

Page Properties

A page is a set of sequential requests sent from a single web page. A page object is created for each web page visited during recording. Pages are created automatically but can be modified after recording by right mouse clicking and selecting **Edit Page**.

You can also create a new page after recording by:

The screenshot displays a testing tool interface. A context menu is open over a tree view labeled 'EStore'. The menu items include: Show Session Inspector (DbI-Click), Edit Session, Clone Session To..., Select All Like This, Delete object(s) (Del), **Create Container** (with a sub-menu), Insert Object (with a sub-menu), Create Extractor, Create Parameter, Create Validator, Move Up (Ctrl+Up), Move Down (Ctrl+Down), Show Properties (F4), and Help... The sub-menu for 'Create Container' is open, showing options: Create Transaction, Create Loop, **Create Page** (highlighted), Create If...Then, and Create Do...While. To the right, an 'Object type' grid shows properties for a 'Session' object: Host (estore-sample.stresstimulus.com), Path (/), Query, Timeout (s) (60), Caching Rules (**Not Cached**), and Ignore warnings/errors (No). Below the grid, a text box explains: 'Object type: This object type is currently selected in the Test Case tree. Its properties are displayed in this grid'. At the bottom, a test case tree lists various components like KPI, Windows Machines, Linux/Unix Servers, Result Storage, Pass/Fail Configuration, Advanced Options, Script Editor, Run and Monitor Test..., and Analyze Results. A preview window at the bottom right shows a screenshot of an 'e-Store' website.

Object type	Session
Host	estore-sample.stresstimulus.com
Path	/
Query	
Timeout (s)	60
Caching Rules	Not Cached
Ignore warnings/errors	No

Object type
This object type is currently selected in the Test Case tree. Its properties are displayed in this grid

1. Right clicking on the top-level request, which does not already belong to a page and selecting **Create Container > Create Page**.

2. Select the last request, which is part of the page.

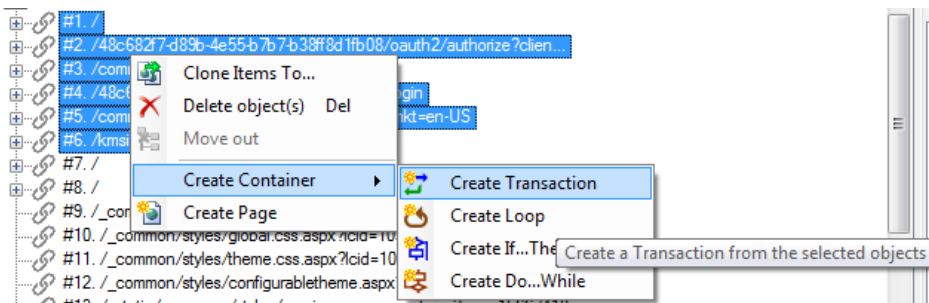
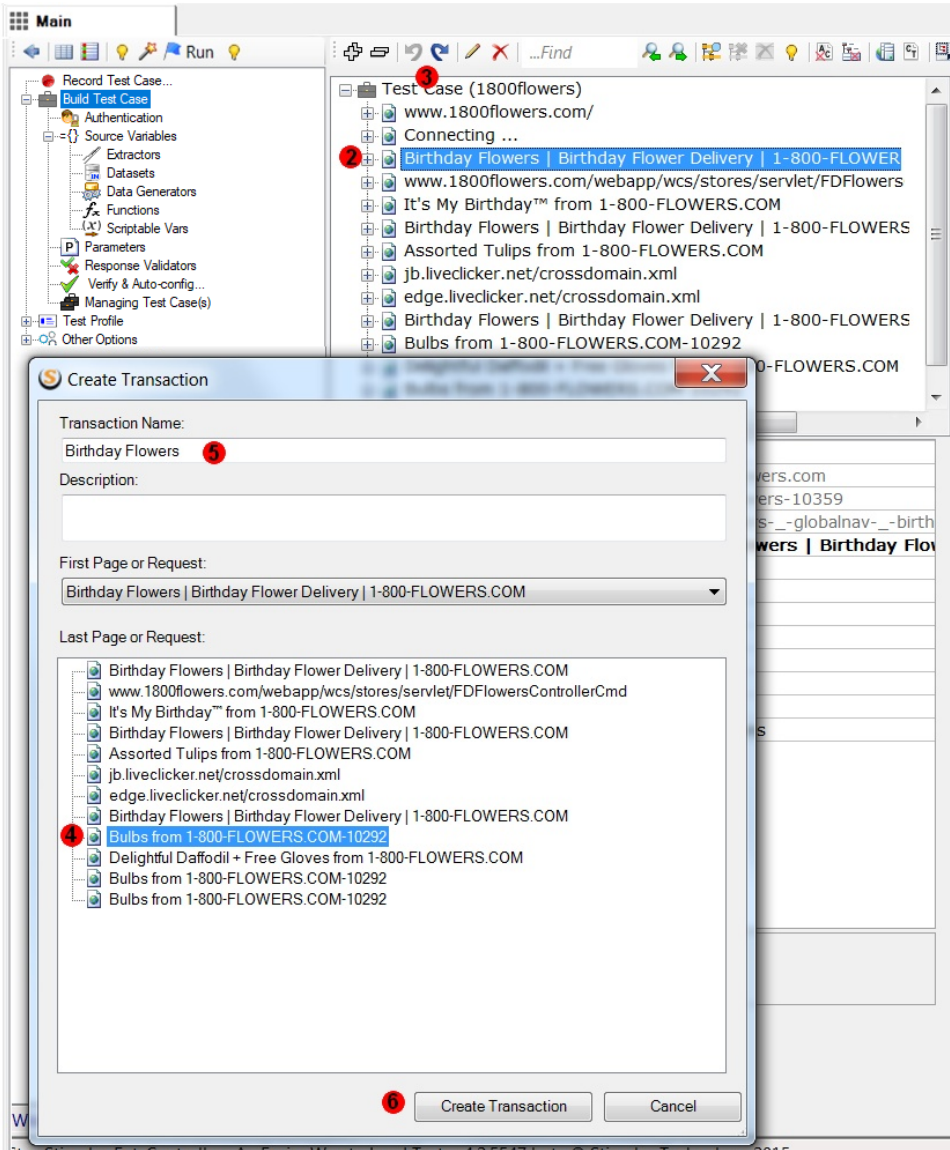
3. Giving it a meaningful name

4. Clicking **Create Page**

A transaction is a set of sequential requests representing a meaningful step in a test scenario. It is used to track performance characteristics of time-critical business transactions consisting of several user actions. Transactions add another level of performance tracking in addition to requests and pages.

You can define transactions while recording a test case, as described in the [Creating Transactions](#) section, or after the test case is created.

To define a transaction after the test case is created:



1. Go to the **Build Test Case** node.
2. Select the starting page or top-level request.
3. Click **Create Container > Create a Transaction**. A new transaction dialog will appear.
4. Select the last request in the transaction.
5. Give it a meaningful name and description (optional).
6. Click **Create Transaction**.

Transactions can also be nested. You can nest current transactions by:

1. Right-click on the top-level transaction you wish to be nested and select **Create Container > Create Transaction**.

4. Select the last request in the transaction.

5. Give it a meaningful name and description (optional).

6. Click **Create Transaction**.

Some of the properties of pages and transactions are described in the next several sections.

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Another way to create a page or transaction is to select multiple requests or objects in the test case tree -> right-click -> select **Create Page** or **Create Container** > **Create Transaction**. This will create a page or transaction around the selected objects.

Think Time

Goal

Timeout

When to Request