

Module 4 Glossary

Welcome! This alphabetized glossary contains many terms you'll find within Module 4. This comprehensive glossary also includes additional industry-recognized terms not used in course videos. These terms are essential for you to recognize when working in the industry, participating in user groups, and participating in other certificate programs.

Estimated reading time: 5 minutes

Term	Definition
after_all()	Any code you place in this test fixture will execute once after all the features.
after_feature()	Any function in this test fixture will run after each feature.
after_scenario()	Any code you place in this test fixture will execute once after each scenario.
after_step()	Any code you place in this test fixture will execute once after each step.
after_tag()	Any code you place in this test fixture will execute once after each tag.
And	To make a series more readable and fluid, you could use And keywords to replace each repeated keyword after the first step in the series.
API	Application program interface.
Background	A test fixture that you can use to specify the context once and then establish it before every scenario in the feature.
BASE_URL	An environment variable that tells you the location of the system under test.
before_all()	Any code you place in this test fixture will execute once before all the features.
before_feature()	Any function in this test fixture will run before each feature.
before_scenario()	Any code you place in this test fixture will execute once before each scenario.
before_step()	Any code you place in this test fixture will execute once before each step.
before_tag()	Any code you place in this test fixture will execute once before each tag.
BDD	Behavior driven development focuses on the system's behavior as observed from the outside in.
Concordion	An open-source BDD tool for the Java framework and uses normal language using paragraphs for specifications.
context.driver.quit()	This function tells the web browser to close down after all tests are complete, ensuring you don't have multiple web browsers running in memory afterward.
context.table	Variable to load table data from an array of dictionaries.
Cucumber	The oldest BDD tool and uses the Gherkin syntax for specifications.
Feature	In a Gherkin document, the first keyword is usually Feature, followed by a colon and the title. This is a syntax that most agile teams use when they define their user stories.
Features folder	Contains all the files that control Behave with an extension of .feature and steps files in a subfolder.
getenv()	Imports any configuration parameters from the Environment.
Gherkin	The most used syntax in BDD.
Given keyword	A set of preconditions. These are the conditions required to put the system into the state it needs to be to perform the tests.
Integration testing	At this level, you're combining individual units and testing them as a group to expose faults in the interactions between the units.
Scenario	A situation that describes a single behavior of a feature, and you use the Given, When, Then syntax to write that description.
Selenium	A collection of tools for automating web browser activity.
Specification	In Gherkin, it is a description of how the system should behave in a situation.
Steps folder	A collection of Python files with steps matching the Gherkin statements in the feature files.
step_impl()	A function to implement the step.
System testing	At this level, you're testing the complete system end to end. The purpose is to evaluate the system's compliance with the specified high-level requirements and ensure the whole system works together.
TDD	Test driven development focuses on the internal workings of the system.
Then keyword	Some testable outcomes are observed. This is the expected outcome of the action that the user performs.
Unit testing	At this level of the software testing process, you test individual units or components of a software system.
WAIT_SECONDS	An environment variable that controls how long Selenium waits for a response from the UI.
When keyword	When an event occurs. These events are the actions that the user takes to interact with the system under test.

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