

Given-When(-And) (-But)-Then(-Finally)

Gherkin is a commonly used language for writing behaviour-driven development (BDD) test descriptions in a human-readable format.

🔗 keywords used to structure and describe the test steps

- Given** sets up the initial context or preconditions for the test and describes the state of the system before any action is taken (starting point of a scenario)
- When** describes the action or event that triggers the scenario and represents the specific action one wants to test (interaction with the system)
- And** used to continue the description in the same context. It can follow any of the keywords and is used when multiple actions or conditions need to be specified
- But** similar to "And" and used to continue the description when one needs to highlight a contrasting/alternative action (after "And") or expectation (after "Then")
- Then** describes the expected outcome of the action specified in the "When" step. Represents the assertion or verification that the system behaves as expected
- Finally** not as commonly used as the others and describes the cleanup or post-action steps that need to be taken after the main actions and assertions are complete. It's typically used at the end of the scenario (or in the `afterEach()` or equivalent hook)
- *** the least elegant solution and placeholder replacing any keyword used when we have steps that are a list

