Exercise 1 - Create Your First Test From a Prompt

Exercises · https://docs.functionize.com/hc/en-us/articles/43767013652119-Exercise-1-Create-Your-First-Test-From-a-Prompt

Lab handout — Lab 1
A printable worksheet for this exercise: the tasks, the exact prompts, a checkpoint and stretch challenges. Hand it round when you are onboarding a team.
Download the PDF (102 KB)

In this exercise you will describe a test in one sentence and watch Studio turn it into a working, running test. About ten minutes. No sign-in required.

Watch: Functionize Studio 101: Create Your First Test from a Simple Prompt
The same exercise, on video. Watch first or read first — the prompts below are the ones used on screen, so the two line up step for step.



Watch: youtube.com/watch?v=vfHheTr6g0Y

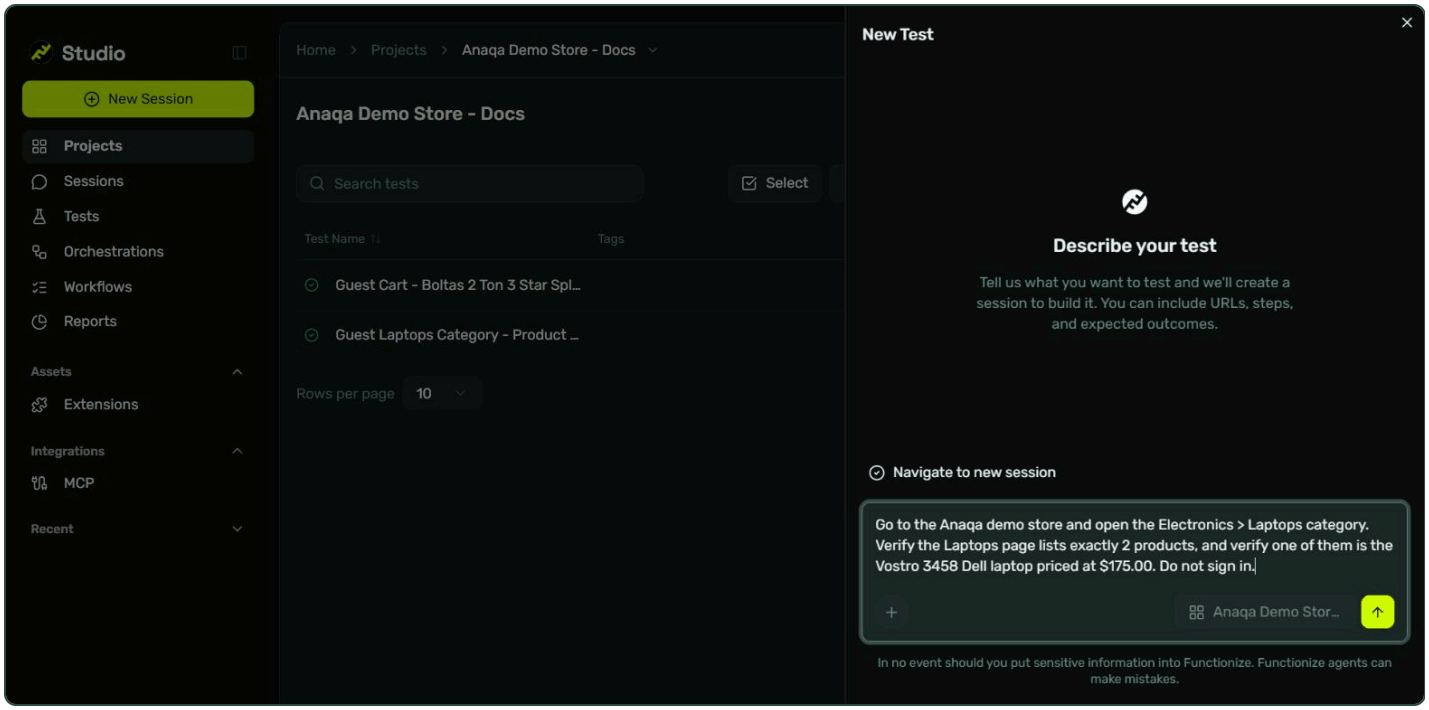
You need the **Studio Exercises** project from Start here.

What you are building

A test that opens a category in the Anaqa demo store and checks it contains what it should.

Step 1 — Open the New Test panel

Open your project and click **New test**. A panel opens asking you to describe what you want.



Notice the chip at the bottom of the box showing which project the test will be created in. Check it — it is the easiest thing to get wrong once you have several projects.

Step 2 — Describe the outcome

Type this in:

```
Go to https://ecom.functionizeapp.com/testsites/anaqa/index.php?route=common/home and open the Electronics > Laptops category. Verify the Laptops page lists exactly 2 products, and verify one of them is the Vostro 3458 Dell laptop priced at $175.00. Do not sign in.
```

Read it again before you send, because its shape is the lesson:

- **It starts with a URL.** The agent checks the site is reachable before building anything.
- **It describes what a user does** — "open the Laptops category" — not how the page is built. No CSS classes, no element IDs. Studio finds elements visually and contextually, so describing intent is what lets a test survive a redesign.
- **It says what "passed" means.** "Exactly 2 products" and a named product at a named price are real assertions. Leave those out and you get a test that clicks and proves nothing.

Send it.

Step 3 — Approve the plan

Studio does not start building immediately. It turns your sentence into numbered instructions and shows them to you first.

Read them. This is the cheapest possible moment to catch a misunderstanding — far cheaper than debugging the test it would otherwise build.

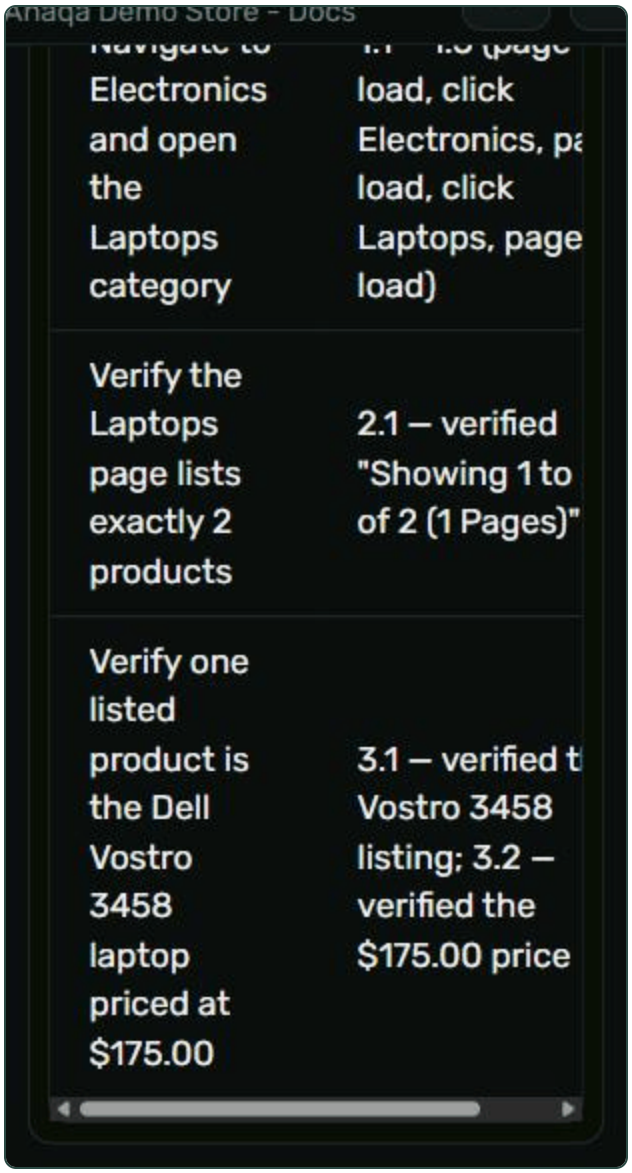
If something is wrong, say so in plain language: "*use the Air Conditioner category instead*". It will redraft. When it looks right, reply:

```
Yes, create it.
```

Step 4 — Watch it build

Studio starts a background agent and narrates as it goes — checking the URL, resolving the environment, then generating each step against the live page. You can leave the tab; the work happens on our side.

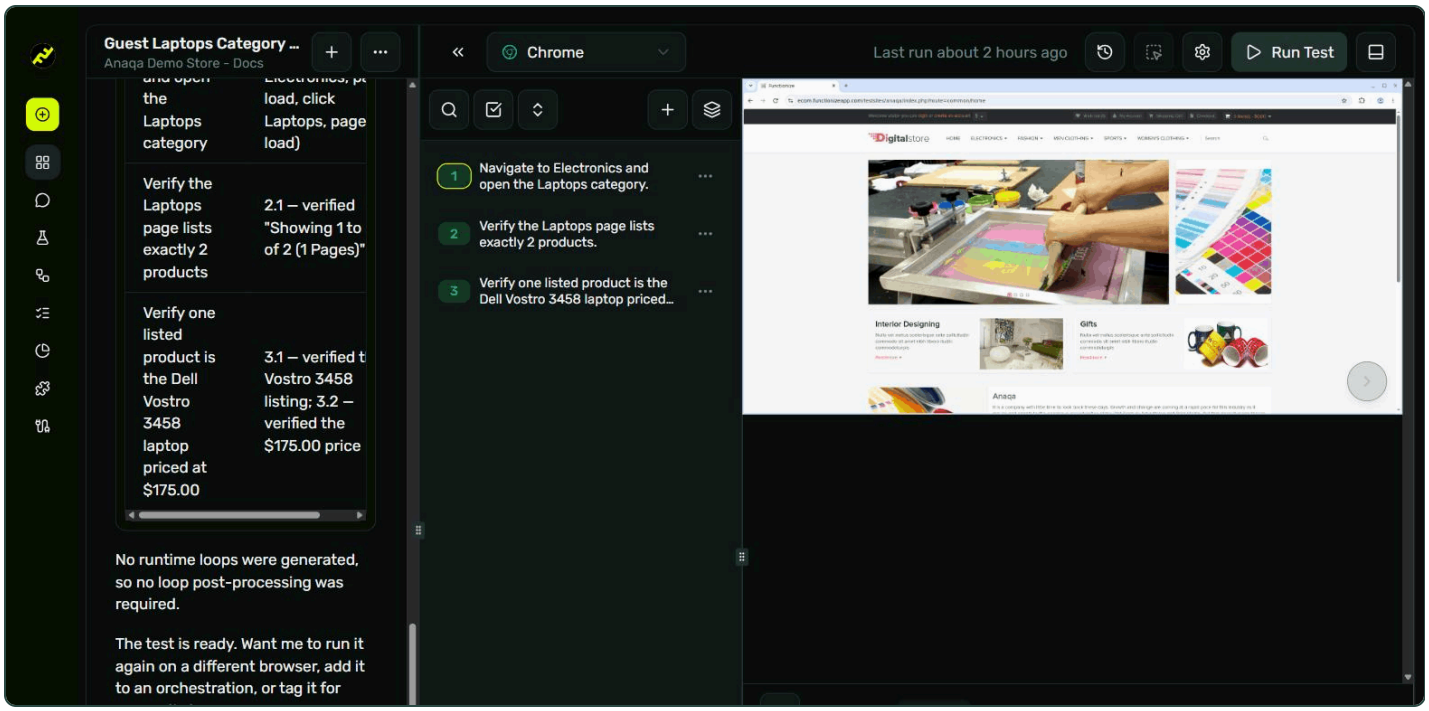
When it finishes it reports what it made:



Look at the numbers. A handful of written instructions becomes roughly twice as many steps, once you count loading a page, finding a link, clicking it and landing somewhere. You wrote the intent; Studio wrote the mechanics.

Step 5 — Look at what it made

You land in the test editor. Three panes:



- **Left** — the agent, and the conversation that built this test.
- **Middle** — your instructions, numbered.
- **Right** — the page at the selected step, and the data that step read.

Step 6 — Run it yourself

Pick a browser from the selector at the top, then click **Run Test**. Studio boots a clean runtime host and executes the test there.

Watch the steps turn green in order beside the live page. It is worth watching once — it is the quickest way to understand what the product is doing for you.

Checkpoint

- Your project lists the test.
- Its status is green.
- Clicking a step shows a screenshot of the store at that moment.

If it did not work

The agent asked a question instead of building. Good — read it, it is usually right. Answer and carry on.

A product count assertion failed. Check the category in your own browser; the store's catalog is stable but worth confirming. If the count genuinely differs, update the number in your prompt — that is a real lesson about writing assertions against data that can move.

Nothing happened when you clicked New test. Reload the page and try again.

Try this before moving on

Ask for a second test, in one sentence:

```
Create a test that opens the Electronics > Air Conditioner category on the Anaqa demo store and verifies the Boltas 2 Ton 3 Star Split AC is listed at $966.00. Do not sign in.
```

You will want a second test in Exercise 6 anyway.

What you learned

You describe an outcome; Studio writes the steps, checks them against the real page, and shows you its plan before it commits. The skill is in the description, not the clicking.

Next: Exercise 2 — Write assertions that prove something.

Where to go next

- Exercise 2 - Write Assertions That Prove Something — make the test prove something
- Your First Test in Functionize Studio: A Visual Walkthrough — the same loop, explained rather than drilled
- Writing Prompts That Produce Durable Tests — why some prompts age better than others