### Getting Started

1. **Sample code**
2. **Features**
3. **Getting started**
4. **Basic browsing and interactions**
5. **JavaScript support**
6. **Walking on...**
7. **Drivers**
   - 7.1 Browser based drivers
   - 7.2 Headless drivers
   - 7.3 Remote driver
8. **Get in touch and contribute**
   - 8.1 Why use Splinter?
   - 8.2 Install guide
   - 8.3 Splinter Tutorial
   - 8.4 Browser
   - 8.5 Finding elements
   - 8.6 Mouse interactions
   - 8.7 Interacting with elements in the page
   - 8.8 Matchers
   - 8.9 Cookies manipulation
   - 8.10 Take screenshot
   - 8.11 Take element screenshot
   - 8.12 Executing javascript
   - 8.13 Chrome WebDriver
   - 8.14 Firefox WebDriver
   - 8.15 Remote WebDriver
   - 8.16 zope.testbrowser
   - 8.17 django client
   - 8.18 Flask client
   - 8.19 Dealing with HTTP status code and exceptions

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<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sample code</td>
<td>3</td>
</tr>
<tr>
<td>Features</td>
<td>5</td>
</tr>
<tr>
<td>Getting started</td>
<td>7</td>
</tr>
<tr>
<td>Basic browsing and interactions</td>
<td>9</td>
</tr>
<tr>
<td>JavaScript support</td>
<td>11</td>
</tr>
<tr>
<td>Walking on...</td>
<td>13</td>
</tr>
<tr>
<td>Drivers</td>
<td>15</td>
</tr>
<tr>
<td>Browser based drivers</td>
<td>15</td>
</tr>
<tr>
<td>Headless drivers</td>
<td>15</td>
</tr>
<tr>
<td>Remote driver</td>
<td>15</td>
</tr>
<tr>
<td>Get in touch and contribute</td>
<td>17</td>
</tr>
<tr>
<td>Why use Splinter?</td>
<td>17</td>
</tr>
<tr>
<td>Install guide</td>
<td>18</td>
</tr>
<tr>
<td>Splinter Tutorial</td>
<td>18</td>
</tr>
<tr>
<td>Browser</td>
<td>20</td>
</tr>
<tr>
<td>Finding elements</td>
<td>22</td>
</tr>
<tr>
<td>Mouse interactions</td>
<td>23</td>
</tr>
<tr>
<td>Interacting with elements in the page</td>
<td>24</td>
</tr>
<tr>
<td>Matchers</td>
<td>26</td>
</tr>
<tr>
<td>Cookies manipulation</td>
<td>27</td>
</tr>
<tr>
<td>Take screenshot</td>
<td>28</td>
</tr>
<tr>
<td>Take element screenshot</td>
<td>28</td>
</tr>
<tr>
<td>Executing javascript</td>
<td>29</td>
</tr>
<tr>
<td>Chrome WebDriver</td>
<td>29</td>
</tr>
<tr>
<td>Firefox WebDriver</td>
<td>35</td>
</tr>
<tr>
<td>Remote WebDriver</td>
<td>41</td>
</tr>
<tr>
<td>zope.testbrowser</td>
<td>42</td>
</tr>
<tr>
<td>django client</td>
<td>42</td>
</tr>
<tr>
<td>Flask client</td>
<td>43</td>
</tr>
<tr>
<td>Dealing with HTTP status code and exceptions</td>
<td>43</td>
</tr>
</tbody>
</table>
Splinter is an open source tool for testing web applications using Python. It lets you automate browser actions, such as visiting URLs and interacting with their items.
from splinter import Browser

with Browser() as browser:
    # Visit URL
    url = "http://www.google.com"
    browser.visit(url)
    browser.fill('q', 'splinter - python acceptance testing for web applications')
    # Find and click the 'search' button
    button = browser.find_by_name('btnG')
    # Interact with elements
    button.click()
    if browser.is_text_present('splinter.readthedocs.io'):
        print("Yes, the official website was found!")
    else:
        print("No, it wasn't found... We need to improve our SEO techniques")

Note: if you don’t provide any driver to the Browser function, firefox will be used.
CHAPTER 2

Features

• simple api
• multiple webdrivers (chrome, firefox, zopetestbrowser, remote webdriver, Django, Flask)
• css and xpath selectors
• support for iframes and alerts
• can execute javascript
• works with ajax and async javascript

what’s new in splinter?
CHAPTER 3

Getting started

- Why use Splinter
- Installation
- Quick tutorial
CHAPTER 4

Basic browsing and interactions

- Browser and navigation
- Finding elements
- Mouse interactions
- Interacting with elements and forms
- Verify the presence of texts and elements in a page, with matchers
- Cookies manipulation
- Take screenshot
CHAPTER 5

JavaScript support

- Executing JavaScript
• Dealing with HTTP status code and exceptions
• Using HTTP proxies
• Interacting with iframes, alerts and prompts
• Full API documentation
7.1 Browser based drivers

The following drivers open a browser to run your actions:

- *Chrome WebDriver*
- *Firefox WebDriver*

7.2 Headless drivers

The following drivers don’t open a browser to run your actions (but each has its own dependencies, check the specific docs for each driver):

- *Chrome WebDriver (headless option)*
- *Firefox WebDriver (headless option)*
- *zope.testbrowser*
- *django client*
- *flask client*

7.3 Remote driver

The remote driver uses Selenium Remote to control a web browser on a remote machine.

- *Remote WebDriver*
8.1 Why use Splinter?

Splinter is an abstraction layer on top of existing browser automation tools such as Selenium and zope.testbrowser. It has a high-level API that makes it easy to write automated tests of web applications.

For example, to fill out a form field with Splinter:

```python
browser.fill('username', 'janedoe')
```

In Selenium, the equivalent code would be:

```python
elem = browser.find_element.by_name('username')
elem.send_keys('janedoe')
```

Because Splinter is an abstraction layer, it supports multiple web automation backends. With Splinter, you can use the same test code to do browser-based testing with Selenium as the backend and “headless” testing (no GUI) with zope.testbrowser as the backend.

Splinter has drivers for browser-based testing on:

- Chrome
- Firefox
- Browsers on remote machines

For headless testing, Splinter has drivers for:
8.2 Install guide

8.2.1 Install Python

In order to install Splinter, make sure Python is installed. Note: only Python 2.7+ is supported.
Download Python from http://www.python.org. If you’re using Linux or Mac OS X, it is probably already installed.

8.2.2 Install splinter

Basically, there are two ways to install Splinter:

Install a stable release

If you’re interested on an official and almost bug-free version, just run from the Terminal:

```
$ [sudo] pip install splinter
```

Install under-development source-code

Otherwise, if you want Splinter’s latest-and-greatest features and aren’t afraid of running under development code, run:

```
$ git clone git://github.com/cobrateam/splinter.git
$ cd splinter
$ [sudo] python setup.py install
```

Notes:

- make sure you have already set up your development environment.
- in this second case, make sure Git is installed.
- in order to use Chrome webdriver, you need to setup Google Chrome properly.

8.3 Splinter Tutorial

Before starting, make sure Splinter is installed

This tutorial provides a simple example, teaching step by step how to:

- search for splinter - python acceptance testing for web applications' in google.com, and
- find if splinter official website is listed among the search results
8.3.1 Create a Browser instance

First of all, import Browser class and instantiate it.

```python
from splinter import Browser
browser = Browser()
```

Note: If you don’t provide any driver argument to the Browser function, firefox will be used (Browser function documentation).

8.3.2 Visit Google website

Visit any website using the browser.visit method. Let’s go to Google search page:

```python
browser.visit('http://google.com')
```

8.3.3 Input search text

After a page is loaded, you can perform actions, such as clicking, filling text input, checking radio and checkbox. Let’s fill Google’s search field with splinter — python acceptance testing for web applications:

```python
browser.fill('q', 'splinter — python acceptance testing for web applications')
```

8.3.4 Press the search button

Tell Splinter which button should be pressed. A button - or any other element - can be identified using its css, xpath, id, tag or name.

In order to find Google’s search button, do:

```python
button = browser.find_by_name('btnG')
```

Note that this btnG was found looking at Google’s page source code.

With the button in hands, we can then press it:

```python
button.click()
```

Note: Both steps presented above could be joined in a single line, such as:

```python
browser.find_by_name('btnG').click()
```

8.3.5 Find out that Splinter official website is in the search results

After pressing the button, you can check if Splinter official website is among the search responses. This can be done like this:

```python
if browser.is_text_present('splinter.readthedocs.io'):
    print "Yes, found it! :"
else:
    print "No, didn't find it :"
```

In this case, we are just printing something. You might use assertions, if you’re writing tests.

8.3. Splinter Tutorial
8.3.6 Close the browser

When you’ve finished testing, close your browser using `browser.quit`:

```python
browser.quit()
```

8.3.7 All together

Finally, the source code will be:

```python
from splinter import Browser

browser = Browser() # defaults to firefox
browser.visit('http://google.com')
browser.fill('q', 'splinter - python acceptance testing for web applications')
browser.find_by_name('btnG').click()

if browser.is_text_present('splinter.readthedocs.io'):
    print "Yes, the official website was found!"
else:
    print "No, it wasn't found... We need to improve our SEO techniques"

browser.quit()
```

8.4 Browser

To use splinter you need to create a Browser instance:

```python
from splinter import Browser
browser = Browser()
```

Or, you can use it by a context manager, through the `with` statement:

```python
from splinter import Browser
with Browser() as b:
    # stuff using the browser
```

This last example will create a new browser window and close it when the cursor reaches the code outside the `with` statement, automatically.

Splinter supports the following drivers: * Chrome * Firefox * Browsers on remote machines * zope.testbrowser * Django client * Flask client

The following examples create new Browser instances for specific drivers:

```python
browser = Browser('chrome')
browser = Browser('firefox')
browser = Browser('zope.testbrowser')
```

8.4.1 Navigating with Browser.visit

You can use the `visit` method to navigate to other pages:
The `visit` method takes only a single parameter - the url to be visited.
You can visit a site protected with basic HTTP authentication by providing the username and password in the url.

```python
browser.visit('http://username:password@cobrateam.info/protected')
```

### 8.4.2 Managing Windows

You can manage multiple windows (such as popups) through the `windows` object:

```python
browser.windows  # all open windows
browser.windows[0]  # the first window
browser.windows[window_name]  # the window_name window
browser.windows.current  # the current window
browser.windows.current = browser.windows[3]  # set current window to window 3

window = browser.windows[0]
window.is_current  # boolean - whether window is current active window
window.is_current = True  # set this window to be current window
window.next  # the next window
window.prev  # the previous window
window.close()  # close this window
window.close_others()  # close all windows except this one
```

This window management interface is not compatible with the undocumented interface exposed in v0.6.0 and earlier.

### 8.4.3 Reload a page

You can reload a page using the `reload` method:

```python
browser.reload()
```

### 8.4.4 Navigate through the history

You can move back and forward through your browsing history using the `back` and `forward` methods:

```python
browser.visit('http://cobrateam.info')
browser.visit('https://splinter.readthedocs.io')
browser.back()
browser.forward()
```

### 8.4.5 Browser.title

You can get the title of the visited page using the `title` attribute:

```python
browser.title
```
8.4.6 Verifying page content with Browser.html

You can use the `html` attribute to get the html content of the visited page:

```python
browser.html
```

8.4.7 Verifying page url with Browser.url

The visited page’s url can be accessed by the `url` attribute:

```python
browser.url
```

8.4.8 Changing Browser User-Agent

You can pass a User-Agent header on Browser instantiation.

```python
b = Browser(user_agent="Mozilla/5.0 (iPhone; U; CPU like Mac OS X; en)"
```

8.5 Finding elements

Splinter provides 6 methods for finding elements in the page, one for each selector type: `css`, `xpath`, `tag`, `name`, `id`, `value`, `text`. Examples:

```python
browser.find_by_css('h1')
browser.find_by_xpath('//h1')
browser.find_by_tag('h1')
browser.find_by_name('name')
browser.find_by_text('Hello World!')
browser.find_by_id('firstheader')
browser.find_by_value('query')
```

Each of these methods returns a list with the found elements. You can get the first found element with the `first` shortcut:

```python
first_found = browser.find_by_name('name').first
```

There’s also the `last` shortcut – obviously, it returns the last found element:

```python
last_found = browser.find_by_name('name').last
```

8.5.1 Get element using index

You also can use an index to get the desired element in the list of found elements:

```python
second_found = browser.find_by_name('name')[1]
```

8.5.2 All elements and find_by_id

A web page should have only one id, so the `find_by_id` method returns always a list with just one element.
8.5.3 Finding links

If you need to find the links in a page, you can use the methods `find_link_by_text`, `find_link_by_partial_text`, `find_link_by_href` or `find_link_by_partial_href`. Examples:

```ruby
links_found = browser.find_link_by_text('Link for Example.com')
links_found = browser.find_link_by_partial_text('for Example')
links_found = browser.find_link_by_href('http://example.com')
links_found = browser.find_link_by_partial_href('example')
```

As the other `find_*` methods, these returns a list of all found elements.

You also can search for links using other selector types with the methods `find_by_css`, `find_by_xpath`, `find_by_tag`, `find_by_name`, `find_by_value` and `find_by_id`.

8.5.4 Chaining find of elements

Finding methods are chainable, so you can find the descendants of a previously found element.

```ruby
divs = browser.find_by_tag("div")
within_elements = divs.first.find_by_name("name")
```

8.5.5 `ElementDoesNotExist` exception

If an element is not found, the `find_*` methods return an empty list. But if you try to access an element in this list, the method will raise the `splinter.exceptions.ElementDoesNotExist` exception.

8.6 Mouse interactions

**Note:** Most mouse interaction currently works only on Chrome driver and Firefox 27.0.1.

Splinter provides some methods for mouse interactions with elements in the page. This feature is useful to test if an element appears on mouse over and disappears on mouse out (e.g.: subitems of a menu).

It’s also possible to send a click, double click or right click to the element.

Here is a simple example: imagine you have this jQuery event for mouse over and out:

```javascript
$('.menu-links').mouseover(function(){
    $(this).find('.subitem').show();
});

$('.menu-links').mouseout(function(){
    $(this).find('.subitem').hide();
});
```

You can use Splinter to fire the event programatically:

```ruby
browser.find_by_css('.menu-links').mouse_over()
# Code to check if the subitem is visible...
browser.find_by_css('.menu-links').mouse_out()
```

The methods available for mouse interactions are:
### 8.6.1 mouse_over

Puts the mouse above the element. Example:

```python
browser.find_by_tag('h1').mouse_over()
```

### 8.6.2 mouse_out

Puts the mouse out of the element. Example:

```python
browser.find_by_tag('h1').mouse_out()
```

### 8.6.3 click

Clicks on the element. Example:

```python
browser.find_by_tag('h1').click()
```

### 8.6.4 double_click

Double-clicks on the element. Example:

```python
browser.find_by_tag('h1').double_click()
```

### 8.6.5 right_click

Right-clicks on the element. Example:

```python
browser.find_by_tag('h1').right_click()
```

### 8.6.6 drag_and_drop

Yes, you can drag an element and drop it to another element! The example below drags the `<h1></h1>` element and drop it to a container element (identified by a CSS class).

```python
draggable = browser.find_by_tag('h1')
target = browser.find_by_css('.container')
draggable.drag_and_drop(target)
```

### 8.7 Interacting with elements in the page

#### 8.7.1 Get value of an element

In order to retrieve an element’s value, use the `value` property:

```python
browser.find_by_css('h1').first.value
```
or

```python
element = browser.find_by_css('h1').first
element.value
```

## 8.7.2 Clicking links

You can click in links. To click in links by href, partial href, text or partial text you can use this. IMPORTANT: These methods return the first element always.

```python
browser.click_link_by_href('http://www.the_site.com/my_link')
```

or

```python
browser.click_link_by_partial_href('my_link')
```

or

```python
browser.click_link_by_text('my link')
```

or

```python
browser.click_link_by_partial_text('part of link text')
```

or

```python
browser.click_link_by_id('link_id')
```

## 8.7.3 Clicking buttons

You can click in buttons. Splinter follows any redirects, and submits forms associated with buttons.

```python
browser.find_by_name('send').first.click()
```

or

```python
browser.find_link_by_text('my link').first.click()
```

## 8.7.4 Interacting with forms

```python
browser.fill('query', 'my name')
browser.attach_file('file', '/path/to/file/somefile.jpg')
browser.choose('some-radio', 'radio-value')
browser.check('some-check')
browser.uncheck('some-check')
browser.select('uf', 'rj')
```

To trigger JavaScript events, like KeyDown or KeyUp, you can use the `type` method.

```python
browser.type('type', 'typing text')
```

If you pass the argument `slowly=True` to the `type` method you can interact with the page on every key pressed. Useful for testing field’s autocompletion (the browser will wait until next iteration to type the subsequent key).
You can also use `type` and `fill` methods in an element:

```python
browser.find_by_name('name').type('Steve Jobs', slowly=True)
browser.find_by_css('.city').fill('San Francisco')
```

### 8.7.5 Verifying if element is visible or invisible

To check if an element is visible or invisible, use the `visible` property. For instance:

```python
browser.find_by_css('h1').first.visible
```

will be True if the element is visible, or False if it is invisible.

### 8.7.6 Verifying if element has a className

To check if an element has a className, use the `has_class` method. For instance:

```python
browser.find_by_css('.content').first.has_class('content')
```

### 8.7.7 Interacting with elements through a ElementList object

Don’t you like to always use `first` when selecting an element for clicking, for example:

```python
browser.find_by_css('a.my-website').first.click()
```

You can invoke any `Element` method on `ElementList` and it will be proxied to the `first` element of the list. So the two lines below are equivalent:

```python
assert browser.find_by_css('a.banner').first.visible
assert browser.find_by_css('a.banner').visible
```

### 8.8 Matchers

When working with AJAX and asynchronous JavaScript, it’s common to have elements which are not present in the HTML code (they are created with JavaScript, dynamically). In this case you can use the methods `is_element_present` and `is_text_present` to check the existence of an element or text — Splinter will load the HTML and JavaScript in the browser and the check will be performed before processing JavaScript.

There is also the optional argument `wait_time` (given in seconds) — it’s a timeout: if the verification method gets True it will return the result (even if the `wait_time` is not over), if it doesn’t get True, the method will wait until the `wait_time` is over (so it’ll return the result).

#### 8.8.1 Checking the presence of text

The method `is_text_present` is responsible for checking if a text is present in the page content. It returns `True` or `False`. 

There’s also a method to check if the text is not present: is_text_not_present. It works the same way but returns True if the text is not present.

8.8.2 Checking the presence of elements

Splinter provides 6 methods to check the presence of elements in the page, one for each selector type: css, xpath, tag, name, id, value, text. Examples:

As expected, these methods returns True if the element is present and False if it is not present.

There’s also the negative forms of these methods, as in is_text_present:

8.9 Cookies manipulation

It is possible to manipulate cookies using the cookies attribute from a Browser instance. The cookies attribute is an instance of a CookieManager class that manipulates cookies, like adding and deleting them.

8.9.1 Create cookie

To add a cookie use the add method:
8.9.2 Retrieve all cookies

To retrieve all cookies use the `all` method:

```python
browser.cookies.all()
```

8.9.3 Delete a cookie

You can delete one or more cookies with the `delete` method:

```python
browser.cookies.delete('mwahahahaha')  # deletes the cookie 'mwahahahaha'
browser.cookies.delete('whatever', 'wherever')  # deletes two cookies
```

8.9.4 Delete all cookies

You can also delete all cookies: just call the `delete` method without any parameters:

```python
browser.cookies.delete()  # deletes all cookies
```

For more details check the API reference of the `CookieManager` class.

8.10 Take screenshot

Splinter can take current view screenshot easily:

```python
browser = Browser()
screenshot_path = browser.screenshot('absolute_path/your_screenshot.png')
```

You should use the absolute path to save screenshot. If you don’t use an absolute path, the screenshot will be saved in a temporary file.

Take a full view screenshot:

```python
browser = Browser()
screenshot_path = browser.screenshot('absolute_path/your_screenshot.png', full=True)
```

8.11 Take element screenshot

First, if you want to use this function, you should install the Pillow dependency:

```bash
pip install Pillow
```

If the element in the current view:

```python
browser = Browser()
browser.visit('http://example.com')
screenshot_path = browser.find_by_xpath('xpath_rule').first.screenshot('absolute_path/your_screenshot.png')
```

If the element not in the current view, you should do it like this:
**8.12 Executing javascript**

You can easily execute JavaScript, in drivers which support it:

```python
browser.execute_script("$('body').empty()")
```

You can return the result of the script:

```python
browser.evaluate_script("4+4") == 8
```

**8.13 Chrome WebDriver**

Chrome WebDriver is provided by Selenium2. To use it, you need to install Selenium2 via pip:

```
$ [sudo] pip install selenium
```

It's important to note that you also need to have Google Chrome installed in your machine.

Chrome can also be used from a custom path. To do this pass the executable path as a dictionary to the **kwargs argument. The dictionary should be set up with *executable_path* as the key and the value set to the path to the executable file.

```python
from splinter import Browser
executable_path = {'executable_path': '/path/to/chrome'}
browser = Browser('chrome', **executable_path)
```

**8.13.1 Setting up Chrome WebDriver**

In order to use Google Chrome with Splinter, since we’re using Selenium 2.3.x, you need to setup Chrome webdriver properly.

**8.13.2 Mac OS X**

The recommended way is by using Homebrew:

```
$ brew cask install chromedriver
```

**8.13.3 Linux**

Go to the download page on the Chromium project and choose the correct version for your Linux installation. Then extract the downloaded file in a directory in the *PATH* (e.g. *usr/bin*). You can also extract it to any directory and add that directory to the *PATH*:
Linux 64bits

```bash
$ cd $HOME/Downloads
$ wget https://chromedriver.storage.googleapis.com/2.41/chromedriver_linux64.zip
$ unzip chromedriver_linux64.zip
$ mkdir -p $HOME/bin
$ mv chromedriver $HOME/bin
$ echo "export PATH=$PATH:$HOME/bin" >> $HOME/.bash_profile
```

8.13.4 Windows

Note: We don’t provide official support for Windows, but you can try it by yourself.

All you need to do is go to download page on Selenium project and choose “ChromeDriver server for win”. Your browser will download a zip file, extract it and add the .exe file to your PATH.

If you don’t know how to add an executable to the PATH on Windows, check these link out:

- Environment variables
- How to manage environment variables in Windows XP
- How to manage environment variables in Windows 8 & 10

8.13.5 Using Chrome WebDriver

To use the Chrome driver, all you need to do is pass the string chrome when you create the Browser instance:

```python
from splinter import Browser
browser = Browser('chrome')
```

Note: if you don’t provide any driver to the Browser function, firefox will be used.

Note: if you have trouble with $HOME/.bash_profile, you can try $HOME/.bashrc.

8.13.6 Using headless option for Chrome

Starting with Chrome 59, we can run Chrome as a headless browser. Make sure you read google developers updates

```python
from splinter import Browser
browser = Browser('chrome', headless=True)
```

8.13.7 Using incognito option for Chrome

We can run Chrome as a incognito browser.

```python
from splinter import Browser
browser = Browser('chrome', incognito=True)
```
8.13.8 Using emulation mode in Chrome

Chrome options can be passed to customize Chrome’s behaviour; it is then possible to leverage the experimental emulation mode.

```python
from selenium import webdriver
from splinter import Browser

mobile_emulation = {"deviceName": "Google Nexus 5"}
chrome_options = webdriver.ChromeOptions()
chrome_options.add_experimental_option("mobileEmulation",
    mobile_emulation)
browser = Browser('chrome', options=chrome_options)
```

refer to chrome driver documentation

8.13.9 API docs

```python
class splinter.driver.webdriver.chrome.WebDriver(options=None, user_agent=None,
    wait_time=2, fullscreen=False,
    incognito=False, headless=False,**kwargs):

    attach_file (name, value)
    Fill the field identified by name with the content specified by value.

    back()
    Back to the last URL in the browsing history.
    If there is no URL to back, this method does nothing.

    check(name)
    Checks a checkbox by its name.
    Example:

    >>> browser.check("agree-with-terms")

    If you call browser.check n times, the checkbox keeps checked, it never get unchecked.
    To uncheck a checkbox, take a look in the uncheck method.

    choose(name, value)
    Chooses a value in a radio buttons group.
    Suppose you have the two radio buttons in a page, with the name gender and values ‘F’ and ‘M’. If you
    use the choose method the following way:

    >>> browser.choose('gender', 'F')

    Then you’re choosing the female gender.

    click_link_by_href(href)
    Clicks in a link by its href attribute.

    click_link_by_id(id)
    Clicks in a link by id.

    click_link_by_partial_href(partial_href)
    Clicks in a link by looking for partial content of href attribute.
```
**click_link_by_partial_text** *(partial_text)*  
Clicks in a link by partial content of its text.

**click_link_by_text** *(text)*  
Clicks in a link by its text.

**cookies**  
A *CookieManager* instance.  
For more details, check the *cookies manipulation section*.

**evaluate_script** *(script, *args)*  
Similar to *execute_script* method.  
Executes javascript in the browser and returns the value of the expression.

e.g.::  
```python  
>>> assert 4 == browser.evaluate_script('2 + 2')  
```

**execute_script** *(script, *args)*  
Executes a given JavaScript in the browser.

e.g.::  
```python  
>>> browser.execute_script('document.getElementById("body").innerHTML = "<p>Hello world!</p>"')  
```

**fill** *(name, value)*  
Fill the field identified by *name* with the content specified by *value*.

**fill_form** *(field_values, form_id=None, name=None)*  
Fill the fields identified by *name* with the content specified by *value* in a dict.  
Currently, *fill_form* supports the following fields: text, password, textarea, checkbox, radio and select.  
Checkboxes should be specified as a boolean in the dict.

**find_by_css** *(css_selector)*  
Returns an instance of *ElementList*, using a CSS selector to query the current page content.

**find_by_id** *(id)*  
Finds an element in current page by its id.  
Even when only one element is find, this method returns an instance of *ElementList*.

**find_by_name** *(name)*  
Finds elements in current page by their name.  
Returns an instance of *ElementList*.

**find_by_tag** *(tag)*  
Find all elements of a given tag in current page.  
Returns an instance of *ElementList*.

**find_by_text** *(text)*  
Finds elements in current page by their text.  
Returns an instance of *ElementList*.

**find_by_value** *(value)*  
Finds elements in current page by their value.  
Returns an instance of *ElementList*.
**find_by_xpath** *(xpath, original_find=None, original_query=None)*

Returns an instance of `ElementList`, using a xpath selector to query the current page content.

**find_link_by_href** *(href)*

Find all elements of a given tag in current page.

Returns an instance of `ElementList`

**find_link_by_partial_href** *(partial_href)*

Find links by looking for a partial str in their href attribute.

Returns an instance of `ElementList`

**find_link_by_partial_text** *(partial_text)*

Find links by looking for a partial str in their text.

Returns an instance of `ElementList`

**find_link_by_text** *(text)*

Find links querying for their text.

Returns an instance of `ElementList`

**find_option_by_text** *(text)*

Finds `<option>` elements by their text.

Returns an instance of `ElementList`

**find_option_by_value** *(value)*

Finds `<option>` elements by their value.

Returns an instance of `ElementList`

**forward** ()

Forward to the next URL in the browsing history.

If there is no URL to forward, this method does nothing.

**get_alert** ()

Changes the context for working with alerts and prompts.

For more details, check the docs about iframes, alerts and prompts

**get_iframe** (**kwds**)

Changes the context for working with iframes.

For more details, check the docs about iframes, alerts and prompts

**html**

Source of current page.

**is_element_not_present_by_css** *(css_selector, wait_time=None)*

Verify if the element is not present in the current page by css, and wait the specified time in `wait_time`.

Returns True if the element is not present and False if is present.

**is_element_not_present_by_id** *(id, wait_time=None)*

Verify if the element is present in the current page by id, and wait the specified time in `wait_time`.

Returns True if the element is not present and False if is present.

**is_element_not_present_by_name** *(name, wait_time=None)*

Verify if the element is not present in the current page by name, and wait the specified time in `wait_time`.

Returns True if the element is not present and False if is present.
is_element_not_present_by_tag(tag, wait_time=None)
Verify if the element is not present in the current page by tag, and wait the specified time in wait_time.
Returns True if the element is not present and False if is present.

is_element_not_present_by_text(text, wait_time=None)
Verify if the element is not present in the current page by text, and wait the specified time in wait_time.
Returns True if the element is not present and False if is present.

is_element_not_present_by_value(value, wait_time=None)
Verify if the element is not present in the current page by value, and wait the specified time in wait_time.
Returns True if the element is not present and False if is present.

is_element_not_present_by_xpath(xpath, wait_time=None)
Verify if the element is not present in the current page by xpath, and wait the specified time in wait_time.
Returns True if the element is not present and False if is present.

is_element_present_by_css(css_selector, wait_time=None)
Verify if the element is present in the current page by css, and wait the specified time in wait_time.
Returns True if the element is present and False if is not present.

is_element_present_by_id(id, wait_time=None)
Verify if the element is present in the current page by id, and wait the specified time in wait_time.
Returns True if the element is present and False if is not present.

is_element_present_by_name(name, wait_time=None)
Verify if the element is present in the current page by name, and wait the specified time in wait_time.
Returns True if the element is present and False if is not present.

is_element_present_by_tag(tag, wait_time=None)
Verify if the element is present in the current page by tag, and wait the specified time in wait_time.
Returns True if the element is present and False if is not present.

is_element_present_by_text(text, wait_time=None)
Verify if the element is present in the current page by text, and wait the specified time in wait_time.
Returns True if the element is present and False if is not present.

is_element_present_by_value(value, wait_time=None)
Verify if the element is present in the current page by value, and wait the specified time in wait_time.
Returns True if the element is present and False if is not present.

is_element_present_by_xpath(xpath, wait_time=None)
Verify if the element is present in the current page by xpath, and wait the specified time in wait_time.
Returns True if the element is present and False if is not present.

is_text_present(text, wait_time=None)
Searchs for text in the browser and wait the seconds specified in wait_time.
Returns True if finds a match for the text and False if not.

quit()
Quits the browser, closing its windows (if it has one).
After quit the browser, you can’t use it anymore.
reload()
Revisits the current URL.

```
screenshot (name='', suffix=’.png’, full=False)
```
Takes a screenshot of the current page and saves it locally.

```
select (name, value)
```
Selects an `<option>` element in an `<select>` element using the name of the `<select>` and the value of the `<option>`.

Example:

```
>>> browser.select("state", "NY")
```

title
Title of current page.

type (name, value, slowly=False)
Types the value in the field identified by name.

It’s useful to test javascript events like keyPress, keyUp, keyDown, etc.

If slowly is True, this function returns an iterator which will type one character per iteration.

```
uncheck (name)
```
Unchecks a checkbox by its name.

Example:

```
>>> browser.uncheck("send-me-emails")
```

If you call browser.uncheck n times, the checkbox keeps unchecked, it never get checked.

To check a checkbox, take a look in the check method.

```
url
```
URL of current page.

```
visit (url)
```
Visits a given URL.

The url parameter is a string.

---

### 8.14 Firefox WebDriver

Firefox WebDriver is provided by Selenium 2.0. To use it, you need to install Selenium 2.0 via pip:

```
$ [sudo] pip install selenium
```

It’s important to note that you also need to have Firefox and geckodriver installed in your machine and available on PATH environment variable. Once you have it installed, there is nothing you have to do, just use it :)

#### 8.14.1 Using Firefox WebDriver

To use the Firefox driver, all you need to do is pass the string `firefox` when you create the `Browser` instance:

```python
from splinter import Browser
browser = Browser('firefox')
```
Note: if you don’t provide any driver to Browser function, firefox will be used.

8.14.2 Using headless option for Firefox

Starting with Firefox 55, we can run Firefox as a headless browser in Linux.

```python
from splinter import Browser
browser = Browser('firefox', headless=True)
```

8.14.3 Using incognito option for Firefox

We can run Firefox as a private browser.

```python
from splinter import Browser
browser = Browser('firefox', incognito=True)
```

8.14.4 How to use a specific profile for Firefox

You can specify a Firefox profile for using on Browser function using the profile keyword (passing the name of the profile as a str instance):

```python
from splinter import Browser
browser = Browser('firefox', profile='my_profile')
```

If you don’t specify a profile, a new temporary profile will be created (and deleted when you close the browser).

8.14.5 How to use specific extensions for Firefox

An extension for firefox is a .xpi archive. To use an extension in Firefox webdriver profile you need to give the path of the extension, using the extensions keyword (passing the extensions as a list instance):

```python
from splinter import Browser
browser = Browser('firefox', extensions=['extension1.xpi', 'extension2.xpi'])
```

If you give an extension, after you close the browser, the extension will be deleted from the profile, even if is not a temporary one.

8.14.6 How to use selenium capabilities for Firefox

```python
from splinter import Browser
browser = Browser('firefox', capabilities={'acceptSslCerts': True})
```

You can pass any selenium read-write DesiredCapabilities parameters for Firefox.
8.14.7 API docs

class splinter.driver.webdriver.firefox.WebDriver(profile=None, extensions=None, user_agent=None, profile_preferences=None, fullscreen=False, wait_time=2, timeout=90, capabilities=None, headless=False, incognito=False, **kwargs)

attach_file (name, value)
    Fill the field identified by name with the content specified by value.

back ()
    Back to the last URL in the browsing history.
    If there is no URL to back, this method does nothing.

check (name)
    Checks a checkbox by its name.
    Example:
    ```
    >>> browser.check("agree-with-terms")
    ```
    If you call browser.check n times, the checkbox keeps checked, it never get unchecked.
    To uncheck a checkbox, take a look in the uncheck method.

choose (name, value)
    Chooses a value in a radio buttons group.
    Suppose you have the two radio buttons in a page, with the name gender and values ‘F’ and ‘M’. If you use the choose method the following way:
    ```
    >>> browser.choose('gender', 'F')
    ```
    Then you’re choosing the female gender.

click_link_by_href (href)
    Clicks in a link by its href attribute.

click_link_by_id (id)
    Clicks in a link by id.

click_link_by_partial_href (partial_href)
    Clicks in a link by looking for partial content of href attribute.

click_link_by_partial_text (partial_text)
    Clicks in a link by partial content of its text.

click_link_by_text (text)
    Clicks in a link by its text.

cookies
    A CookieManager instance.
    For more details, check the cookies manipulation section.

evaluate_script (script, *args)
    Similar to execute_script method.
    Executes javascript in the browser and returns the value of the expression.
execute_script(script, *args)
Executes a given JavaScript in the browser.

e.g. ::

```python
>>> browser.execute_script('document.getElementById("body").innerHTML = "Hello world!"')
```
**find_link_by_partial_text** *(partial_text)*
Find links by looking for a partial `str` in their text.
Returns an instance of `ElementList`

**find_link_by_text** *(text)*
Find links querying for their text.
Returns an instance of `ElementList`

**find_option_by_text** *(text)*
Finds `<option>` elements by their text.
Returns an instance of `ElementList`

**find_option_by_value** *(value)*
Finds `<option>` elements by their value.
Returns an instance of `ElementList`

**forward()**
Forward to the next URL in the browsing history.
If there is no URL to forward, this method does nothing.

**get_alert()**
Changes the context for working with alerts and prompts.
For more details, check the [docs about iframes, alerts and prompts](#)

**get_iframe(** **kwds** **)**
Changes the context for working with iframes.
For more details, check the [docs about iframes, alerts and prompts](#)

**html**
Source of current page.

**is_element_not_present_by_css** *(css_selector, wait_time=None)*
Verify if the element is not present in the current page by css, and wait the specified time in `wait_time`.
Returns True if the element is not present and False if is present.

**is_element_not_present_by_id** *(id, wait_time=None)*
Verify if the element is present in the current page by id, and wait the specified time in `wait_time`.
Returns True if the element is not present and False if is present.

**is_element_not_present_by_name** *(name, wait_time=None)*
Verify if the element is not present in the current page by name, and wait the specified time in `wait_time`.
Returns True if the element is not present and False if is present.

**is_element_not_present_by_tag** *(tag, wait_time=None)*
Verify if the element is not present in the current page by tag, and wait the specified time in `wait_time`.
Returns True if the element is not present and False if is present.

**is_element_not_present_by_text** *(text, wait_time=None)*
Verify if the element is not present in the current page by text, and wait the specified time in `wait_time`.
Returns True if the element is not present and False if is present.

**is_element_not_present_by_value** *(value, wait_time=None)*
Verify if the element is not present in the current page by value, and wait the specified time in `wait_time`.
Returns True if the element is not present and False if is present.
**is_element_not_present_by_xpath** *(xpath, wait_time=None)*
Verify if the element is not present in the current page by xpath, and wait the specified time in `wait_time`.

Returns True if the element is not present and False if is present.

**is_element_present_by_css** *(css_selector, wait_time=None)*
Verify if the element is present in the current page by css, and wait the specified time in `wait_time`.

Returns True if the element is present and False if is not present.

**is_element_present_by_id** *(id, wait_time=None)*
Verify if the element is present in the current page by id, and wait the specified time in `wait_time`.

Returns True if the element is present and False if is not present.

**is_element_present_by_name** *(name, wait_time=None)*
Verify if the element is present in the current page by name, and wait the specified time in `wait_time`.

Returns True if the element is present and False if is not present.

**is_element_present_by_tag** *(tag, wait_time=None)*
Verify if the element is present in the current page by tag, and wait the specified time in `wait_time`.

Returns True if the element is present and False if is not present.

**is_element_present_by_text** *(text, wait_time=None)*
Verify if the element is present in the current page by text, and wait the specified time in `wait_time`.

Returns True if the element is present and False if is not present.

**is_element_present_by_value** *(value, wait_time=None)*
Verify if the element is present in the current page by value, and wait the specified time in `wait_time`.

Returns True if the element is present and False if is not present.

**is_element_present_by_xpath** *(xpath, wait_time=None)*
Verify if the element is present in the current page by xpath, and wait the specified time in `wait_time`.

Returns True if the element is present and False if is not present.

**is_text_present** *(text, wait_time=None)*
Searchs for `text` in the browser and wait the seconds specified in `wait_time`.

Returns True if finds a match for the `text` and False if not.

**quit**
Quits the browser, closing its windows (if it has one).

After quit the browser, you can’t use it anymore.

**reload**
Revisits the current URL.

**screenshot** *(name=", suffix='png', full=False)*
Takes a screenshot of the current page and saves it locally.

**select** *(name, value)*
Selects an `<option>` element in an `<select>` element using the name of the `<select>` and the value of the `<option>`.

Example:

```python
>>> browser.select("state", "NY")
```
### 8.15 Remote WebDriver

Remote WebDriver is provided by Selenium2. To use it, you need to install Selenium2 via pip:

```bash
$ [sudo] pip install selenium
```

#### 8.15.1 Setting up the Remote WebDriver

To use the remote web driver, you need to have access to a Selenium remote webdriver server. Setting up one of these servers is beyond the scope of this document. However, some companies provide access to a Selenium Grid as a service.

#### 8.15.2 Using the Remote WebDriver

To use the Remote WebDriver, you need to pass `driver_name="remote"` and `url=<remote server url>` when you create the `Browser` instance.

You can also pass additional arguments that correspond to Selenium DesiredCapabilities arguments.

Here is an example that uses Sauce Labs (a company that provides Selenium remote webdriver servers as a service) to request an Internet Explorer 9 browser instance running on Windows 7.

```python
# Specify the server URL
remote_server_url = 'http://YOUR_SAUCE_USERNAME:YOUR_SAUCE_ACCESS_KEY@ondemand.
˓→saucelabs.com:80/wd/hub'

with Browser(driver_name="remote",
strip-console=True, url=remote_server_url)
```

(continues on next page)
8.16 zope.testbrowser

To use the zope.testbrowser driver, you need to install zope.testbrowser, lxml and cssselect. You can install all of them in one step by running:

```
$ pip install splinter[zope.testbrowser]
```

8.16.1 Using zope.testbrowser

To use the zope.testbrowser driver, all you need to do is pass the string `zope.testbrowser` when you create the Browser instance:

```python
from splinter import Browser
browser = Browser('zope.testbrowser')
```

By default zope.testbrowser respects any robots.txt preventing access to a lot of sites. If you want to circumvent this you can call

```python
browser = Browser('zope.testbrowser', ignore_robots=True)
```

Note: if you don’t provide any driver to Browser function, firefox will be used.

8.16.2 API docs

8.17 django client

To use the django driver, you need to install django, lxml and cssselect. You can install all of them in one step by running:

```
$ pip install splinter[django]
```

8.17.1 Using django client

To use the django driver, all you need to do is pass the string `django` when you create the Browser instance:

```python
from splinter import Browser
browser = Browser('django')
```

Note: if you don’t provide any driver to Browser function, firefox will be used.
8.17.2 API docs

8.18 Flask client

To use the flask driver, you need to install Flask, lxml and cssselect. You can install all of them in one step by running:

$ pip install splinter[flask]

8.18.1 Using Flask client

To use the flask driver, you’ll need to pass the string flask and an app instance via the app keyword argument when you create the Browser instance:

```python
from splinter import Browser
browser = Browser('flask', app=app)
```

Note: if you don’t provide any driver to Browser function, firefox will be used.

8.18.2 API docs

8.19 Dealing with HTTP status code and exceptions

Note: After 0.8 version the webdriver (firefox, chrome) based drivers does not support http error handling.

8.19.1 Dealing with HTTP status code

It’s also possible to check which HTTP status code a browser.visit gets. You can use status_code.is_success to do the work for you or you can compare the status code directly:

```python
browser.visit('http://cobrateam.info')
browser.status_code.is_success() # True
# or
browser.status_code == 200 # True
# or
browser.status_code.code # 200
```

The difference between those methods is that if you get a redirect (or something that is not an HTTP error), status_code.is_success will consider your response as successfully. The numeric status code can be accessed via status_code.code.

8.19.2 Handling HTTP exceptions

Whenever you use the visit method, Splinter will check if the response is success or not, and if not, it will raise an HttpResponseError exception. But don’t worry, you can easily catch it:
try:
    browser.visit('http://cobrateam.info/i-want-cookies')
except HttpResponseError, e:
    print "Oops, I failed with the status code %s and reason %s" % (e.status_code, e.
    reason)

Note: status_code and this HTTP exception handling is available only for selenium webdriver

8.20 Using HTTP Proxies

Unauthenticated proxies are simple, you need only configure the browser with the hostname and port.
Authenticating proxies are rather more complicated, (see RFC2617)

8.20.1 Using an unauthenticated HTTP proxy with Firefox

```python
profile = {
    'network.proxy.http': YOUR_PROXY_SERVER_HOST,
    'network.proxy.http_port': YOUR_PROXY_SERVER_PORT,
    'network.proxy.ssl': YOUR_PROXY_SERVER_HOST,
    'network.proxy.ssl_port': YOUR_PROXY_SERVER_PORT,
    'network.proxy.type': 1
}
self.browser = Browser(self.browser_type, profile_preferences=profile)
```

8.20.2 Authenticated HTTP proxy with Firefox

If you have access to the browser window, then the same technique will work for an authenticated proxy, but you will have to type the username and password in manually.

If this is not possible, for example on a remote CI server, then it is not currently clear how to do this. This document will be updated when more information is known. If you can help, please follow up on https://github.com/cobrateam/splinter/issues/359.

8.21 Frames, alerts and prompts

8.21.1 Using iframes

You can use the get_iframe method and the with statement to interact with iframes. You can pass the iframe’s name, id, or index to get_iframe.

```python
with browser.get_iframe('iframemodal') as iframe:
    iframe.do_stuff()
```

8.21.2 Handling alerts and prompts

Chrome support for alerts and prompts is new in Splinter 0.4.
**IMPORTANT:** Only webdrivers (Firefox and Chrome) has support for alerts and prompts.

You can deal with alerts and prompts using the `get_alert` method.

```python
code=
alert = browser.get_alert()
alert.text
alert.accept()
alert.dismiss()
```

In case of prompts, you can answer it using the `fill_with` method.

```python
code=
prompt = browser.get_alert()
prompt.text
prompt.fill_with('text')
prompt.accept()
prompt.dismiss()
```

You can use the `with` statement to interact with both alerts and prompts too.

```python
code=with browser.get_alert() as alert:
    alert.do_stuff()
```

If there’s not any prompt or alert, `get_alert` will return `None`. Remember to always use at least one of the alert/prompt ending methods (accept and dismiss). Otherwise your browser instance will be frozen until you accept or dismiss the alert/prompt correctly.

### 8.22 API Documentation

Welcome to the Splinter API documentation! Check what’s inside:

#### 8.22.1 Browser

`splinter.browser.Browser(driver_name='firefox', *args, **kwargs)`

Returns a driver instance for the given name.

- When working with `firefox`, it’s possible to provide a profile name and a list of extensions.
- If you don’t provide any `driver_name`, then `firefox` will be used.
- If there is no driver registered with the provided `driver_name`, this function will raise a `splinter.exceptions.DriverNotFoundError` exception.

#### 8.22.2 DriverAPI

`class splinter.driver.DriverAPI`

Basic driver API class.

- `back()`
  - Back to the last URL in the browsing history.
  - If there is no URL to back, this method does nothing.

- `check(name)`
  - Checks a checkbox by its name.
  - Example:
If you call `browser.check(n times, the checkbox keeps checked, it never get unchecked.

To uncheck a checkbox, take a look in the `uncheck` method.

```python
>>> browser.check("agree-with-terms")
```

choose `(name, value)`
Choose a value in a radio buttons group.

Suppose you have the two radio buttons in a page, with the name `gender` and values ‘F’ and ‘M’. If you use the `choose` method the following way:

```python
>>> browser.choose('gender', 'F')
```

Then you’re choosing the female gender.

```python
**click_link_by_href(href)**
Clicks in a link by its `href` attribute.

**click_link_by_id(id)**
Clicks in a link by id.

**click_link_by_partial_href(partial_href)**
Clicks in a link by looking for partial content of `href` attribute.

**click_link_by_partial_text(partial_text)**
Clicks in a link by partial content of its text.

**click_link_by_text(text)**
Clicks in a link by its `text`.

**cookies**
A `CookieManager` instance.

For more details, check the `cookies manipulation section`.

**evaluate_script(script, *args)**
Similar to `execute_script` method.

Executes javascript in the browser and returns the value of the expression.

e.g.: ::

```python
>>> assert 4 == browser.evaluate_script('2 + 2')
```

**execute_script(script, *args)**
Executes a given JavaScript in the browser.

e.g.: ::

```python
>>> browser.execute_script("document.getElementById("body").innerHTML = "Hello world!";")
```

**fill(name, value)**
Fill the field identified by `name` with the content specified by `value`.

**fill_form(field_values, form_id=None, name=None)**
Fill the fields identified by `name` with the content specified by `value` in a dict.

Currently, `fill_form` supports the following fields: text, password, textarea, checkbox, radio and select.

Checkboxes should be specified as a boolean in the dict.
find_by_css(css_selector)
    Returns an instance of ElementList, using a CSS selector to query the current page content.

find_by_id(id)
    Finds an element in current page by its id.
    Even when only one element is find, this method returns an instance of ElementList.

find_by_name(name)
    Finds elements in current page by their name.
    Returns an instance of ElementList.

find_by_tag(tag)
    Find all elements of a given tag in current page.
    Returns an instance of ElementList.

find_by_text(text)
    Finds elements in current page by their text.
    Returns an instance of ElementList.

find_by_value(value)
    Finds elements in current page by their value.
    Returns an instance of ElementList.

find_by_xpath(xpath)
    Returns an instance of ElementList, using a xpath selector to query the current page content.

find_link_by_href(href)
    Find all elements of a given tag in current page.
    Returns an instance of ElementList.

find_link_by_partial_href(partial_href)
    Find links by looking for a partial str in their href attribute.
    Returns an instance of ElementList.

find_link_by_partial_text(partial_text)
    Find links by looking for a partial str in their text.
    Returns an instance of ElementList.

find_link_by_text(text)
    Find links querying for their text.
    Returns an instance of ElementList.

find_option_by_text(text)
    Finds <option> elements by their text.
    Returns an instance of ElementList.

find_option_by_value(value)
    Finds <option> elements by their value.
    Returns an instance of ElementList.

forward()
    Forward to the next URL in the browsing history.
    If there is no URL to forward, this method does nothing.
get_alert()
Changes the context for working with alerts and prompts.
For more details, check the docs about iframes, alerts and prompts

get_iframe(name)
Changes the context for working with iframes.
For more details, check the docs about iframes, alerts and prompts

html
Source of current page.

is_element_not_present_by_css(css_selector, wait_time=None)
Verify if the element is not present in the current page by css, and wait the specified time in wait_time.
Returns True if the element is not present and False if is present.

is_element_not_present_by_id(id, wait_time=None)
Verify if the element is present in the current page by id, and wait the specified time in wait_time.
Returns True if the element is not present and False if is present.

is_element_not_present_by_name(name, wait_time=None)
Verify if the element is not present in the current page by name, and wait the specified time in wait_time.
Returns True if the element is not present and False if is present.

is_element_not_present_by_tag(tag, wait_time=None)
Verify if the element is not present in the current page by tag, and wait the specified time in wait_time.
Returns True if the element is not present and False if is present.

is_element_not_present_by_text(text, wait_time=None)
Verify if the element is not present in the current page by text, and wait the specified time in wait_time.
Returns True if the element is not present and False if is present.

is_element_not_present_by_value(value, wait_time=None)
Verify if the element is not present in the current page by value, and wait the specified time in wait_time.
Returns True if the element is not present and False if is present.

is_element_not_present_by_xpath(xpath, wait_time=None)
Verify if the element is not present in the current page by xpath, and wait the specified time in wait_time.
Returns True if the element is not present and False if is present.

is_element_present_by_css(css_selector, wait_time=None)
Verify if the element is present in the current page by css, and wait the specified time in wait_time.
Returns True if the element is present and False if is not present.

is_element_present_by_id(id, wait_time=None)
Verify if the element is present in the current page by id, and wait the specified time in wait_time.
Returns True if the element is present and False if is not present.

is_element_present_by_name(name, wait_time=None)
Verify if the element is present in the current page by name, and wait the specified time in wait_time.
Returns True if the element is present and False if is not present.
is_element_present_by_tag(tag, wait_time=None)
Verify if the element is present in the current page by tag, and wait the specified time in wait_time.
Returns True if the element is present and False if is not present.

is_element_present_by_text(text, wait_time=None)
Verify if the element is present in the current page by text, and wait the specified time in wait_time.
Returns True if the element is present and False if is not present.

is_element_present_by_value(value, wait_time=None)
Verify if the element is present in the current page by value, and wait the specified time in wait_time.
Returns True if the element is present and False if is not present.

is_element_present_by_xpath(xpath, wait_time=None)
Verify if the element is present in the current page by xpath, and wait the specified time in wait_time.
Returns True if the element is present and False if is not present.

is_text_present(text, wait_time=None)
Searchs for text in the browser and wait the seconds specified in wait_time.
Returns True if finds a match for the text and False if not.

quit()
Quits the browser, closing its windows (if it has one).
After quit the browser, you can’t use it anymore.

reload()
Revisits the current URL.

screenshot(name=None, suffix=None)
Takes a screenshot of the current page and saves it locally.

select(name, value)
Selects an <option> element in an <select> element using the name of the <select> and the value of the <option>.
Example:

```python
>>> browser.select("state", "NY")
```

title
Title of current page.

type(name, value, slowly=False)
Types the value in the field identified by name.
It’s useful to test javascript events like keyPress, keyUp, keyDown, etc.
If slowly is True, this function returns an iterator which will type one character per iteration.

uncheck(name)
Unchecks a checkbox by its name.
Example:

```python
>>> browser.uncheck("send-me-emails")
```

If you call browser.uncheck n times, the checkbox keeps unchecked, it never get checked.
To check a checkbox, take a look in the check method.
url
    URL of current page.

visit (url)
    Visits a given URL.
    The *url* parameter is a string.

8.22.3 ElementAPI

class splinter.driver.ElementAPI
    Basic element API class.

    Any element in the page can be represented as an instance of `ElementAPI`.

    Once you have an instance, you can easily access attributes like a dict:

    ```python
    >>> element = browser.find_by_id("link-logo").first
    >>> assert element['href'] == 'https://splinter.readthedocs.io'
    ```

    You can also interact with the instance using the methods and properties listed below.

    **check**
    Checks the element, if it’s “checkable” (e.g.: a checkbox).

    If the element is already checked, this method does nothing. For unchecking elements, take a loot in the `uncheck` method.

    **checked**
    Boolean property that says if the element is checked or not.

    Example:
    ```python
    >>> element.check()
    >>> assert element.checked
    >>> element.uncheck()
    >>> assert not element.checked
    ```

    **clear**
    Reset the field value.

    **click**
    Clicks in the element.

    **fill** *(value)*
    Fill the field with the content specified by `value`.

    **has_class** *(class_name)*
    Indicates whether the element has the given class.

    **mouse_out**
    Moves the mouse away from the element.

    **mouse_over**
    Puts the mouse over the element.

    **screenshot**
    Take screenshot of the element.

    **select** *(value, slowly=False)*
    Selects an `<option>` element in the element using the `value` of the `<option>`.

50 Chapter 8. Get in touch and contribute
Example:

```python
gt>> element.select("NY")
```

**text**
String of all of the text within the element. HTML tags are stripped.

**type** *(value, slowly=False)*
Types the value in the field.

It’s useful to test javascript events like keyPress, keyUp, keyDown, etc.

If `slowly` is True, this function returns an iterator which will type one character per iteration.

**uncheck()**
Unchecks the element, if it’s “checkable” (e.g.: a checkbox).

If the element is already unchecked, this method does nothing. For checking elements, take a loot in the `check` method.

**value**
Value of the element, usually a form element

**visible**
Boolean property that says if the element is visible or hidden in the current page.

### 8.22.4 CookieManager

class splinter.cookie_manager.CookieManagerAPI
An API that specifies how a splinter driver deals with cookies.

You can add cookies using the `add` method, and remove one or all cookies using the `delete` method.

A CookieManager acts like a dict, so you can access the value of a cookie through the [] operator, passing the cookie identifier:

```python
gt>> cookie_manager.add({'name': 'Tony'})
gt>> assert cookie_manager['name'] == 'Tony'
```

**add(cookies)**
Adds a cookie.

The `cookie` parameter is a dict where each key is an identifier for the cookie value (like any dict).

Example of use:

```python
gt>> cookie_manager.add({'name': 'Tony'})
```

**all(verbose=False)**
Returns all of the cookies.

**Note:** If you’re using any webdriver and want more info about the cookie, set the `verbose` parameter to `True` (in other drivers, it won’t make any difference). In this case, this method will return a list of dicts, each with one cookie’s info.

Examples:

```python
gt>> cookie_manager.add({'name': 'Tony'})
gt>> cookie_manager.all()
[['{'name': 'Tony'}]]
```
**delete** (*cookies*)

Deletes one or more cookies. You can pass all the cookies identifier that you want to delete.

If none identifier is provided, all cookies are deleted.

Examples:

```python
>>> cookie_manager.delete()  # deletes all cookies
>>> cookie_manager.delete('name', 'birthday', 'favorite_color')  # deletes these three cookies
>>> cookie_manager.delete('name')  # deletes one cookie
```

### 8.22.5 ElementList

**class** splinter.element_list.ElementList *(list, driver=None, find_by=None, query=None)*

*Bases:* list

List of elements. Each member of the list is (usually) an instance of *ElementAPI*.

Beyond the traditional list methods, the *ElementList* provides some other methods, listed below.

There is a peculiar behavior on *ElementList*: you never get an *IndexError*. Instead, you can an *ElementDoesNotExist* exception when trying to access an inexistent item in the list:

```python
>>> element_list = ElementList([])
>>> element_list[0]  # raises ElementDoesNotExist
```

**first**

An alias to the first element of the list:

```python
>>> assert element_list[0] == element_list.first
```

**is_empty()**

Returns True if the list is empty.

**last**

An alias to the last element of the list:

```python
>>> assert element_list[-1] == element_list.last
```

### 8.22.6 Request handling

**class** splinter.request_handler.status_code.StatusCode *(status_code, reason)*

**code** = None

Code of the response (example: 200)

**is_success()**

Returns True if the response was succeed, otherwise, returns False.

**reason** = None

A message for the response (example: Success)
8.22.7 Exceptions

class splinter.exceptions.DriverNotFoundError
Exception raised when a driver is not found.

Example:

```python
>>> from splinter import Browser
>>> b = Browser('unknown driver') # raises DriverNotFoundError
```

class splinter.exceptions.ElementDoesNotExist
Exception raised when an element is not found in the page.

The exception is raised only when someone tries to access the element, not when the driver is finding it.

Example:

```python
>>> elements = browser.find_by_id('unknown-id') # returns an empty list
>>> elements[0] # raises ElementDoesNotExist
```

8.23 Community

8.23.1 mailing list

- splinter-users - list for help and announcements
- splinter-developers - where the developers of splinter itself discuss new features

8.23.2 irc channel

#cobrateam channel on irc.freenode.net - chat with other splinter users and developers

8.23.3 ticket system

ticket system - report bugs and make feature requests

8.23.4 splinter around the world

Projects using splinter

- salad: splinter and lettuce integration

Blog posts

- Django Full Stack Testing and BDD with Lettuce and Splinter
- Splinter: Python tool for acceptance tests on web applications
Slides and talks

- [pt-br] Os complicados testes de interface
- [pt-br] Testes de aceitação com Lettuce e Splinter

8.24 Contribute

- Source hosted at GitHub
- Report issues on GitHub Issues

Pull requests are very welcome! Make sure your patches are well tested and documented :)

If you want to add any new driver, check out our docs for creating new splinter drivers.

8.24.1 running the tests

If you are using a virtualenv, all you need is:

```bash
$ make test
```

You can also specify one or more test files to run:

```bash
$ make test which=tests/test_webdriver_firefox.py,tests/test_request_handler.py
```

You can pass which test files you want to run, separated by comma, to the `which` variable.

8.24.2 some conventions we like

You can feel free to create and pull request new branches to Splinter project. When adding support for new drivers, we usually work in a separated branch.

8.24.3 writing docs

Splinter documentation is written using Sphinx, which uses RST. We use the Read the Docs Sphinx Theme. Check these tools’ docs to learn how to write docs for Splinter.

8.24.4 building docs

In order to build the HTML docs, just navigate to the project folder (the main folder, not the docs folder) and run the following on the terminal:

```bash
$ make doc
```

The requirements for building the docs are specified in `doc-requirements.txt` in the project folder.
8.25 Writing new splinter drivers

The process of creating a new splinter browser is really simple: you just need to implement a `TestCase` (extending `tests.base.BaseBrowserTests`) and make all tests green. For example:

Imagine you're creating the Columbia driver, you would add the `test_columbia.py` file containing some code like...

```python
from splinter import Browser
from tests.base import BaseBrowserTests

class ColumbiaTest(BaseBrowserTests):
    @classmethod
    def setUpClass(cls):
        cls.browser = Browser('columbia')
        # ...
```

Now, to make the test green, you need to implement methods provided by the `DriverAPI` and the `ElementAPI`. Use `make test` to run the tests:

```
$ make test which=tests/test_columbia.py
```

8.26 Setting up your splinter development environment

Setting up a splinter development environment is a really easy task. Once you have some basic development tools on your machine, you can set up the entire environment with just one command.

8.26.1 Basic development tools

Let's deal with those tools first.

**macOS**

If you're a macOS user, you just need to install Xcode, which can be downloaded from Mac App Store (on Snow Leopard or later) or from Apple website.

**Linux**

If you are running a Linux distribution, you need to install some basic development libraries and headers. For example, on Ubuntu, you can easily install all of them using `apt-get`:

```
$ [sudo] apt-get install build-essential python-dev libxml2-dev libxslt1-dev
```

**PIP and virtualenv**

Make sure you have pip installed. We manage all splinter development dependencies with PIP, so you should use it too.
And please, for the sake of a nice development environment, use `virtualenv`. If you aren’t using it yet, start now. :)

**Dependencies**

Once you have all development libraries installed for your OS, just install all splinter development dependencies with `make`:

```bash
$ [sudo] make dependencies
```

**Note:** You will need `sudo` only if you aren’t using virtualenv (which means you’re a really bad guy - *no donuts for you*).

Also make sure you have properly configured your *Chrome driver.*
S
splinter.browser, 45
splinter.cookie_manager, 51
splinter.driver, 45
splinter.driver.djangoclient, 42
splinter.driver.flaskclient, 43
splinter.driver.webdriver.firefox, 35
splinter.driver.zopetestbrowser, 42
splinter.element_list, 52
splinter.exceptions, 53
splinter.request_handler.status_code, 53
A
add() (splinter.cookie_manager.CookieManagerAPI method), 51
all() (splinter.cookie_manager.CookieManagerAPI method), 51
attach_file() (splinter.driver.webdriver.chrome.WebDriver method), 31
attach_file() (splinter.driver.webdriver.firefox.WebDriver method), 37

B
back() (splinter.driver.DriverAPI method), 45
back() (splinter.driver.webdriver.chrome.WebDriver method), 31
back() (splinter.driver.webdriver.firefox.WebDriver method), 37
Browser() (in module splinter.browser), 45

C
check() (splinter.driver.DriverAPI method), 45
check() (splinter.driver.ElementAPI method), 50
check() (splinter.driver.webdriver.chrome.WebDriver method), 31
checked (splinter.driver.ElementAPI attribute), 50
choose() (splinter.driver.DriverAPI method), 46
choose() (splinter.driver.webdriver.chrome.WebDriver method), 31
choose() (splinter.driver.webdriver.firefox.WebDriver method), 37
clear() (splinter.driver.ElementAPI method), 50
click() (splinter.driver.ElementAPI method), 50
click_link_by_href() (splinter.driver.DriverAPI method), 46
click_link_by_href() (splinter.driver.webdriver.chrome.WebDriver method), 31
click_link_by_href() (splinter.driver.webdriver.firefox.WebDriver method), 37
click_link_by_id() (splinter.driver.DriverAPI method), 46
click_link_by_id() (splinter.driver.webdriver.chrome.WebDriver method), 31
click_link_by_id() (splinter.driver.webdriver.firefox.WebDriver method), 37
click_link_by_partial_href() (splinter.driver.DriverAPI method), 46
click_link_by_partial_href() (splinter.driver.webdriver.chromeWebDriver method), 31
click_link_by_partial_href() (splinter.driver.webdriver.firefox.WebDriver method), 37
click_link_by_partial_text() (splinter.driver.DriverAPI method), 46
click_link_by_partial_text() (splinter.driver.webdriver.chrome.WebDriver method), 32
click_link_by_partial_text() (splinter.driver.webdriver.firefox.WebDriver method), 37
click_link_by_text() (splinter.driver.DriverAPI method), 46
click_link_by_text() (splinter.driver.webdriver.chrome.WebDriver method), 32
click_link_by_text() (splinter.driver.webdriver.firefox.WebDriver method), 37
code (splinter.request_handler.status_code.StatusCode attribute), 52
CookieManagerAPI (class in splinter.cookie_manager), 51
cookies (splinter.driver.DriverAPI attribute), 46
cookies (splinter.driver.webdriver.chrome.WebDriver at-
find_option_by_text() (splinter.driver.DriverAPI method), 47
find_option_by_text() (splinter.driver.webdriver.chrome.WebDriver method), 33
find_option_by_text() (splinter.driver.webdriver.firefox.WebDriver method), 39
find_option_by_value() (splinter.driver.DriverAPI method), 47
find_option_by_value() (splinter.driver.webdriver.chrome.WebDriver method), 33
find_option_by_value() (splinter.driver.webdriver.firefox.WebDriver method), 39
find_option_by_value() (splinter.driver.webdriver.chrome.WebDriver method), 33
find_option_by_value() (splinter.driver.webdriver.firefox.WebDriver method), 39
first (splinter.element_list.ElementList attribute), 52
forward() (splinter.driver.DriverAPI method), 47
forward() (splinter.driver.webdriver.chrome.WebDriver method), 33
forward() (splinter.driver.webdriver.firefox.WebDriver method), 39

G
get_alert() (splinter.driver.DriverAPI method), 47
get_alert() (splinter.driver.webdriver.chrome.WebDriver method), 33
get_alert() (splinter.driver.webdriver.firefox.WebDriver method), 39
get_iframe() (splinter.driver.DriverAPI method), 48
get_iframe() (splinter.driver.webdriver.chrome.WebDriver method), 33
get_iframe() (splinter.driver.webdriver.firefox.WebDriver method), 39

H
has_class() (splinter.driver.ElementAPI method), 50
html (splinter.driver.DriverAPI attribute), 48
html (splinter.driver.webdriver.chrome.WebDriver attribute), 33
html (splinter.driver.webdriver.firefox.WebDriver attribute), 39

I
is_element_not_present_by_css() (splinter.driver.DriverAPI method), 48
is_element_not_present_by_css() (splinter.driver.webdriver.chrome.WebDriver method), 33
is_element_not_present_by_css() (splinter.driver.webdriver.firefox.WebDriver method), 39
is_element_not_present_by_id() (splinter.driver.WebDriver method), 33
is_element_not_present_by_id() (splinter.driver.webdriver.chrome.WebDriver method), 39
is_element_not_present_by_id() (splinter.driver.webdriver.firefox.WebDriver method), 39
is_element_not_present_by_name() (splinter.driver.DriverAPI method), 48
is_element_not_present_by_name() (splinter.driver.webdriver.chrome.WebDriver method), 33
is_element_not_present_by_name() (splinter.driver.webdriver.firefox.WebDriver method), 39
is_element_not_present_by_tag() (splinter.driver.DriverAPI method), 48
is_element_not_present_by_tag() (splinter.driver.webdriver.chrome.WebDriver method), 33
is_element_not_present_by_tag() (splinter.driver.webdriver.firefox.WebDriver method), 39
is_element_not_present_by_text() (splinter.driver.DriverAPI method), 48
is_element_not_present_by_text() (splinter.driver.webdriver.chrome.WebDriver method), 34
is_element_not_present_by_text() (splinter.driver.webdriver.firefox.WebDriver method), 39
is_element_not_present_by_value() (splinter.driver.DriverAPI method), 48
is_element_not_present_by_value() (splinter.driver.webdriver.chrome.WebDriver method), 34
is_element_not_present_by_value() (splinter.driver.webdriver.firefox.WebDriver method), 39
is_element_not_present_by_xpath() (splinter.driver.DriverAPI method), 48
is_element_not_present_by_xpath() (splinter.driver.webdriver.chrome.WebDriver method), 34
is_element_not_present_by_xpath() (splinter.driver.webdriver.firefox.WebDriver method), 39
is_element_not_present_by_xpath() (splinter.driver.webdriver.chrome.WebDriver method), 34
is_element_not_present_by_xpath() (splinter.driver.webdriver.firefox.WebDriver method), 39
is_element_present_by_css() (splinter.driver.DriverAPI method), 48
is_element_present_by_css() (splinter.driver.webdriver.chrome.WebDriver method), 34
is_element_present_by_css() (splinter.driver.webdriver.firefox.WebDriver method), 40
is_element_present_by_xpath() (splinter.driver.WebDriver method), 39
is_element_present_by_xpath() (splinter.driver.webdriver.chrome.WebDriver method), 34
is_element_present_by_xpath() (splinter.driver.webdriver.firefox.WebDriver method), 40

Index 61
is_element_present_by_id() (splinter.driver.DriverAPI method), 48
is_element_present_by_id() (splinter.driver.webdriver.chrome.WebDriver method), 34
is_element_present_by_id() (splinter.driver.webdriver.firefox.WebDriver method), 40
is_element_present_by_name() (splinter.driver.DriverAPI method), 48
is_element_present_by_name() (splinter.driver.webdriver.chrome.WebDriver method), 34
is_element_present_by_name() (splinter.driver.webdriver.firefox.WebDriver method), 40
is_element_present_by_tag() (splinter.driver.DriverAPI method), 48
is_element_present_by_tag() (splinter.driver.webdriver.chrome.WebDriver method), 34
is_element_present_by_tag() (splinter.driver.webdriver.firefox.WebDriver method), 40
is_element_present_by_text() (splinter.driver.DriverAPI method), 49
is_element_present_by_text() (splinter.driver.webdriver.chrome.WebDriver method), 34
is_element_present_by_text() (splinter.driver.webdriver.firefox.WebDriver method), 40
is_element_present_by_value() (splinter.driver.DriverAPI method), 49
is_element_present_by_value() (splinter.driver.webdriver.chrome.WebDriver method), 34
is_element_present_by_value() (splinter.driver.webdriver.firefox.WebDriver method), 40
is_element_present_by_xpath() (splinter.driver.DriverAPI method), 49
is_element_present_by_xpath() (splinter.driver.webdriver.chrome.WebDriver method), 34
is_element_present_by_xpath() (splinter.driver.webdriver.firefox.WebDriver method), 40
is_empty() (splinter.element_list.ElementList method), 52
is_success() (splinter.request_handler.status_code.StatusCode method), 52
is_text_present() (splinter.driver.DriverAPI method), 49
is_text_present() (splinter.driver.webdriver.chrome.WebDriver method), 34
is_text_present() (splinter.driver.webdriver.firefox.WebDriver method), 40
last (splinter.element_list.ElementList attribute), 52
mouse_out() (splinter.driver.ElementAPI method), 50
mouse_over() (splinter.driver.ElementAPI method), 50
quit() (splinter.driver.DriverAPI method), 49
quit() (splinter.driver.webdriver.chrome.WebDriver method), 34
quit() (splinter.driver.webdriver.firefox.WebDriver method), 40
reason (splinter.request_handler.status_code.StatusCode attribute), 52
reload() (splinter.driver.DriverAPI method), 49
reload() (splinter.driver.webdriver.chrome.WebDriver method), 34
reload() (splinter.driver.webdriver.firefox.WebDriver method), 40
screenshot() (splinter.driver.DriverAPI method), 49
screenshot() (splinter.driver.ElementAPI method), 50
screenshot() (splinter.driver.webdriver.chrome.WebDriver method), 35
screenshot() (splinter.driver.webdriver.firefox.WebDriver method), 40
select() (splinter.driver.DriverAPI method), 49
select() (splinter.driver.webdriver.chrome.WebDriver method), 35
select() (splinter.driver.webdriver.firefox.WebDriver method), 40
sprint_browser (module), 45
splinter.cookie_manager (module), 51
splinter.driver (module), 45
splinter.driver.djangoclient (module), 42
splinter.driver.flaskclient (module), 43
splinter.driver.webdriver.chrome (module), 35
splinter.driver.webdriver.firefox (module), 40
splinter.driver.zopetestbrowser (module), 42
splinter.element_list (module), 52
splinter.exceptions (module), 53
splinter.request_handler.status_code (module), 53
StatusCode (class in splinter.request_handler.status_code), 52
text (splinter.driver.ElementAPI attribute), 51
title (splinter.driver.DriverAPI attribute), 49

T

title (splinter.driver.webdriver.chrome.WebDriver attribute), 35
title (splinter.driver.webdriver.firefox.WebDriver attribute), 40
type() (splinter.driver.DriverAPI method), 49
type() (splinter.driver.ElementAPI method), 51
type() (splinter.driver.webdriver.chrome.WebDriver method), 35
type() (splinter.driver.webdriver.firefox.WebDriver method), 41

U

uncheck() (splinter.driver.DriverAPI method), 49
uncheck() (splinter.driver.ElementAPI method), 51
uncheck() (splinter.driver.webdriver.chrome.WebDriver method), 35
uncheck() (splinter.driver.webdriver.firefox.WebDriver method), 41
url (splinter.driver.DriverAPI attribute), 49
url (splinter.driver.websocket.chrome.WebDriver attribute), 35
url (splinter.driver.webdriver.firefox.WebDriver attribute), 41

V

value (splinter.driver.ElementAPI attribute), 51
visible (splinter.driver.ElementAPI attribute), 51
visit() (splinter.driver.DriverAPI method), 50
visit() (splinter.driver.webdriver.chrome.WebDriver method), 35
visit() (splinter.driver.webdriver.firefox.WebDriver method), 41

W

Webdriver (class in splinter.driver webdriver.chrome), 31
Webdriver (class in splinter.driver webdriver.firefox), 37