# **Cukedoctor Documentation**

Version 1.2.1-SNAPSHOT

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# **Chapter 1. Introduction**

Cukedoctor is a **Living documentation** tool which integrates Cucumber and Asciidoctor in order to convert your *BDD* tests results into an awesome documentation.

Here are some design principles:

- Living documentation should be readable and highlight your software features;
  - Most bdd tools generate reports and not a truly documentation.
- Cukedoctor **do not** introduce a new API that you need to learn, instead it operates on top of cucumber json output files;
  - In the 'worst case' to enhance your documentation you will need to know a bit of asciidoc markup.

In the subsequent chapters you will see a documentation which is generated by the output of Cukedoctor's BDD tests, a real bdd living documentation.

# Chapter 2. Features

### 2.1. Cukedoctor Converter

In order to have awesome *living documentation* As a bdd developer

I want to use **Cukedoctor** to convert my cucumber test results into readable living documentation.

### 2.1.1. Convert features test output into documentation

#### Given

The following two features: ๗ (02s 200ms)

Feature: Feature1

Scenario: Scenario feature 1

Given scenario step

Feature: Feature2

Scenario: Scenario feature 2

Given scenario step

#### When

I convert their json test output using cukedoctor converter 🌢 (811ms)

To generate cucumber .json output files just execute your *BDD* tests with **json** formatter, example:



@RunWith(Cucumber.class)
@CucumberOptions(plugin = {"json:target/cucumber.json"} )



**plugin** option replaced **format** option which was deprecated in newer cucumber versions.

# **Documentation**

# **Summary**

Scenarios			Steps							Features: 2	
Passed	Failed	Total	Passed	Failed	Skippe d	Pendin g	Undefi ned	Missin g	Total	Durati on	Status
	< <feature1>&gt;</feature1>										
1	0	1	1	0	0	0	0	0	1	647ms	passed
	< <feature2>&gt;</feature2>										
1	0	1	1	0	0	0	0	0	1	000ms	passed
Totals											
2	0	2	2	0	0	0	0	0	2	647ms	

## **Features**

### Feature1

Scenario: Scenario feature 1

Given

scenario step 🔞 (647ms)

## Feature2

Scenario: Scenario feature 2

Given

scenario step 🔞 (000ms)

# 2.2. Ordering

In order to have features ordered in living documentation As a bdd developer I want to control the order of features in my documentation

## 2.2.1. Default ordering

#### Given

The following two features: ๗ (000ms)

Feature: Feature1

Scenario: Scenario feature 1

Given scenario step

Feature: Feature2

Scenario: Scenario feature 2

Given scenario step

#### When

I convert them using default order ▲ (035ms)

#### Then

Features should be ordered by name in resulting documentation documentation (000ms)

## **Features**

### Feature1

Scenario: Scenario feature 1

#### Given

scenario step 🛍 (647ms)

## Feature2

Scenario: Scenario feature 2

#### Given

scenario step 🔞 (000ms)

## 2.2.2. Custom ordering

#### Given

The following two features: **ம்** (000ms)

#order: 2

Feature: Feature1

Scenario: Scenario feature 1

Given scenario step

#order: 1

Feature: Feature2

Scenario: Scenario feature 2

Given scenario step



Ordering is done using feature comment '#order:'

#### When

I convert them using comment order **i** (025ms)

#### Then

Features should be ordered respecting order comment **d** (000ms)

## **Features**

### Feature2

Scenario: Scenario feature 2

#### Given

scenario step 🛍 (000ms)

### Feature1

Scenario: Scenario feature 1

#### Given

scenario step 🛍 (313ms)

## 2.3. Enrich features

In order to have awesome living documentation

As a bdd developer

I want to render asciidoc markup inside my features.

### 2.3.1. DocSting enrichment

Asciidoc markup can be used in feature DocStrings. To do so you need to enable it by using [cukector-dicrete] comment on the feature.

#### Given

The following two features: d (000ms)

```
Feature: Enrich feature
 Scenario: Render source code
    # cukedoctor-discrete
    Given the following source code in docstrings
 [source, java]
 public int sum(int x, int y){
 int result = x + y;
 return result; (1)
 }
 <1> We can have callouts in living documentation
 Scenario: Render table
    # cukedoctor-discrete
   Given the following table
 11 11 11
 |===
  | Cell in column 1, row 1 | Cell in column 2, row 1
  | Cell in column 1, row 2 | Cell in column 2, row 2
  | Cell in column 1, row 3 | Cell in column 2, row 3
 |===
11 11 11
```

#### When

I convert docstring enriched json output using cukedoctor converter docstring enriched json output using cukedoctor converter (043ms)

#### **Then**

## **Features**

### Discrete class feature

### Scenario: Render source code

#### Given

the following source code de (267ms)

```
public int sum(int x, int y){
  int result = x + y;
  return result; ①
}
```

#### Scenario: Render table

#### Given

the following table do (000ms)

Cell in column 1, row 1	Cell in column 2, row 1
Cell in column 1, row 2	Cell in column 2, row 2
Cell in column 1, row 3	Cell in column 2, row 3

#### 2.3.2. Comments enrichment

Asciidoc markup can be used in feature comments. To do so you need to surround asciidoc markup by **curly brackets**;.

#### Given

The following feature with asciidoc markup in comments: ๗ (000ms)

```
Scenario: Adding numbers
You can *asciidoc markup* in _feature_ #description#.

NOTE: This is a very important feature!

#{IMPORTANT: Asciidoc markup inside *steps* must be surrounded by *curly brackets*.}

Given I have numbers 1 and 2

# {NOTE: Steps comments are placed *before* each steps so this comment is for the *WHEN* step.}

When I sum the numbers

# {* this is a list of itens inside a feature step}

# {* there is no multiline comment in gherkin}

# {** second level list item}

Then I should have 3 as result
```

#### When

I convert enriched feature json output using cukedoctor **d** (038ms)

#### Then

Asciidoc markup on comments must be rendered in my documentation de (000ms)

#### ==Features

#### ===Calculator

====Scenario:Addingnumbers

Youcanuse\*asciidocmarkup\*in\_feature\_#description#.

NOTE: This is a very important feature!

#### Given

Ihavenumbers1and2 **★** (114ms)

IMPORTANT: Asciidocmarkupinside\*steps\*mustbesurroundedby\*curlybrackets\*.

#### When

Isumthenumbers (000ms)

NOTE: Steps comments are placed \*before \*each steps so this comment is for the \*WHEN \*step.

#### Then

Ishouldhave3asresult **d**(001ms)

\*thisisalistofitensinsideafeaturestep

\*thereisnomultilinecommentingherkin

\*\*secondlevellistitem

# 2.4. Documentation introduction chapter

In order to have an introduction chapter in my documentation As a bdd developer

I want to be able to provide an asciidoc based document which introduces my software.

### 2.4.1. Introduction chapter in classpath

#### Given

The following two features: • (000ms)

Feature: Feature1

Scenario: Scenario feature 1

Given scenario step

Feature: Feature2

Scenario: Scenario feature 2

Given scenario step

#### And

The following asciidoc document is on your application classpath de (036ms)

# Introduction

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Here are some design principles:

- Living documentation should be readable and highlight your software features;
  - Most bdd tools generate reports and not a truly documentation.
- Cukedoctor **do not** introduce a new API that you need to learn, instead it operates on top of cucumber json output files;
  - In the 'worst case' to <&amp;lt;Enrich-features,enhance&amp;gt;&amp;gt; your documentation you will need to know a bit of asciidoc markup.



The introduction file must be named **intro-chapter.adoc** and can be in any package of your application,

By default Cukedoctor will look into application folders but you can make Cukedoctor look into external folder by setting the following system property:



System.setProperty("INTRO\_CHAPTER\_DIR","/home/some/external/folder"
);

#### When

Bdd tests results are converted into documentation by Cukedoctor documentation by Cukedoctor (000ms)

#### **Then**

Resulting documentation should have the provided introduction chapter 🖒 (000ms)

# **Documentation**

## Introduction

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# **Summary**

Scenarios			Steps							Features: 2	
Passe d	Faile d	Total	Passe d	Faile d	Skipp ed	Pendi ng	Undef ined	Missi ng	Total	Durat ion	Status
< <feature1>&gt;</feature1>											
1	0	1	1	0	0	0	0	0	1	647m s	passe d
		8	kamp;lt	;&	lt;Feat	ure2&a	mp;gt;8	kamp;g	t;		
1	0	1	1	0	0	0	0	0	1	000m s	passe d
Totals											
2	0	2	2	0	0	0	0	0	2	647ms	

## **Features**

### Feature1

Scenario: Scenario feature 1

#### Given

scenario step de (647ms)

# Feature2

Scenario: Scenario feature 2

### Given

scenario step 🖒 (000ms)