

# Behat Cheat Sheet

pear channel-discover pear.symfony.com

pear channel-discover pear.behat.org

pear install behat/behat

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Command line (behat)	
--init	Create the <i>features</i> directory
--config=fichier.yml	Use config file
--format=html -out=report.html	Html Report
--expand	Display details
--story-syntax --lang=fr	In French
--tags='@group1,@group2'	Run tests on groups

Feature
<b>Feature:</b> Descriptive text of what is desired In order to realize a named business value As an explicit system actor I want to ...
<b>Scenario:</b> Some determinable business situation <b>Given</b> some precondition <b>And</b> some other precondition <b>When</b> some action by the actor <b>And</b> some other action <b>And</b> yet another action <b>Then</b> some testable outcome is achieved <b>And</b> something else we can check happens too
<b>Scenario:</b> A different situation

Behat in two words
Behat automates the "acceptance testing" of the agile methodology "Scrum". Each test is written in natural language with the <b>Gherkin</b> syntax.
A feature is described by a <code>&lt;my-feature.feature&gt;</code> file. A feature is a set of cases, called " <b>Scenarios</b> ".
Each scenario is defined by: <ul style="list-style-type: none"><li>- <b>Context</b> (Given)</li><li>- Triggering <b>events</b> (When)</li><li>- An <b>expected result</b> (Then)</li></ul>

Use examples				
<b>Scenario Outline:</b> Some determinable business situation <b>Given</b> I have <code>&lt;initialAmount&gt;</code> euros <b>When</b> I add <code>&lt;money&gt;</code> euros <b>Then</b> I should have now <code>&lt;finalAmount&gt;</code> euros				
<b>Examples:</b> <table><tr><td>  initialAmount   money   finalAmount  </td></tr><tr><td>  15   5   20  </td></tr><tr><td>  40   10   50  </td></tr><tr><td>  20   5   25  </td></tr></table>	initialAmount   money   finalAmount	15   5   20	40   10   50	20   5   25
initialAmount   money   finalAmount				
15   5   20				
40   10   50				
20   5   25				

Web apps (Mink)	
<b>Surf:</b> I am on "url" I go to "url" I reload the page I move backward one page I move forward one page I press "button" I follow "link"	<b>Assertions:</b> I should see "content" the response should contain "content" I should not see "content" the response should not contain "content" the "form_element" field should contain "value" the "form_element" field should not contain "value" the "form_checkbox" checkbox should be checked the "form_checkbox" checkbox should not be checked I should be on "page" the url should match "url" the "num_position" element should contain "value" I should see "value" in the "element" element I should see an "element" element I should not see an "element" element I should see number "element" elements the response status code should be code
<b>Forms:</b> I fill in "form_element" with "value" I fill in "value" for "form_element" I fill in the following I select "form_option" from "form_select" I additionally select "form_option" from "form_select" I check "form_checkbox" I uncheck "form_checkbox" I attach the file "/path/file.file" to "form_file"	

# Mink Cheat Sheet

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pear channel-discover pear.symfony.com

pear channel-discover pear.behat.org

pear install behat/mink-beta

Session	
<pre>\$session = new \Behat\Mink\Session(\$driver); \$session-&gt;start(); // start \$session-&gt;reset(); // soft-reset: \$session-&gt;restart(); // hard-reset:</pre>	
<b>From the main context:</b> <pre>\$session = \$this-&gt;getSession();</pre>	
<b>From a sub-context:</b> <pre>\$session = \$this-&gt;getMainContext()-&gt;getSession();</pre>	
<b>isStarted()</b>	Checks whether session was started
<b>start()</b>	Starts session
<b>stop()</b>	Stop session
<b>restart()</b>	Restart session
<b>reset()</b>	Reset session
<b>getPage()</b>	Returns page element
<b>getSelectorHandler()</b>	Returns Selector Handler
<b>visit(\$url)</b>	Visit specified URL
<b>setBasicAuth(\$u,\$p)</b>	HTTP Basic authentication
<b>setRequestHeader(\$n,\$v)</b>	Set request header
<b>getResponseHeaders()</b>	Get all response headers
<b>setCookie(\$n,\$v)</b>	Sets cookie
<b>getCookie(\$n)</b>	Returns cookie
<b>getStatusCode()</b>	Returns response code
<b>getCurrentUrl()</b>	Returns current URL
<b>reload()</b>	Reload current page
<b>back()</b>	Moves backward
<b>forward()</b>	Move forward
<b>executeScript(\$script)</b>	Executes javascript
<b>evaluateScript(\$script)</b>	Returns javascript' response
<b>wait(\$time, \$condition)</b>	Waits some time or until javascript condition is true

Available drivers
<b>Goutte :</b> <a href="https://github.com/fabpot/Goutte">https://github.com/fabpot/Goutte</a>
<b>Sahi :</b> <a href="http://sourceforge.net/projects/sahi/">http://sourceforge.net/projects/sahi/</a>
<b>Zombie :</b> <a href="http://zombie.labnotes.org/">http://zombie.labnotes.org/</a>
<b>Selenium (1 &amp; 2 ) :</b> <a href="http://seleniumhq.org/">http://seleniumhq.org/</a>

Elements
<pre>\$el-&gt;has(\$selector, \$locator) \$el-&gt;find(\$selector, \$locator) \$el-&gt;findAll(\$selector, \$locator) \$el-&gt;getText() \$el-&gt;getHtml()</pre>

HTML nodes	
<pre>\$el-&gt;isVisible() \$el-&gt;getValue() \$el-&gt;getTagName() \$el-&gt;getXpath() \$el-&gt;hasAttribute(\$name) \$el-&gt;getAttribute(\$name)</pre>	<b>Events:</b> <pre>\$el-&gt;click() \$el-&gt;doubleClick() \$el-&gt;rightClick() \$el-&gt;mouseOver() \$el-&gt;focus() \$el-&gt;blur() \$el-&gt;dragTo(\$element)</pre>
<b>Forms:</b> <pre>\$el-&gt;press() \$el-&gt;check() \$el-&gt;unchecked() \$el-&gt;isChecked() \$el-&gt;selectOption(\$option, \$multiple) \$el-&gt;attachFile(\$path) \$el-&gt;keypress() \$el-&gt;keyDown() \$el-&gt;keyUp()</pre>	

Default parameters <behat.yml>
default: context: parameters: default_session: goutte javascript_session: sahi base_url: http://localhost browser: firefox goutte: zend_config: adapter: Zend\Http\Client\Adapter\Proxy proxy_host: host.com proxy_port: 8080 sahi: host: localhost port: 9999 zombie: host: 127.0.0.1 port: 8124 node_bin: node auto_server: true selenium: host: localhost port: 4444 webdriver: host: http://localhost:4444/wd/hub