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Intro to Cucumber

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Overview

Cucumber is a tool used to automated the running of executable specifications containing acceptance criteria in a *domain specific language*.

What is Cucumber?

Cucumber is a **specification tool** commonly used for behaviour-driven development (BDD), utilises the Gherkin **domain specific language** (DSL) for describing system behaviours (features) in a naturally cohesive and widely understood form. It is not by itself a testing framework, for this we must include other dependencies like JUnit and Mockito for example.

- Cucumber is available for multiple programming languages including JVM Languages, Android Java, Ruby, OCaml, and more...
- Cucumber can read specifications written in Gherkin and generate *test cases* based on the documented system behaviours, these then become **executable specifications** which can be used to automate the running of tests.

The basics of Cucumber

Cucumber is a large framework that offers lots of functionality for BDD and producing executable specifications, some basic principles are introduced now.

Gherkin

Cucumber uses the Gherkin domain specific language (DSL) to write executable specifications, its syntax is simple and can be used in English or other languages. A basic syntax table for writing acceptance criteria follows:

| Gherkin keyword | Description | Example |
|-----------------|---|-----------------------------|
| Given | Used for preconditions in a scenario. | Given the number 2 |
| When | Used for listing some action/behaviour in a scenario. | When I add 5 |
| Then | Used for listing some action/result that should occur because of the prior steps in a scenario. | Then the answer should be 7 |

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| Gherkin keyword | Description | Example |
|-----------------|-----------------------------------|--|
| And | Used to repeat the prior keyword. | Given the number 2 And the number 5 |
| * | Used to repeat the prior keyword. | Given the number 2 * the number 5 |

► Example for withdrawing cash from a bank machine

The other important parts of Cucumber are *feature files* and *step definition files*.

- **Feature file:** A file describing a specific system behaviour and the different scenarios it should be tested under
- **Step definition file:** A code file, Java in our case, that implements the scenarios of a feature

Feature files describe a specific system behaviour and some scenarios to test that behaviour, a feature file has the following outline:

```
Feature: [The feature to be tested]

  Optional feature description here...

Scenario: [Scenario to be tested]

  Given [some preconditions]
  When [some action occurs]
  Then [this should occur]
```

These will be explored further in the following modules.

The BDD Loop

BDD has a simple 3 step process that can be followed, defined by SmartBear Software (creators of Cucumber).

SmartBear recommends the following 3 steps as part of the BDD iterative workflow to accurately and rapidly document, develop and test new software features:

1. **Discovery:** Discover the scope of the systems behaviour
 - Explore, discover, question and agree upon concrete examples of user stories and acceptance criteria using the client specification
 - Include the lead tester, lead developer, and product owner in this phase
2. **Formulation:** Create the specification in a business readable language
 - Document the examples in a way that can be automated
 - Check for agreement upon the documented examples
3. **Automation:** Verify the systems behaviour via automation
 - Write code to implement behaviour and tests

This process is seen to be iterative, when one iteration finishes another begins. In *discovery*, we formulate concrete examples of user stories and acceptance criteria, i.e. *As a user, when..., Given ..., When ..., Then ...*). In *formulation*, the

concrete user stories and acceptance criteria are documented in an **executable specifications** which can then be *automated* once the behaviour and tests have been implemented.

Tutorial

There is no tutorial for this module.

Exercises

1. Create a set of steps, using Gherkin, for depositing cash into a bank machine that could be used as a basis for testing.
2. Create feature files using the above structure for testing the subtraction, division and multiplication features of a calculator. The addition feature is supplied below as an example:

► Addition steps in Gherkin