In **BDD (Behavior-Driven Development)** using **Cucumber**, we use **Gherkin syntax** to write test cases in plain language. Gherkin defines several **keywords** that structure the scenarios. These keywords make your tests readable and act as a bridge between business and technical people.

**✅ Core Cucumber Keywords**

| **Keyword** | **Purpose** |
| --- | --- |
| Feature | Describes the functionality being tested |
| Scenario | Describes a specific example of a feature |
| Given | Describes the initial context or preconditions |
| When | Describes an action or event |
| Then | Describes the expected outcome or result |
| And | Used to add more steps (can be used with Given, When, Then) |
| But | Used to introduce a negative or contrasting condition |
| Background | Defines steps common to all scenarios in a feature |
| Scenario Outline | Defines a template for multiple scenarios with different values |
| Examples | Provides the values for Scenario Outline placeholders |

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Feature: User Login

Background:

Given the user is on the login page

Scenario: Successful login

When the user enters valid credentials

And clicks on the login button

Then the user should be redirected to the dashboard

Scenario Outline: Unsuccessful login

When the user enters "<username>" and "<password>"

And clicks on the login button

Then an error message should be displayed

Examples:

| username | password |

| user1 | wrong123 |

| test2 | 12345 |