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Behaviour Driven Development

1.2 What is BDD?

- Behaviour Driven Development
- Development strategy
- Branch of Test Driven Development (TDD)
- Defines a common vocabulary between stakeholders and engineers.

1.3 Important considerations on BDD

- Each consideration MUST become into user stories, defining concrete examples
- Each example MUST be a scenario of a user on the system
- User behaviour and not Unit Test
- 'Given-When-Then' and 'Role-Feature-Reason'

1.4 Some advantages of BDD

- 1. Defines behaviour and not tests
- 2. Improve communication between the members of the team
- 3. Sort learning curve

1.5 More advantages of BDD

- 1. It's not technical
- 2. Let you accept functionalities before development
- 3. Fits well in agile methodologies



1.6 How to implement the BDD approach?

Gherkin: 'Given-When-Then'

Feature: Refund item // software feature description

Scenario: Jeff returns a faulty microwave // concrete example

Given Jeff has bought a microwave for \$100 // initial context

And he has a receipt

When he returns the microwave // event

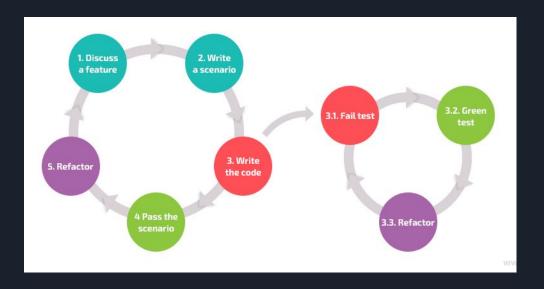
Then Jeff should be refunded \$100 // expected outcome

'Role - Feature - Reason'

As a seller, I want to receive notification for order creation so I can arrange delivery as fast as I can.

1.7 TDD or BDD?

- Different scope
- TDD: development practice
- PDD: team methodology
- Combine both



Functional Testing

2. Functional testing

- Validates functional specifications
- Black box testing
- Simulate user behavior



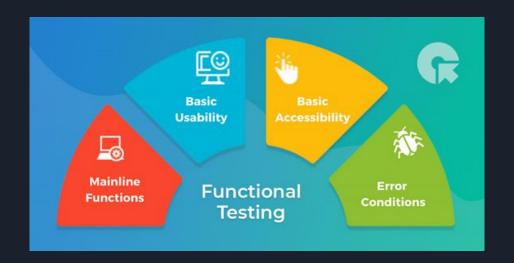






2.1 What do you test?

- Mainline functions
- Basic usability
- Basic accessibility
- Error conditions



2.2 Steps

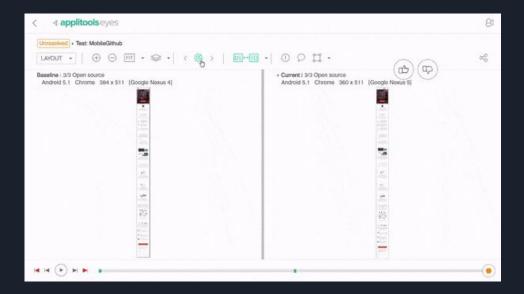
- 1. User requirements
- 2. Test case
 - 2.1. Test input
 - 2.2. Test output
- 3. Execute test cases and validate results
- 4. Log defects and get them fixed

2.3 Do's and Don'ts



2.4 Visual Regression Testing

- Validate appearance
- Front end
- Detect changes





3. TestCafé

- E2E testing tool for websites and app's
- Parallel Testing
- Supports many browsers
 - Internet Explorer and Microsoft Edge
 - Google Chrome
 - Mozilla Firefox



3.1 Install TestCafé

Global

npm install -g testcafe

Local

npm install --save-dev testcafe

3.2 Simple test

```
import { Selector } from 'testcafe';
fixture `Getting Started`
    .page `http://devexpress.github.io/testcafe/example;
test('My first test', async t => {
        .typeText('#developer-name', 'John Smith')
        .click('#submit-button');
        .expect(Selector('#article-header').innerText).eql('Thank you, John Smith!');
});
```

3.3 Test results

```
tests — #2

→ tests testcafe chrome test1.js
Running tests in:
- Chrome 54.0.2840 / Mac OS X 10.11.5

Getting Started
/ My first test

1 passed (1s)
→ tests
```

3.4 Fixture Class and Test Object

```
test:
```

```
.after() .before() .page() .meta() .skip() .only()
```

fixture: .aftereach() .before.each()

3.5 Expect

```
.expect(Selector('#text').innerText).eql('Thank you, John Smith!');
.expect(Selector('#text').innerText).contains('Thank you');
.expect(Selector('#element').offsetHeight).gt(400);
.expect(Selector('#element').exists).ok();
```

3.6 Interesting TestCafé options

```
testcafe --list-browsers

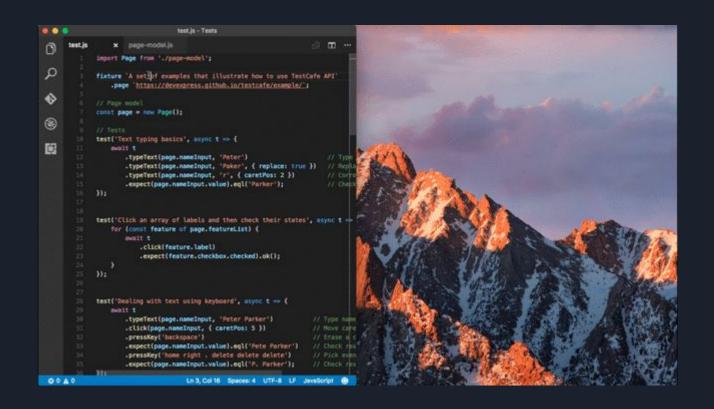
testcafe chrome,path:/applications/safari.app
tests/sample-fixture.js

testcafe all tests/sample-fixture.js

testcafe "firefox:headless" tests/sample-fixture.js

testcafe "chrome:emulation:device=iphone X" tests/sample-fixture.js
```

3.7 VSCode: Test Café Test Runner



Questions

Bibliography

BDD

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Functional Test

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TestCafé

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