia.elements.html_elements.TableCellCollection*

ATTRIBUTES = []

nerodia.elements.check_box module

class nerodia.elements.check_box.**CheckBox** (*query_scope, selector*)

Bases: *nerodia.elements.input.Input*

ATTRIBUTES = ['onreset', 'disabled', 'ondurationchange', 'usemap', 'alt', 'onload', 'o

check (*value=True*)

Sets checkbox to the given value

Parameters **value** – True to check, False to uncheck

Example

```
checkbox = browser.checkbox(id='new_user_interests_cars') checkbox.is_set #=> false checkbox.set()
checkbox.is_set #=> true checkbox.set(False) checkbox.set #=> false
```

clear ()

is_checked

Returns True if the element is checked :rtype: bool

is_set

Returns True if the element is checked :rtype: bool

set (*value=True*)
Sets checkbox to the given value

Parameters **value** – True to check, False to uncheck

Example

```
checkbox = browser.checkbox(id='new_user_interests_cars') checkbox.is_set #=> false checkbox.set()
checkbox.is_set #=> true checkbox.set(False) checkbox.set #=> false
```

uncheck ()

class `nerodia.elements.check_box.CheckBoxCollection` (*query_scope, selector*)

Bases: `nerodia.elements.html_elements.InputCollection`

ATTRIBUTES = []

nerodia.elements.d_list module

class `nerodia.elements.d_list.DList` (*query_scope, selector*)

Bases: `nerodia.elements.html_elements.HTMLElement`

ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'on

compact

to_dict ()

nerodia.elements.element module

class `nerodia.elements.element.Element` (*query_scope, selector*)

Bases: `nerodia.locators.class_helpers.ClassHelpers`, `nerodia.js_execution.JSExecution`, `nerodia.container.Container`, `nerodia.js_snippet.JSSnippet`, `nerodia.wait.wait.Waitable`, `nerodia.adjacent.Adjacent`, `nerodia.elements.scroll.Scrolling`

ATTRIBUTES = []

CASE_INSENSITIVE_ATTRIBUTES = ['accept', 'accept_charset', 'align', 'alink', 'axis', 'a

assert_exists ()

Locates if not previously found; does not check for staleness for performance reasons

attribute (*attribute_name*)

Returns given attribute value of the element

Parameters **attribute_name** (*str*) – attribute to retrieve

Return type `str`

Example

```
browser.a(id='link_2').attribute_value('title') #=> 'link_title_2'
```

attribute_list

Returns list of all attributes. :rtype: list

Example

```
browser.pre(id='rspec').attribute_list #=> ['class', 'id']
```

attribute_value (*attribute_name*)

Returns given attribute value of the element

Parameters **attribute_name** (*str*) – attribute to retrieve

Return type str

Example

```
browser.a(id='link_2').attribute_value('title') #=> 'link_title_2'
```

attribute_values

Returns all attribute values. Attributes with special characters are returned as String, rest are returned as a Symbol. :rtype: dict

Example

```
browser.pre(id='rspec').attribute_values #=> { 'class': 'ruby', 'id': 'rspec' }
```

attributes

Returns all attribute values. Attributes with special characters are returned as String, rest are returned as a Symbol. :rtype: dict

Example

```
browser.pre(id='rspec').attributes #=> { 'class': 'ruby', 'id': 'rspec' }
```

browser

Returns browser :rtype: nerodia.browser.Browser

build()**cache****center**

Get the center coordinates of the element :rtype: Point

Example

```
browser.button(name='new_user_button').center
```

centre

Get the center coordinates of the element :rtype: Point

Example

```
browser.button(name='new_user_button').center
```

classes**click** (**modifiers*)

Clicks the element, optionally while pressing the given modifier keys. Note that support for holding a modifier key is currently experimental, and may not work at all.

Parameters **modifiers** – modifier keys to press while clicking

Example Click an element

```
browser.element(name='new_user_button').click()
```

Example Click an element with shift key pressed

```
from selenium.webdriver.common.keys import Keys browser.element(name='new_user_button').click(Keys.SHIFT)
```

Example Click an element with several modifier keys pressed

```
from selenium.webdriver.common.keys import Keys browser.element(name='new_user_button').click(Keys.SHIFT, Keys.CONTROL)
```


double_click()

Double clicks the element. Note that browser support may vary.

Example Double-click an element

```
browser.element(name='new_user_button').double_click()
```

drag_and_drop_by (*xoffset, yoffset*)

Drag and drop this element by the given offsets. Note that browser support may vary.

Parameters

- **xoffset** – amount to move horizontally
- **yoffset** – amount to move vertically

Example Drag an element onto another

```
browser.div(id='draggable').drag_and_drop_by(100, -200)
```

drag_and_drop_on (*other*)

Drag and drop this element on to another element instance Note that browser support may vary

Parameters **other** – element to drop on

Example Drag an element onto another

```
a = browser.div(id='draggable') b = browser.div(id='droppable') a.drag_and_drop_on(b)
```

driver**enabled**

Returns True if the element is present and enabled on the page

Return type bool

eq1 (*other*)

Returns True if two elements are equal :param other: other element to compare :rtype: bool

exist

Returns True if element exists, False otherwise Checking for staleness is deprecated :rtype: bool

exists

Returns True if element exists, False otherwise Checking for staleness is deprecated :rtype: bool

fire_event (*event_name*)

Simulates JavaScript events on element Note that you may omit 'on' from event name

Parameters **event_name** – event to fire

Example

```
browser.button(name='new_user_button').fire_event('click') browser.button(name='new_user_button').fire_event('mousedown')
browser.button(name='new_user_button').fire_event('mouseover')
```

focused

Returns True if the element is focused :rtype: bool

get_attribute (*attribute_name*)

Returns given attribute value of the element

Parameters **attribute_name** (*str*) – attribute to retrieve

Return type str

Example

```
browser.a(id='link_2').attribute_value('title') #=> 'link_title_2'
```

get_attributes

Returns all attribute values. Attributes with special characters are returned as String, rest are returned as a Symbol. :rtype: dict

Example

```
browser.pre(id='rspec').attribute_values #=> { 'class': 'ruby', 'id': 'rspec' }
```

height

Get the height of the element :rtype: int

Example

```
browser.button(name='new_user_button').height
```

hover()

Moves the mouse to the middle of this element Note that browser support may vary

Example Hover over an element

```
browser.element(name='new_user_button').hover()
```

js_click()

Simulates JavaScript click event on element.

Example Click an element

```
browser.element(name='new_user_button').js_click()
```

js_double_click()

Simulates JavaScript double click event on element.

Example Click an element

```
browser.element(name='new_user_button').js_double_click()
```

keyword = None**locate()****locate_in_context()****location**

Get the location of the element (x, y) :rtype: Point

Example

```
browser.button(name='new_user_button').location
```

obscured

Returns if the element's center point is covered by a non-descendant element.

Return type bool**Example**

```
browser.button(value='Delete').obscured #=> False
```

present

Returns True if the element exists and is visible on the page Returns False if the element does not exist or exists but is not visible

Return type bool**reset()**

right_click (*modifiers)

Right clicks the element, optionally while pressing the given modifier keys. Note that support for holding a modifier key is currently experimental, and may not work at all. Also, the browser support may vary.

Example Right click an element

```
browser.element(name='new_user_button').right_click()
```

Example Right click an element with shift key pressed

```
browser.element(name='new_user_button').right_click(nerodia.Keys.SHIFT)
```

Example Click an element with several modifier keys pressed

```
browser.element(name='new_user_button').right_click(nerodia.Keys.SHIFT, nerodia.Keys.ALT)
```

scroll_into_view ()

Scroll until the element is in the view screen :rtype: Point

Example

```
browser.button(name='new_user_button').scroll_into_view()
```

select_text (string)

Selects text on page (as if dragging clicked mouse across provided text)

Parameters **string** – string to select

Example

```
browser.legend().select_text('information')
```

selector_string**send_keys** (*args)

Sends sequence of keystrokes to the element :param args: keystrokes to send

Example

```
browser.text_field(name='new_user_first_name').send_keys('nerodia')
```

size

Get the size of the element (width, height) :rtype: Dimension

Example

```
browser.button(name='new_user_button').size
```

stale

Returns True if a previously located element is no longer attached to the DOM :rtype: bool

stale_in_context**style** (prop=None)

Returns given style property of this element

Parameters **prop** (str) – property to get

Return type str

Example

```
browser.button(value='Delete').style      #=>      "border:          4px      solid      red;"
browser.button(value='Delete').style('border') #=> "4px solid rgb(255, 0, 0)"
```

tag_name

Returns the tag name of the element :rtype: str

text
Returns the text of the element :rtype: str

to_subtype()
Cast this Element instance to a more specific subtype :Example:
browser.element(xpath="//input[@type='submit']").to_subtype() #=> #<Button>

visible
Returns true if this element is visible on the page Raises exception if element does not exist
Return type bool

wait_for_enabled()

wait_for_exists()

wait_for_present()

wait_for_writable()

wd
Returns underlying Selenium object of the Nerodia Element :rtype: selenium.webdriver.remote.webelement.WebElement

width
Get the width of the element :rtype: int
Example
browser.button(name='new_user_button').width

nerodia.elements.file_field module

```
class nerodia.elements.file_field.FileField(query_scope, selector)
    Bases: nerodia.elements.input.Input

    ATTRIBUTES = ['onreset', 'disabled', 'ondurationchange', 'usemap', 'alt', 'onload', 'onmouseover', 'onmouseout', 'onmouseenter', 'onmouseleave']

    set(filepath)
        Set the file field to the given path

        Parameters filepath – path to the file

        Raises ENOENT

    value
        Gets the value of the file field :rtype: str

class nerodia.elements.file_field.FileFieldCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.InputCollection

    ATTRIBUTES = []
```

nerodia.elements.font module

```
class nerodia.elements.font.Font(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLInputElement

    ATTRIBUTES = ['onload', 'onloadeddata', 'onwaiting', 'color', 'onprogress', 'accesskey', 'onreset', 'onchange', 'oninput', 'onfocus', 'onblur', 'onmouseover', 'onmouseout', 'onmouseenter', 'onmouseleave']

    color
```

face**size**

Returns the size of the font :rtype: int

Example

browser.font().size #=> 12

nerodia.elements.form module**class** nerodia.elements.form.**Form**(*query_scope, selector*)Bases: *nerodia.elements.html_elements.HTML_Element***ATTRIBUTES** = ['onreset', 'ondurationchange', 'onload', 'oninput', 'spellcheck', 'title**accept_charset****action****autocomplete****encoding****enctype****length****method****name****novalidate****submit()****target****nerodia.elements.hidden module****class** nerodia.elements.hidden.**Hidden**(*query_scope, selector*)Bases: *nerodia.elements.input.Input***ATTRIBUTES** = ['onreset', 'disabled', 'ondurationchange', 'usemap', 'alt', 'onload', 'o**click()**

Clicks the element, optionally while pressing the given modifier keys. Note that support for holding a modifier key is currently experimental, and may not work at all.

Parameters modifiers – modifier keys to press while clicking**Example** Click an element

browser.element(name='new_user_button').click()

Example Click an element with shift key pressed

from selenium.webdriver.common.keys import Keys browser.element(name='new_user_button').click(Keys.SHIFT)

Example Click an element with several modifier keys pressed

from selenium.webdriver.common.keys import Keys browser.element(name='new_user_button').click(Keys.SHIFT, Keys.CONTROL)

visible

```
class nerodia.elements.hidden.HiddenCollection (query_scope, selector)  
    Bases: nerodia.elements.html_elements.InputCollection  
  
    ATTRIBUTES = []
```

nerodia.elements.html_elements module

```
class nerodia.elements.html_elements.Anchor (query_scope, selector)  
    Bases: nerodia.elements.html_elements.HTMLElement  
  
    ATTRIBUTES = ['origin', 'hostname', 'protocol', 'onreset', 'shape', 'ondurationchange',  
charset  
coords  
download  
host  
hostname  
href  
hreflang  
name  
origin  
password  
pathname  
port  
protocol  
referrerpolicy  
rel  
rellist  
rev  
search  
shape  
target  
type  
username  
  
class nerodia.elements.html_elements.AnchorCollection (query_scope, selector)  
    Bases: nerodia.elements.html_elements.HTMLElementCollection  
  
    ATTRIBUTES = []  
  
class nerodia.elements.html_elements.Applet (query_scope, selector)  
    Bases: nerodia.elements.html_elements.HTMLElement  
  
    ATTRIBUTES = ['onloadeddata', 'code', 'onmousedown', 'onwaiting', 'class_name', 'onpro
```

```
align
alt
archive
code
codebase
hspace
name
object
vspace

class nerodia.elements.html_elements.AppletCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Area(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['origin', 'protocol', 'onreset', 'shape', 'ondurationchange', 'alt', 'on
alt
coords
download
host
hostname
href
hreflang
nohref
origin
password
pathname
port
protocol
referrerpolicy
rel
rellist
search
shape
target
type
username
```

```
class nerodia.elements.html_elements.AreaCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.Audio(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'o

class nerodia.elements.html_elements.AudioCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.BR(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'o

    clear

class nerodia.elements.html_elements.BRCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.Base(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'o

    href
    target

class nerodia.elements.html_elements.BaseCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.Body(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onreset', 'ondurationchange', 'onload', 'oninput', 'spellcheck', 'title

    alink
    background
    bgcolor
    onafterprint
    onbeforeprint
    onbeforeunload
    onhashchange
    onlanguagechange
    onmessage
    onoffline
    ononline
    onpagehide
```



```
onpageshow
onpopstate
onrejectionhandled
onstorage
onunhandledrejection
onunload
vlink

class nerodia.elements.html_elements.BodyCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.ButtonCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Canvas(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'open']

class nerodia.elements.html_elements.CanvasCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.DListCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Data(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'open', 'value']

class nerodia.elements.html_elements.DataCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.DataList(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'open']

class nerodia.elements.html_elements.DataListCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Details(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'open']
```

```
class nerodia.elements.html_elements.DetailsCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.Dialog(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'open',
    open
    returnvalue

class nerodia.elements.html_elements.DialogCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.Directory(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'compact',
    compact

class nerodia.elements.html_elements.DirectoryCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.Div(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'align',
    align

class nerodia.elements.html_elements.DivCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.Embed(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'align',
    align
    name
    src
    type

class nerodia.elements.html_elements.EmbedCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.FieldSet(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onloadeddata', 'onmousedown', 'onwaiting', 'class_name', 'onprogress',
    disabled
```

```
form
name
type
validationmessage
validity
willvalidate

class nerodia.elements.html_elements.FieldSetCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Font(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'color', 'onprogress', 'accesskey', 'onreset',
    color
    face

class nerodia.elements.html_elements.FontCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.FormCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.FrameSet(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onreset', 'cols', 'ondurationchange', 'onload', 'oninput', 'spellcheck',
    cols
    onafterprint
    onbeforeprint
    onbeforeunload
    onhashchange
    onlanguagechange
    onmessage
    onoffline
    ononline
    onpagehide
    onpageshow
    onpopstate
    onrejectionhandled
    onstorage
    onunhandledrejection
```

```
onunload

class nerodia.elements.html_elements.FrameSetCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.HR(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'color', 'onprogress', 'accesskey', 'onreset',
align
color
noshade

class nerodia.elements.html_elements.HRCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.HTMLElement(query_scope, selector)
    Bases: nerodia.elements.element.Element
    ATTRIBUTES = ['onloadeddata', 'ontoggle', 'onmousedown', 'onwaiting', 'class_name', 'onmouseover',
accesskey
class_name
content_editable
dataset
dir
draggable
hidden
id
innertext
lang
onabort
onblur
oncancel
oncanplay
oncanplaythrough
onchange
onclick
onclose
oncopy
oncuechange
oncut
```

ondblclick
ondrag
ondragend
ondragenter
ondragexit
ondragleave
ondragover
ondragstart
ondrop
ondurationchange
onemptied
onended
onerror
onfocus
oninput
oninvalid
onkeydown
onkeypress
onkeyup
onload
onloadeddata
onloadedmetadata
onloadstart
onmousedown
onmouseenter
onmouseleave
onmousemove
onmouseout
onmouseover
onmouseup
onpaste
onpause
onplay
onplaying
onprogress
onratechange

`onreset`
`onresize`
`onscroll`
`onseeked`
`onseeking`
`onselect`
`onshow`
`onstalled`
`onsubmit`
`onsuspend`
`ontimeupdate`
`ontoggle`
`onvolumechange`
`onwaiting`
`onwheel`
`spellcheck`
`tabindex`
`title`
`translate`

```
class nerodia.elements.html_elements.HTMLElementCollection(query_scope, selector)
```

Bases: *nerodia.element_collection.ElementCollection*

```
ATTRIBUTES = []
```

```
class nerodia.elements.html_elements.Head(query_scope, selector)
```

Bases: *nerodia.elements.html_elements.HTMLElement*

```
ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'o
```

```
class nerodia.elements.html_elements.HeadCollection(query_scope, selector)
```

Bases: *nerodia.elements.html_elements.HTMLElementCollection*

```
ATTRIBUTES = []
```

```
class nerodia.elements.html_elements.Heading(query_scope, selector)
```

Bases: *nerodia.elements.html_elements.HTMLElement*

```
ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'o
```

```
align
```

```
class nerodia.elements.html_elements.HeadingCollection(query_scope, selector)
```

Bases: *nerodia.elements.html_elements.HTMLElementCollection*

```
ATTRIBUTES = []
```

```
class nerodia.elements.html_elements.Html(query_scope, selector)
```

Bases: *nerodia.elements.html_elements.HTMLElement*

```
ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'o
```

```

    version

class nerodia.elements.html_elements.HtmlCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.IFrameCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.ImageCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.InputCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.LI(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'on
    type
    value

class nerodia.elements.html_elements.LICollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Label(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['control', 'onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'acc
    control
    for
    form

class nerodia.elements.html_elements.LabelCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Legend(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'on
    align
    form

class nerodia.elements.html_elements.LegendCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Map(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

```

```
    ATTRIBUTES = ['onloadeddata', 'onmousedown', 'onwaiting', 'class_name', 'onprogress',
areas
images
name
class nerodia.elements.html_elements.MapCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []
class nerodia.elements.html_elements.Marquee(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onreset', 'ondurationchange', 'onload', 'oninput', 'spellcheck', 'title
behavior
bgcolor
direction
hspace
loop
onbounce
onfinish
onstart
scrollamount
scrollldelay
truespeed
vspace
class nerodia.elements.html_elements.MarqueeCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []
class nerodia.elements.html_elements.Media(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onreset', 'ended', 'ondurationchange', 'videotracks', 'onload', 'oninput
audiotracks
autoplay
buffered
controls
crossorigin
currentsrc
currenttime
defaultmuted
defaultplaybackrate
```


duration
ended
error
loop
muted
networkstate
paused
playbackrate
played
preload
readystate
seekable
seeking
src
srcobject
texttracks
videotricks
volume

```
class nerodia.elements.html_elements.MediaCollection(query_scope, selector)  
    Bases: nerodia.elements.html_elements.HTMLElementCollection
```

```
    ATTRIBUTES = []
```

```
class nerodia.elements.html_elements.Meta(query_scope, selector)  
    Bases: nerodia.elements.html_elements.HTMLElement
```

```
    ATTRIBUTES = ['onloadeddata', 'ontoggle', 'onmousedown', 'onwaiting', 'class_name', 'on
```

```
    content
```

```
    http_equiv
```

```
    name
```

```
    scheme
```

```
class nerodia.elements.html_elements.MetaCollection(query_scope, selector)  
    Bases: nerodia.elements.html_elements.HTMLElementCollection
```

```
    ATTRIBUTES = []
```

```
class nerodia.elements.html_elements.Meter(query_scope, selector)  
    Bases: nerodia.elements.html_elements.HTMLElement
```

```
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'on
```

```
    high
```

```
    labels
```

```
    low
```

```
max
min
optimum
value

class nerodia.elements.html_elements.MeterCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLInputElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Mod(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLInputElement
    ATTRIBUTES = ['onloadeddata', 'onmousedown', 'onwaiting', 'class_name', 'onprogress',
cite
datetime

class nerodia.elements.html_elements.ModCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLInputElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.OListCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLInputElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Object(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLInputElement
    ATTRIBUTES = ['code', 'typemustmatch', 'ondurationchange', 'codetype', 'onload', 'onin
align
archive
border
code
codebase
codetype
contentdocument
contentwindow
data
declare
form
hspace
name
standby
type
typemustmatch
validationmessage
```

```

    validity
    vspace
    willvalidate

class nerodia.elements.html_elements.ObjectCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.OptGroup(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloaddata', 'onmousedown', 'onwaiting', 'class_name', 'onprogress',
disabled
    label

class nerodia.elements.html_elements.OptGroupCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.OptionCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Output(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['labels', 'ondurationchange', 'onload', 'oninput', 'spellcheck', 'title',
defaultvalue
    for
    form
    labels
    name
    type
    validationmessage
    validity
    value
    willvalidate

class nerodia.elements.html_elements.OutputCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Paragraph(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloaddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'o
align

class nerodia.elements.html_elements.ParagraphCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

```

```
    ATTRIBUTES = []

class nerodia.elements.html_elements.Param(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'on
    name
    type
    value
    valuetype

class nerodia.elements.html_elements.ParamCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Picture(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'on

class nerodia.elements.html_elements.PictureCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Pre(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'on

class nerodia.elements.html_elements.PreCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Progress(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'on
    labels
    max
    position
    value

class nerodia.elements.html_elements.ProgressCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Quote(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'on
    cite

class nerodia.elements.html_elements.QuoteCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
```

```

    ATTRIBUTES = []

class nerodia.elements.html_elements.Script(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloadeddata', 'defer', 'oncut', 'crossorigin', 'class_name', 'onprogress',
    async
    charset
    crossorigin
    defer
    event
    for
    nonce
    src
    type

class nerodia.elements.html_elements.ScriptCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.SelectCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Source(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'onprogress',
    media
    sizes
    src
    srcset
    type

class nerodia.elements.html_elements.SourceCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Span(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'onprogress',

class nerodia.elements.html_elements.SpanCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection
    ATTRIBUTES = []

class nerodia.elements.html_elements.Style(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'onprogress',

```

```
media
nonce
type
class nerodia.elements.html_elements.StyleCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLInputElementCollection
    ATTRIBUTES = []
class nerodia.elements.html_elements.TableCaption(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLInputElement
    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'on
align
class nerodia.elements.html_elements.TableCaptionCollection(query_scope, selec-
tor)
    Bases: nerodia.elements.html_elements.HTMLInputElementCollection
    ATTRIBUTES = []
class nerodia.elements.html_elements.TableCell(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLInputElement
    ATTRIBUTES = ['onreset', 'ondurationchange', 'onload', 'oninput', 'spellcheck', 'title
align
axis
bgcolor
cellindex
ch
choff
colspan
headers
nowrap
rowspan
valign
class nerodia.elements.html_elements.TableCellCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLInputElementCollection
    ATTRIBUTES = []
class nerodia.elements.html_elements.TableCol(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLInputElement
    ATTRIBUTES = ['onloadeddata', 'ch', 'onwaiting', 'class_name', 'onprogress', 'accesskey
align
ch
choff
valign
```

```

class nerodia.elements.html_elements.TableColCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.TableCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.TableDataCellCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.TableHeaderCell(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'onabort',
abbr
scope

class nerodia.elements.html_elements.TableHeaderCellCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.TableRowCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.TableSectionCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.Template(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onloadeddata', 'onmousedown', 'onwaiting', 'class_name', 'onprogress', 'onabort',
content

class nerodia.elements.html_elements.TemplateCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.TextAreaCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.Time(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onloadeddata', 'onmousedown', 'onwaiting', 'class_name', 'onprogress', 'onabort',
datetime

class nerodia.elements.html_elements.TimeCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

```

```
    ATTRIBUTES = []

class nerodia.elements.html_elements.Title(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'on']

class nerodia.elements.html_elements.TitleCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.Track(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onloadeddata', 'readystate', 'onwaiting', 'class_name', 'onprogress', '']

    default
    kind
    label
    readystate
    src
    srclang
    track

class nerodia.elements.html_elements.TrackCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.UListCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.Unknown(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'on']

class nerodia.elements.html_elements.UnknownCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []

class nerodia.elements.html_elements.Video(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'on']

    poster
    videoheight
    videowidth

class nerodia.elements.html_elements.VideoCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElementCollection

    ATTRIBUTES = []
```


nerodia.elements.i_frame module

```

class nerodia.elements.i_frame.Frame(query_scope, selector)
    Bases: nerodia.elements.i_frame.IFrame

    ATTRIBUTES = ['onreset', 'ondurationchange', 'onload', 'oninput', 'spellcheck', 'title']

class nerodia.elements.i_frame.FrameCollection(query_scope, selector)
    Bases: nerodia.elements.i_frame.IFrameCollection

    ATTRIBUTES = []

class nerodia.elements.i_frame.FramedDriver(element, browser)
    Bases: object

    eq1(other)
        x.__eq__(y) <==> x==y

    send_keys(*args)

    switch()

    wd

class nerodia.elements.i_frame.IFrame(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onreset', 'ondurationchange', 'onload', 'oninput', 'spellcheck', 'title']

    align

    allowfullscreen

    allowpaymentrequest

    contentdocument

    contentwindow

    execute_script(script, *args)
        Executes JavaScript in context of frame

    frameborder

    html
        Returns HTML code of iFrame :rtype: str

    longdesc

    marginheight

    marginwidth

    name

    referrerpolicy

    sandbox

    scrolling

    send_keys(*args)
        Delegate sending keystrokes to FramedDriver

    src

    srcdoc

```

switch_to()

text

Returns text of iFrame body :rtype: str

to_subtype()

Cast this Element instance to a more specific subtype. Cached element needs to be the IFrame element, not the FramedDriver

wd

Provides access to underlying Selenium Objects as delegated by FramedDriver :rtype: FramedDriver

class `nerodia.elements.i_frame.IFrameCollection` (*query_scope, selector*)

Bases: `nerodia.elements.html_elements.HTMLElementCollection`

ATTRIBUTES = []

nerodia.elements.image module

class `nerodia.elements.image.Image` (*query_scope, selector*)

Bases: `nerodia.elements.html_elements.HTMLElement`

ATTRIBUTES = ['onreset', 'naturalwidth', 'ondurationchange', 'usemap', 'alt', 'onload'

align

alt

border

complete

crossorigin

currentsrc

hspace

ismap

loaded

Returns True if the image is loaded :rtype: bool

longdesc

lowsrc

name

naturalheight

naturalwidth

referrerpolicy

sizes

src

srcset

usemap

vspace

nerodia.elements.input module

```
class nerodia.elements.input.Input (query_scope, selector)
    Bases: nerodia.elements.html_elements.HTML_Element
    ATTRIBUTES = ['onreset', 'disabled', 'ondurationchange', 'usemap', 'alt', 'onload', 'o
    accept
    align
    alt
    autocomplete
    autofocus
    checked
    defaultchecked
    defaultvalue
    dirname
    disabled
    files
    form
    formaction
    formenctype
    formmethod
    formnovalidate
    formtarget
    indeterminate
    label()
        Returns label element associated with Input element.
        Return type nerodia.elements.html_elements.Label
    labels
    list
    max
    maxlength
    min
    minlength
    multiple
    name
    pattern
    placeholder
    readonly
```

required
selectiondirection
selectionend
selectionstart
src
step
type
usemap
validationmessage
validity
value
valueasdate
valueasnumber
willvalidate

nerodia.elements.link module

nerodia.elements.list module

class `nerodia.elements.list.List`

Bases: `object`

list_items

class `nerodia.elements.list.OList` (*query_scope, selector*)

Bases: `nerodia.elements.html_elements.HTMLElement`, `nerodia.elements.list.List`

ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'on

compact

reversed

start

type

class `nerodia.elements.list.UList` (*query_scope, selector*)

Bases: `nerodia.elements.html_elements.HTMLElement`, `nerodia.elements.list.List`

ATTRIBUTES = ['onloadeddata', 'onwaiting', 'class_name', 'onprogress', 'accesskey', 'on

compact

type

nerodia.elements.option module

class `nerodia.elements.option.Option` (*query_scope, selector*)

Bases: `nerodia.elements.html_elements.HTMLElement`

```

ATTRIBUTES = ['onloadeddata', 'defaultselected', 'onwaiting', 'class_name', 'onprogress',
clear()
    Un-selects the option
defaultselected
disabled
form
index
is_selected
    Returns True if the option is selected :rtype: bool
label
select()
selected
text
    Returns the text of the option getAttribute atom pulls the text value if the label does not exist :rtype: str
toggle()
value

```

nerodia.elements.radio module

```

class nerodia.elements.radio.Radio(query_scope, selector)
    Bases: nerodia.elements.input.Input

    ATTRIBUTES = ['onreset', 'disabled', 'ondurationchange', 'usemap', 'alt', 'onload', 'onmouseover',
build()

    is_selected
        Returns True if the element is selected :rtype: bool

    is_set
        Returns True if the element is selected :rtype: bool

    select()
        Selects the radio input

    set()
        Selects the radio input

    text

class nerodia.elements.radio.RadioCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.InputCollection

    ATTRIBUTES = []

    build()

```

nerodia.elements.radio_set module

```

class nerodia.elements.radio_set.RadioSet(query_scope, selector)
    Bases: object

```

assert_exists()

browser

disabled

Returns True if all radio buttons in the set are disabled

Return type bool

enabled

Returns True if any radio buttons in the set are enabled

Return type bool

exists

includes (*term*)

Returns True if the radio set has one ore more radio buttons where label matches the given value

Return type bool

is_selected (*term*)

Returns True if the radio button found matching the term is selected

Parameters *term* – string or regex

Return type bool

name

Returns the name attribute for the set

Return type str

present

radio (***kwargs*)

Gets a Radio for the RadioSet :rtype: Radio

radios (***kwargs*)

Gets a RadioCollection for the RadioSet :rtype: RadioCollection

select (*term*)

Select the radio button whose value or label matches the given string.

Parameters *term* – string or regex

Returns the value or text of the radio selected

Return type str

selected

Returns the selected Radio element Returns None if no radio button is selected :rtype: Radio or None

text

Returns the text of the selected radio button in the set. Returns None if no radio button is selected :rtype: str or None

type

Returns the name attribute for the set

Return type str

value

Returns the value of the selected radio button in the set. Returns None if no radio button is selected :rtype: str or None

visible

nerodia.elements.row module

```

class nerodia.elements.row.Row(query_scope, selector)
    Bases: nerodia.elements.table_row.TableRow

    ATTRIBUTES = ['onloadeddata', 'ch', 'onwaiting', 'sectionrowindex', 'class_name', 'onp

class nerodia.elements.row.RowCollection(*args, **kwargs)
    Bases: nerodia.elements.html_elements.TableRowCollection

    ATTRIBUTES = []

    to_list

```

nerodia.elements.select module

```

class nerodia.elements.select.Select(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLInputElement

    ATTRIBUTES = ['onreset', 'disabled', 'ondurationchange', 'onload', 'oninput', 'spellch

    autocomplete
    autofocus
    clear()
        Clears all selected options

    disabled
    form
    includes(term)
        Returns True if the select list has at least one option where text or label matches the given value :param
        term: string or regex to match against the option :rtype: bool

    is_selected(term)
        Returns True if any of the selected options' text or label matches the given value :param term: string or
        regex to match against the option :rtype: bool :raises: UnknownObjectException

    js_select(*terms)
        Uses JavaScript to select the option whose text matches the given string. :param term: string or regex or
        list to match against the option

    js_select_all(*terms)
        Uses JavaScript to select all options whose text matches the given string. :param term: string or regex or
        list to match against the option

    js_select_value(value)
        Uses JavaScript to select the option whose value attribute matches the given string :param value: string or
        regex to match against the option

    labels
    length
    multiple
    name
    required

```

select (*terms)

Select the option whose text or label matches the given string If this is a multi-select and several options match the value given, all will be selected :param terms: string or regex or list to match against the option :return: The text of the option selected. If multiple options match, returns the first match :rtype: str

select_all (*terms)

Select all the options whose text or label matches the given string If this is a multi-select and several options match the value given, all will be selected :param term: string or regex or list to match against the option :return: The text of the first option selected. :rtype: str

select_value (value)

Selects the option(s) whose value attribute matches the given string If this is a multi-select and several options match the value given, all will be selected :param value: string or regex to match against the option

selected_options

Returns an array of currently selected options :rtype: list[nerodia.elements.option.Option]

selectedindex

selectedoptions

text

type

validationmessage

validity

value

willvalidate

nerodia.elements.svg_elements module

class nerodia.elements.svg_elements.**Animate** (query_scope, selector)

Bases: *nerodia.elements.svg_elements.SVGElement*

ATTRIBUTES = ['classname', 'ownersvgelement', 'correspondingelement', 'correspondingus

class nerodia.elements.svg_elements.**AnimateCollection** (query_scope, selector)

Bases: *nerodia.elements.svg_elements.SVGElementCollection*

ATTRIBUTES = []

class nerodia.elements.svg_elements.**AnimateMotion** (query_scope, selector)

Bases: *nerodia.elements.svg_elements.SVGElement*

ATTRIBUTES = ['classname', 'ownersvgelement', 'correspondingelement', 'correspondingus

class nerodia.elements.svg_elements.**AnimateMotionCollection** (query_scope, selector)

Bases: *nerodia.elements.svg_elements.SVGElementCollection*

ATTRIBUTES = []

class nerodia.elements.svg_elements.**AnimateTransform** (query_scope, selector)

Bases: *nerodia.elements.svg_elements.SVGElement*

ATTRIBUTES = ['classname', 'ownersvgelement', 'correspondingelement', 'correspondingus

class nerodia.elements.svg_elements.**AnimateTransformCollection** (query_scope, selector)

Bases: *nerodia.elements.svg_elements.SVGElementCollection*


```

    ATTRIBUTES = []

class nerodia.elements.svg_elements.Animation(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

    ATTRIBUTES = ['classname', 'ownersvgelement', 'correspondingelement', 'correspondingus

class nerodia.elements.svg_elements.AnimationCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

    ATTRIBUTES = []

class nerodia.elements.svg_elements.Circle(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

    ATTRIBUTES = ['ownersvgelement', 'viewportelement', 'r', 'classname', 'correspondingus

    cx
    cy
    r

class nerodia.elements.svg_elements.CircleCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

    ATTRIBUTES = []

class nerodia.elements.svg_elements.Defs(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

    ATTRIBUTES = ['classname', 'ownersvgelement', 'correspondingelement', 'correspondingus

class nerodia.elements.svg_elements.DefsCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

    ATTRIBUTES = []

class nerodia.elements.svg_elements.Desc(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

    ATTRIBUTES = ['classname', 'ownersvgelement', 'correspondingelement', 'correspondingus

class nerodia.elements.svg_elements.DescCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

    ATTRIBUTES = []

class nerodia.elements.svg_elements.Ellipse(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

    ATTRIBUTES = ['ownersvgelement', 'viewportelement', 'rx', 'ry', 'classname', 'correspo

    cx
    cy
    rx
    ry

class nerodia.elements.svg_elements.EllipseCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

    ATTRIBUTES = []

class nerodia.elements.svg_elements.ForeignObject(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

```

```
    ATTRIBUTES = ['ownersvgelement', 'viewportelement', 'correspondinguseelement', 'height',
height
width
x
y
class nerodia.elements.svg_elements.ForeignObjectCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection
    ATTRIBUTES = []
class nerodia.elements.svg_elements.G(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement
    ATTRIBUTES = ['classname', 'ownersvgelement', 'correspondingelement', 'correspondinguseelement']
class nerodia.elements.svg_elements.GCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection
    ATTRIBUTES = []
class nerodia.elements.svg_elements.Geometry(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement
    ATTRIBUTES = ['ownersvgelement', 'viewportelement', 'classname', 'correspondinguseelement', 'pathlength']
class nerodia.elements.svg_elements.GeometryCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection
    ATTRIBUTES = []
class nerodia.elements.svg_elements.Gradient(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement
    ATTRIBUTES = ['ownersvgelement', 'gradientunits', 'viewportelement', 'spreadmethod', 'gradienttransform',
gradienttransform
gradientunits
href
spreadmethod
class nerodia.elements.svg_elements.GradientCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection
    ATTRIBUTES = []
class nerodia.elements.svg_elements.Graphics(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement
    ATTRIBUTES = ['ownersvgelement', 'viewportelement', 'requiredextensions', 'transform', 'requiredextensions',
requiredextensions
systemlanguage
transform
class nerodia.elements.svg_elements.GraphicsCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection
```

```

    ATTRIBUTES = []

class nerodia.elements.svg_elements.Line(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement
    ATTRIBUTES = ['ownersvgelement', 'viewportelement', 'correspondingelement', 'y1', 'x1',
x1
x2
y1
y2

class nerodia.elements.svg_elements.LineCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection
    ATTRIBUTES = []

class nerodia.elements.svg_elements.LinearGradient(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement
    ATTRIBUTES = ['ownersvgelement', 'viewportelement', 'correspondingelement', 'y1', 'x1',
x1
x2
y1
y2

class nerodia.elements.svg_elements.LinearGradientCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection
    ATTRIBUTES = []

class nerodia.elements.svg_elements.MPath(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement
    ATTRIBUTES = ['classname', 'ownersvgelement', 'correspondingelement', 'correspondingus

class nerodia.elements.svg_elements.MPathCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection
    ATTRIBUTES = []

class nerodia.elements.svg_elements.Marker(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement
    ATTRIBUTES = ['refy', 'refx', 'markerunits', 'viewportelement', 'ownersvgelement', 'cl
markerheight
markerunits
markerwidth
orient
orientangle
orienttype
preserveaspectratio
refx

```

```
    refy
    viewBox

class nerodia.elements.svg_elements.MarkerCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection
    ATTRIBUTES = []

class nerodia.elements.svg_elements.MeshGradient(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement
    ATTRIBUTES = ['classname', 'ownersvgelement', 'correspondingelement', 'correspondingus

class nerodia.elements.svg_elements.MeshGradientCollection(query_scope, selec-
    tor)
    Bases: nerodia.elements.svg_elements.SVGElementCollection
    ATTRIBUTES = []

class nerodia.elements.svg_elements.MeshPatch(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement
    ATTRIBUTES = ['classname', 'ownersvgelement', 'correspondingelement', 'correspondingus

class nerodia.elements.svg_elements.MeshPatchCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection
    ATTRIBUTES = []

class nerodia.elements.svg_elements.MeshRow(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement
    ATTRIBUTES = ['classname', 'ownersvgelement', 'correspondingelement', 'correspondingus

class nerodia.elements.svg_elements.MeshRowCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection
    ATTRIBUTES = []

class nerodia.elements.svg_elements.Metadata(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement
    ATTRIBUTES = ['classname', 'ownersvgelement', 'correspondingelement', 'correspondingus

class nerodia.elements.svg_elements.MetadataCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection
    ATTRIBUTES = []

class nerodia.elements.svg_elements.Path(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement
    ATTRIBUTES = ['classname', 'ownersvgelement', 'correspondingelement', 'correspondingus

class nerodia.elements.svg_elements.PathCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection
    ATTRIBUTES = []

class nerodia.elements.svg_elements.Pattern(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement
    ATTRIBUTES = ['ownersvgelement', 'viewportelelement', 'patternunits', 'width', 'height',
height
href
```

```

    patterncontentunits
    patterntransform
    patternunits
    preserveaspectratio
    viewBox
    width
    x
    y
class nerodia.elements.svg_elements.PatternCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection
    ATTRIBUTES = []
class nerodia.elements.svg_elements.Polygon(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement
    ATTRIBUTES = ['ownersvgelement', 'viewportelement', 'animatedpoints', 'classname', 'co
    animatedpoints
    points
class nerodia.elements.svg_elements.PolygonCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection
    ATTRIBUTES = []
class nerodia.elements.svg_elements.Polyline(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement
    ATTRIBUTES = ['ownersvgelement', 'viewportelement', 'animatedpoints', 'classname', 'co
    animatedpoints
    points
class nerodia.elements.svg_elements.PolylineCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection
    ATTRIBUTES = []
class nerodia.elements.svg_elements.RadialGradient(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement
    ATTRIBUTES = ['ownersvgelement', 'viewportelement', 'fr', 'fx', 'fy', 'r', 'classname'
    cx
    cy
    fr
    fx
    fy
    r
class nerodia.elements.svg_elements.RadialGradientCollection(query_scope, selec-
    tor)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

```

```
    ATTRIBUTES = []

class nerodia.elements.svg_elements.Rect(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

    ATTRIBUTES = ['ownersvgelement', 'viewportelement', 'width', 'rx', 'ry', 'height', 'cl
height
rx
ry
width
x
y

class nerodia.elements.svg_elements.RectCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

    ATTRIBUTES = []

class nerodia.elements.svg_elements.SVG(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

    ATTRIBUTES = ['ownersvgelement', 'viewportelement', 'zoomandpan', 'currentttranslate',
currentscale
currentttranslate
height
preserveaspectratio
viewbox
width
x
y
zoomandpan

class nerodia.elements.svg_elements.SVGCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

    ATTRIBUTES = []

class nerodia.elements.svg_elements.SVGElement(query_scope, selector)
    Bases: nerodia.elements.element.Element

    ATTRIBUTES = ['classname', 'ownersvgelement', 'correspondingelement', 'correspondinguse
classname
correspondingelement
correspondinguseelement
ownersvgelement
viewportelement

class nerodia.elements.svg_elements.SVGElementCollection(query_scope, selector)
    Bases: nerodia.element_collection.ElementCollection
```

```

    ATTRIBUTES = []

class nerodia.elements.svg_elements.Set(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

    ATTRIBUTES = ['classname', 'ownersvgelement', 'correspondingelement', 'correspondinguseelement']

class nerodia.elements.svg_elements.SetCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

    ATTRIBUTES = []

class nerodia.elements.svg_elements.Stop(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

    ATTRIBUTES = ['ownersvgelement', 'viewportelement', 'classname', 'correspondinguseelement', 'offset']

class nerodia.elements.svg_elements.StopCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

    ATTRIBUTES = []

class nerodia.elements.svg_elements.Switch(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

    ATTRIBUTES = ['classname', 'ownersvgelement', 'correspondingelement', 'correspondinguseelement']

class nerodia.elements.svg_elements.SwitchCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

    ATTRIBUTES = []

class nerodia.elements.svg_elements.Symbol(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

    ATTRIBUTES = ['ownersvgelement', 'viewportelement', 'classname', 'correspondinguseelement', 'preserveaspectratio', 'viewbox']

class nerodia.elements.svg_elements.SymbolCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

    ATTRIBUTES = []

class nerodia.elements.svg_elements.TSpan(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

    ATTRIBUTES = ['classname', 'ownersvgelement', 'correspondingelement', 'correspondinguseelement']

class nerodia.elements.svg_elements.TSpanCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

    ATTRIBUTES = []

class nerodia.elements.svg_elements.TextContent(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

    ATTRIBUTES = ['ownersvgelement', 'viewportelement', 'textlength', 'classname', 'correspondinguseelement', 'lengthadjust', 'textlength']

```

```
class nerodia.elements.svg_elements.TextContentCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

    ATTRIBUTES = []

class nerodia.elements.svg_elements.TextPath(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

    ATTRIBUTES = ['ownersvgelement', 'viewporthelement', 'spacing', 'classname', 'correspon
href
method
spacing
startoffset

class nerodia.elements.svg_elements.TextPathCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

    ATTRIBUTES = []

class nerodia.elements.svg_elements.TextPositioning(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

    ATTRIBUTES = ['ownersvgelement', 'viewporthelement', 'rotate', 'classname', 'correspon
dx
dy
rotate
x
y

class nerodia.elements.svg_elements.TextPositioningCollection(query_scope, se-
lector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

    ATTRIBUTES = []

class nerodia.elements.svg_elements.Use(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

    ATTRIBUTES = ['ownersvgelement', 'viewporthelement', 'width', 'height', 'classname', 'c
animatedinstanceroor
height
href
instanceroor
width
x
y

class nerodia.elements.svg_elements.UseCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

    ATTRIBUTES = []
```



```

class nerodia.elements.svg_elements.View(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElement

    ATTRIBUTES = ['ownersvgelement', 'viewporthelement', 'zoomandpan', 'classname', 'corres
    preserveaspectratio
    viewBox
    zoomandpan

class nerodia.elements.svg_elements.ViewCollection(query_scope, selector)
    Bases: nerodia.elements.svg_elements.SVGElementCollection

    ATTRIBUTES = []

```

nerodia.elements.table module

```

class nerodia.elements.table.Table(query_scope, selector)
    Bases: nerodia.row_container.RowContainer, nerodia.elements.html_elements.
    HTMLElement

    ATTRIBUTES = ['onreset', 'ondurationchange', 'onload', 'oninput', 'spellcheck', 'title
    align
    bgcolor
    border
    caption
    cellpadding
    cellspacing
    dicts
        Represents table rows as dictionaries :rtype: list[dict]
    frame
    headers (row=None)
        Returns first row of Table with proper subtype :rtype: TableCellCollection
    rules
    summary
    tbodies

```

nerodia.elements.table_cell module

```

class nerodia.elements.table_cell.TableCell(query_scope, selector)
    Bases: nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onreset', 'ondurationchange', 'onload', 'oninput', 'spellcheck', 'title
    align
    axis
    bgcolor
    cellindex

```

ch
choff
colspan
column_header
headers
nowrap
rowspan
sibling_from_header (**opt)
valign

nerodia.elements.table_data_cell module

```
class nerodia.elements.table_data_cell.TableDataCell (query_scope, selector)
    Bases: nerodia.elements.table_cell.TableCell

    ATTRIBUTES = ['onreset', 'ondurationchange', 'onload', 'oninput', 'spellcheck', 'title', 'abbr']
```

nerodia.elements.table_row module

```
class nerodia.elements.table_row.TableRow (query_scope, selector)
    Bases: nerodia.cell_container.CellContainer, nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onloadeddata', 'ch', 'onwaiting', 'sectionrowindex', 'class_name', 'onprogress', 'accesskey']

    align
    bgcolor
    ch
    choff
    rowindex
    sectionrowindex
    valign
```

nerodia.elements.table_section module

```
class nerodia.elements.table_section.TableSection (query_scope, selector)
    Bases: nerodia.row_container.RowContainer, nerodia.elements.html_elements.HTMLElement

    ATTRIBUTES = ['onloadeddata', 'ch', 'onwaiting', 'class_name', 'onprogress', 'accesskey']

    align
    ch
    choff
```

`valign`

`nerodia.elements.text_area` module

```
class nerodia.elements.text_area.TextArea(query_scope, selector)
    Bases: nerodia.user_editable.UserEditable, nerodia.elements.html_elements.
    HTML_Element

    ATTRIBUTES = ['onreset', 'cols', 'disabled', 'ondurationchange', 'onload', 'oninput',
    autocomplete
    autofocus
    cols
    defaultvalue
    dirname
    disabled
    form
    labels
    maxlength
    minlength
    name
    placeholder
    readonly
    required
    selectiondirection
    selectionend
    selectionstart
    textlength
    type
    validationmessage
    validity
    value
    willvalidate
    wrap
```

`nerodia.elements.text_field` module

```
class nerodia.elements.text_field.TextField(query_scope, selector)
    Bases: nerodia.user_editable.UserEditable, nerodia.elements.input.Input

    ATTRIBUTES = ['onreset', 'disabled', 'ondurationchange', 'usemap', 'alt', 'onload', 'on
```

```
NON_TEXT_TYPES = ['file', 'radio', 'checkbox', 'submit', 'reset', 'image', 'button', '']

selector_string

class nerodia.elements.text_field.TextFieldCollection(query_scope, selector)
    Bases: nerodia.elements.html_elements.InputCollection
    ATTRIBUTES = []
```

Module contents

nerodia.wait package

Submodules

nerodia.wait.timer module

```
class nerodia.wait.timer.Timer(timeout=None)
    Bases: object

    locked

    remaining_time

    reset()

    wait(timeout, method, interval=0, object=None, expected=True)
        Executes the given method until it returns True or exceeds the timeout :param timeout: time in seconds to
        timeout after :param method: method to call (typically a lambda) :param interval: interval to wait between
        calls :param object: object to call in the method :param expected: expected outcome :type expected: bool
        :rtype: bool
```

nerodia.wait.wait module

```
exception nerodia.wait.wait.TimeoutError
    Bases: exceptions.Exception

class nerodia.wait.wait.Wait
    Bases: object

    INTERVAL = 0.1

    timer = <nerodia.wait.timer.Timer object>

    classmethod until(method=None, timeout=None, message=None, interval=None, object=None)
        Waits until the method evaluates to True or times out :param method: method to run, typically lambda
        :param object: object to evaluate method with :param timeout: time to wait :type timeout: float :param
        message: message to raise if timeout is exceeded :type message: str :param interval: time to wait between
        each check :type interval: float :Example:

        Wait.until(lambda: browser.text_field(name='abrakadbra').present)

    classmethod until_not(method=None, timeout=None, message=None, interval=None, ob-
        ject=None)
        Waits while the method evaluates to True or times out :param method: method to run, typically lambda
        :param object: object to evaluate method with :param timeout: time to wait :type timeout: float :param
        message: message to raise if timeout is exceeded :type message: str :param interval: time to wait between
        each check :type interval: float :Example:
```

```

Wait.until_not(lambda: browser.text_field(name='abrakadbra').present)

classmethod whilst (method=None, timeout=None, message=None, interval=None, ob-
                    ject=None)
    Waits while the method evaluates to True or times out :param method: method to run, typically lambda
    :param object: object to evaluate method with :param timeout: time to wait :type timeout: float :param
    message: message to raise if timeout is exceeded :type message: str :param interval: time to wait between
    each check :type interval: float :Example:

    Wait.until_not(lambda: browser.text_field(name='abrakadbra').present)

class nerodia.wait.wait.Waitable
    Bases: object

    wait_until (method=None, timeout=None, message=None, interval=None, object=None, **kwargs)
        Waits until the condition is True :param method: method to run, typically lambda :param object: object to
        evaluate method with :param timeout: time to wait :type timeout: int :param message: message to raise
        if timeout is exceeded :type message: str :param interval: time to wait between each check :type interval:
        float :Example:

        browser.text_field(name='new_user_first_name').wait_until(lambda x: x.present).click
        browser.text_field(name='new_user_first_name').wait_until(name='new_user_first_name').click

    wait_until_not (method=None, timeout=None, message=None, interval=None, object=None,
                   **kwargs)
        Waits while the condition is True :param method: method to run, typically lambda :param object: object
        to evaluate method with :param timeout: time to wait :type timeout: int :param message: message to raise
        if timeout is exceeded :type message: str :param interval: time to wait between each check :type interval:
        float :Example:

        browser.wait_until_not(lambda x: not x.exists, timeout=2)] browser.wait_until_not(title='no')

    wait_until_not_present (timeout=None, interval=None, message=None)
        Waits while the element is present :param timeout: time to wait :type timeout: int :param interval: time to
        wait between each check :type interval: float :param message: message error message for when times out
        :type message: str :Example:

        browser.text_field(name='abrakadbra').wait_until_not_present

    wait_until_present (timeout=None, interval=None, message=None)
        Waits until the element is present :param timeout: time to wait :type timeout: int :param interval: time to
        wait between each check :type interval: float :param message: message error message for when times out
        :type message: str :Example:

        browser.text_field(name='new_user_first_name').wait_until_present()

```

Module contents

4.1.2 Submodules

4.1.3 nerodia.after_hooks module

```

class nerodia.after_hooks.AfterHooks (browser)
    Bases: object

```

After hooks are blocks that run after certain browser events. They are generally used to ensure application under test does not encounter any error and are automatically executed after following events:

1. Open URL.

2. Refresh page.
3. Click, double-click or right-click on element.
4. Alert closing.

add (*method=None, after_hook=None*)

Adds new after hook :param method: callable method :param after_hook: callable object

Example

```
from __future__ import print_function browser.after_hooks.add(method=lambda b: 'Server Error' in
browser.text and print('Application exception or 500 error!')) browser.goto('watir.github.io/404') #=> 'Ap-
plication exception or 500 error!'
```

delete (*after_hook*)

Deletes after hook :param after_hook: hook to delete

Example

```
from __future__ import print_function browser.after_hooks.add(method=lambda b: 'Server Error' in
browser.text and print('Application exception or 500 error!')) browser.goto('watir.github.io/404') #=> 'Ap-
plication exception or 500 error!' browser.after_hooks.delete(browser.after_hooks[0]) browser.refresh
```

run ()

Runs after hooks

without (***kws*)

Executes a block without running error after hooks

Example

```
with browser.after_hooks.without(): self.browser.element(name='new_user_button').click()
```

4.1.4 nerodia.alert module

class `nerodia.alert.Alert` (*browser*)

Bases: `nerodia.wait.wait.Waitable`

assert_exists ()

close ()

Closes alert or cancels prompts/confirmations

Example

```
browser.alert.close() browser.alert.exists #=> False
```

exists

Returns True if alert, confirm, or prompt is present and False otherwise :rtype: bool

Example

```
browser.alert.exists #=> True
```

ok ()

Closes alert or accepts prompts/confirmations

Example

```
browser.alert.ok browser.alert.exists #=> False
```

present

Returns True if alert, confirm, or prompt is present and False otherwise :rtype: bool

Example

```
browser.alert.exists #=> True
```

selector_string**set** (*value*)

Enters text to prompt :param value: keys to send

Example

```
browser.alert.set('Text for prompt') browser.alert.ok()
```

text

Returns the text of the alert :rtype: str

Example

```
browser.alert.text #=> 'ok'
```

wait_for_exists ()

4.1.5 nerodia.browser module

class `nerodia.browser.Browser` (*browser='chrome', *args, **kwargs*)

Bases: `nerodia.container.Container`, `nerodia.has_window.HasWindow`, `nerodia.wait.wait.Waitable`, `nerodia.elements.scroll.Scrolling`

alert

Handles Javascript alerts, confirms and prompts :rtype: `nerodia.alert.Alert`

back ()

Navigates back in history

browser**close** ()

Closes the browser

cookies

Handles cookies :rtype: `nerodia.cookies.Cookies`

execute_script (*script, *args*)

Executes JavaScript snippet :param script: Javascript Snippet to execute :type script: str :param args: Arguments will be available in the given script in the 'arguments' pseudo-array :return: result of script

exist

True if browser is not closed and False otherwise :rtype: bool

exists

True if browser is not closed and False otherwise :rtype: bool

forward ()

Navigates forward in history

goto (*uri*)

Goes to the given URL :param uri: the URL :type uri: str :return: the url you end up at :rtype: str

html

Returns HTML code of the current page :rtype: str

locate ()

locator_namespace

Whether the locators should be used from a different namespace. Defaults to `nerodia.locators` :return:

name

Returns the browser name :rtype: str

quit()

Closes the browser

ready_state

Returns the `readyState` of the document :rtype: str

refresh()

Refreshes the current page

screenshot

Handles screenshots of current pages :rtype: `nerodia.screenshot.Screenshot`

selector_string()

`x.__repr__() <==> repr(x)`

send_keys(*args)

Sends sequence of keystrokes to currently active element :param args: keystrokes

static start(url, browser='chrome', *args, **kwargs)

Creates a Browser instance :param url: url to navigate to after starting browser :type url: str
:param browser: firefox, ie, chrome, remote or Selenium WebDriver instance :type browser: selenium.webdriver.remote.webdriver.WebDriver or str :param args: args passed to the underlying driver
:param kwargs: kwargs passed to the underlying driver

status

Returns the text of the status bar :return:

text

Returns the text of the page body :return:

timer**title**

Returns the title of the current page :rtype: str

url

Returns the URL of the current page :rtype: str

wait(timeout=5)

Waits until the `readyState` of document is complete, raises a `TimeoutException` if timeout is exceeded
:param timeout: time to wait :type timeout: int

wd**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

class `nerodia.container.Container`

Bases: *object*

abbr (**args*, ***kwargs*)

abbrs (**args*, ***kwargs*)

address (**args*, ***kwargs*)

addresses (**args*, ***kwargs*)

area (**args*, ***kwargs*)

areas (**args*, ***kwargs*)

article (**args*, ***kwargs*)

articles (**args*, ***kwargs*)

aside (**args*, ***kwargs*)

asides (**args*, ***kwargs*)

audio (**args*, ***kwargs*)

audios (**args*, ***kwargs*)

b (**args*, ***kwargs*)

base (**args*, ***kwargs*)

bases (**args*, ***kwargs*)

bdi (**args*, ***kwargs*)

bdis (**args*, ***kwargs*)

bdo (**args*, ***kwargs*)

bdos (**args*, ***kwargs*)

blockquote (**args*, ***kwargs*)

blockquotes (**args*, ***kwargs*)

body (**args*, ***kwargs*)

bodyys (**args*, ***kwargs*)

br (**args*, ***kwargs*)

brs (**args*, ***kwargs*)

bs (**args*, ***kwargs*)

button (**args*, ***kwargs*)

buttons (**args*, ***kwargs*)

canvas (**args*, ***kwargs*)

canvases (**args*, ***kwargs*)

caption (**args*, ***kwargs*)

captions (**args*, ***kwargs*)

checkbox (**args*, ***kwargs*)

checkboxes (*args, **kwargs)
circle (*args, **kwargs)
circles (*args, **kwargs)
cite (*args, **kwargs)
cites (*args, **kwargs)
code (*args, **kwargs)
codes (*args, **kwargs)
col (*args, **kwargs)
colgroup (*args, **kwargs)
colgroups (*args, **kwargs)
cols (*args, **kwargs)
data (*args, **kwargs)
datalist (*args, **kwargs)
datalists (*args, **kwargs)
datas (*args, **kwargs)
date_field (*args, **kwargs)
date_fields (*args, **kwargs)
date_time_field (*args, **kwargs)
date_time_fields (*args, **kwargs)
dd (*args, **kwargs)
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defs (*args, **kwargs)
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delete (*args, **kwargs)
deletes (*args, **kwargs)
desc (*args, **kwargs)
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detailses (*args, **kwargs)
dfn (*args, **kwargs)
dfns (*args, **kwargs)
dialog (*args, **kwargs)
dialogs (*args, **kwargs)
div (*args, **kwargs)
divs (*args, **kwargs)
dl (*args, **kwargs)

`dls (*args, **kwargs)`
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`dts (*args, **kwargs)`
`element (*args, **kwargs)`
`elements (*args, **kwargs)`
`ellipse (*args, **kwargs)`
`ellipses (*args, **kwargs)`
`em (*args, **kwargs)`
`embed (*args, **kwargs)`
`embeds (*args, **kwargs)`
`ems (*args, **kwargs)`
`field_set (*args, **kwargs)`
`field_sets (*args, **kwargs)`
`fieldset (*args, **kwargs)`
`fieldsets (*args, **kwargs)`
`figcaption (*args, **kwargs)`
`figcaptions (*args, **kwargs)`
`figure (*args, **kwargs)`
`figures (*args, **kwargs)`
`file_field (*args, **kwargs)`
`file_fields (*args, **kwargs)`
`font (*args, **kwargs)`
`fonts (*args, **kwargs)`
`footer (*args, **kwargs)`
`footers (*args, **kwargs)`
`foreign_object (*args, **kwargs)`
`foreign_objects (*args, **kwargs)`
`form (*args, **kwargs)`
`forms (*args, **kwargs)`
`frame (*args, **kwargs)`
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`frameset (*args, **kwargs)`
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`g (*args, **kwargs)`
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`h1 (*args, **kwargs)`

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linear_gradients (*args, **kwargs)
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navs (*args, **kwargs)
noscript (*args, **kwargs)
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object (*args, **kwargs)
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ol (*args, **kwargs)
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optgroup (*args, **kwargs)

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p (*args, **kwargs)
param (*args, **kwargs)
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pattern (*args, **kwargs)
patterns (*args, **kwargs)
polygon (*args, **kwargs)
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polyline (*args, **kwargs)
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radio_set (*args, **kwargs)
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section (*args, **kwargs)
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select (*args, **kwargs)
select_list (*args, **kwargs)
select_lists (*args, **kwargs)
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span (*args, **kwargs)
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stop (*args, **kwargs)
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sub (*args, **kwargs)
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summaries (*args, **kwargs)
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sup (*args, **kwargs)
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svg (*args, **kwargs)
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switch (*args, **kwargs)
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symbol (*args, **kwargs)
symbols (*args, **kwargs)
table (*args, **kwargs)
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tbody (*args, **kwargs)
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td (*args, **kwargs)
tds (*args, **kwargs)
template (*args, **kwargs)
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text_field (*args, **kwargs)
text_fields (*args, **kwargs)
text_path (*args, **kwargs)
text_paths (*args, **kwargs)
textarea (*args, **kwargs)
textareas (*args, **kwargs)
tfoot (*args, **kwargs)
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th (*args, **kwargs)
thead (*args, **kwargs)
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title (*args, **kwargs)
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trs (*args, **kwargs)
tspan (*args, **kwargs)
tspans (*args, **kwargs)
u (*args, **kwargs)
ul (*args, **kwargs)
uls (*args, **kwargs)
us (*args, **kwargs)
var (*args, **kwargs)
vars (*args, **kwargs)
video (*args, **kwargs)
videos (*args, **kwargs)


```

view (*args, **kwargs)
views (*args, **kwargs)
wbr (*args, **kwargs)
wbrs (*args, **kwargs)

```

4.1.7 nerodia.cookies module

```

class nerodia.cookies.Cookies (driver)
    Bases: object

```

```

add (name, value, **kwargs)
    Adds new cookie

```

Example

```

browser.cookies.add('my_session', 'BAh7B0kiD3Nlc3Npb25faWQGOgZFRkk', domain='mysite.com')

```

```

clear ()
    Deletes all cookies

```

```

delete (name)
    Deletes cookie by given name

```

```

load (file='.cookies')
    Loads cookies from file

```

Parameters **file** – file path

Example

```

browser.cookies.load('.cookies')

```

```

save (file='.cookies')
    Save cookies to file

```

Parameters **file** – file path

Example

```

browser.cookies.save('.cookies')

```

```

to_list

```

4.1.8 nerodia.element_collection module

```

class nerodia.element_collection.ElementCollection (query_scope, selector)
    Bases: nerodia.locators.class_helpers.ClassHelpers, nerodia.js_snippet.JSSnippet

```

```

browser
    Returns the browser of the current query_scope

```

Return type *nerodia.browser.Browser*

```

build ()

```

```

eq1 (other)
    Returns true if two element collections are equal.

```

Parameters **other** – other collection

Return type bool

Example

```
browser.select_list(name='new_user_languages').options == browser.select_list(id='new_user_languages').options
#=> True
```

```
browser.select_list(name='new_user_role').options == browser.select_list(id='new_user_languages').options
#=> false
```

is_empty

Returns True if no elements are found

Example

```
browser.select_list(name='new_user_languages').options(class_name='not_here').is_empty
```

Example

```
browser.select_list(name='new_user_languages').options(id='danish').is_empty
```

Returns True if no elements are found

Return type bool

locate()

Locate all elements and return self

Return type *ElementCollection*

to_list

This collection as a list

Return type list[*nerodia.elements.element.Element*]

4.1.9 nerodia.has_window module

class nerodia.has_window.HasWindow

Bases: object

original_window

Returns original window if defined, current window if not :rtype: Window

Example

```
browser.window(title='closeable window').use() browser.original_window.use()
```

window(*args, **kwargs)

Returns browser window :rtype: Window

Example

```
browser.window(title='closeable window')
```

windows(*args, **kwargs)

Returns browser windows list :rtype: list[Window]

Example

```
browser.windows(title='closeable window')
```

4.1.10 nerodia.logger module

```
class nerodia.logger.Logger
    Bases: object

    deprecate (old, new, reference=None, ids=None)

    filename

    ignore (*ids)

    level

    warn (msg, ids=None, *args, **kwargs)

    warning (msg, ids=None, *args, **kwargs)
```

4.1.11 nerodia.screenshot module

```
class nerodia.screenshot.Screenshot (browser)
    Bases: object

    base64 ()
        Represents screenshot as Base64 encoded string :rtype: str

        Example

        browser.screenshot.base64 #=> '7HWJ43tZDscPleeUuPW6HhN3x+z7vU/lufmH0qNTtTum94IBWMT46evImci1vnFGT'

    png ()
        Represents screenshot as PNG image string :rtype: str

        Example

        browser.screenshot.png #=> 'Ç@1À7
        (Edb2 L'

    save (path)
        Saves screenshot to given path :param path: file path

        Example

        browser.screenshot.save('screenshot.png')
```

4.1.12 nerodia.window module

```
class nerodia.window.Dimension (width=None, height=None)
    Bases: object

    height

    width

class nerodia.window.Point (x=None, y=None)
    Bases: object

    x

    y

class nerodia.window.Window (browser, selector)
    Bases: nerodia.wait.wait.Waitable
```

assert_exists()

close()

Closes the window

eq1(*other*)

Returns True if two windows are equal :param other: the other window :rtype: bool

Example

browser.window(index=0) == browser.window(index=1) #=> False

exist

Returns True if the window exists :rtype: bool

exists

Returns True if the window exists :rtype: bool

handle

is_current

Returns True if the window is current

Example

browse.window.is_current

Return type bool

locate()

maximize()

Maximizes window

Example

browser.window().maximize()

move_to(*x*, *y*)

Moves window to given x and y coordinates :param x: horizontal position :param y: vertical position

Example

browser.window().move_to(300, 200)

position

Returns window position :rtype: dict

Example

browser.window().position #=> {x: 92, y: 76}

present

Returns True if the window exists :rtype: bool

resize_to(*width*, *height*)

Resizes window to given width and height :param width: width to resize to :param height: height to resize to

Example

browser.window().resize_to(1600, 1200)

selector_string

size

Returns window size :rtype: dict

Example

```
browser.window().size #=> {width: 1600, height: 1200}
```

title

Returns the window title :rtype: str

unuse()

Returns to the original window

Example

```
window = browser.window(title='closeable window').use() window.unuse() :rtype: Window
```

url

Returns the window URL :rtype: str

use()

Switches to given window

Example

```
browser.window(title='closeable window').use() :rtype: Window
```

wait_for_exists()

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