This manual is oriented towards agile development, as a working framework. Scrum will be used and BDD for the software development methodology.

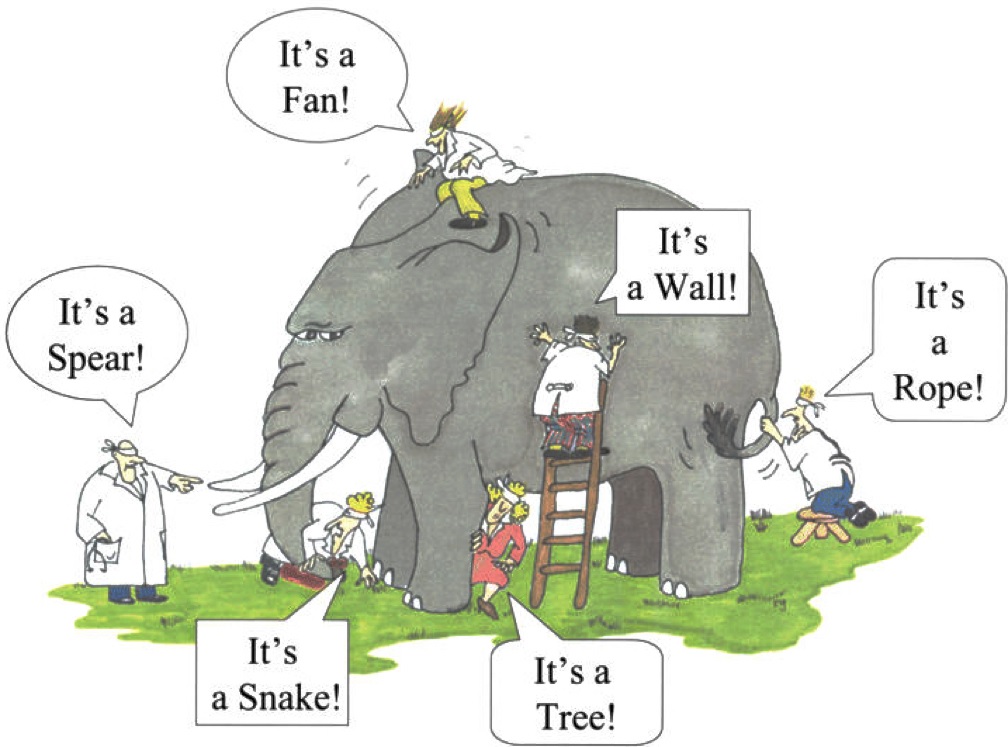
**Chapter 1: STORY**

**Objectives for this chapter:**

1. **Learn what a story is**
2. **The importance of drilling deep into defining a Story**
3. **Learn Gherkin**
4. **Gherkin syntax used when writing a Story**

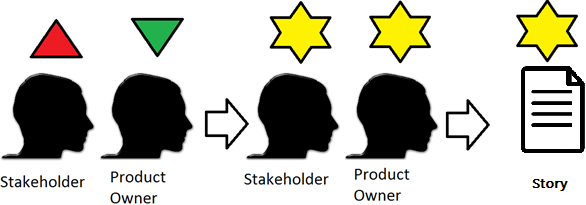
The stories are written by the Product Owner (a Product owner is the person in charge of managing the Product Backlog) and Stakeholders (a Stakeholder is any person that has an interest in the product, it could be monetary interest or a person who will be using the product). Another important role is scrum master, a scrum master act as a coach for the development team and Product owner, following scrum values, principle and practices.

JBehave consists of two parts, the first part is called the narrative and the second part is the Scenarios which are written using Gherkin. Both of them are written in business language, allowing them to have a common language in order to have better communication and reduce the misinterpretation.



*Image 1: Illustrates how each person interprets what they are in contact with due that they are blind folded and they aren’t able to see and not willing to move around to see the big picture. This same thing happens when the development team and the stake holder analyze a problem, they can only associate with what they are in contact with. [2]*

The hardest task of developing a software is for all of the people involved to have the same idea of the feature, and be able to write that concept in a story, so that the person that reads it will be able to abstract the same idea. Even though the people who are working on the project might speak the same language for example (English, Spanish or any natural language), more than likely there will be communication problems which are usually caused by the different jargons in language caused by the area in which they work. For example the development team uses a technical jargon to communicate with the stakeholders who generally have a different Jargon which might be more business oriented to communicate among themselves.



*Image 2: Illustrates the ideal situation of each person having different interpretation of a story and after talking about it thoughtfully they both end up with the same concept of the story.*

This issue has been solved with the implementation of Gherkin. Gherkin is a new way to write test cases and it can be written in 60 different natural languages. It uses the following Basic Syntax:

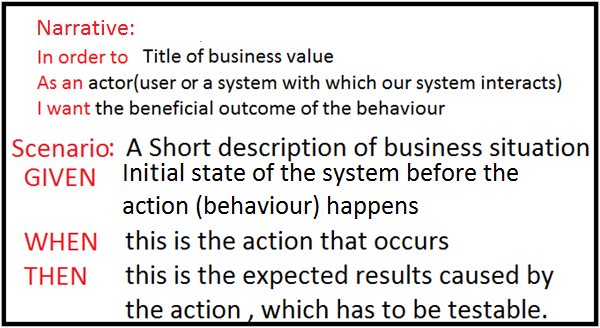
Scenario:

Given When Then

Depending on which testing tool you will use, additional tags to the basic ones might be used. For example if you use Cucumber you will need to use the feature tag. In addition to this tag you will have to save your test case with an extension “.feature”, and they are called features.

JBehave uses Gherkin and also follows the basic syntax when you write the test cases. This test cases are called stories and they are saved with an extension “.story”. A story is used to capture the behavior of a module of the software being developed. It is an important tool allowing non-engineers to make essential contribution on the testing without even knowing how to program. At the same time it allows the people who interact with the story to have the same concept of the behavior we want to test. The people who will interact with the story are: stakeholder, product owner, QA, Scrum Master, Development team to define it in a way that reading it you can get the concept of the behavior being tested.

A Story written in JBehave follows the following syntax:



*Image 3: Example of the syntax of a JBehave story, and brief description of what each tag does.*

When you are planning on writing a test case you always have to take under consideration the Single Responsibility Principle (this principle states that a piece of code like a function, class or test can only do one thing and one thing only). SRP allows you to have a very maintainable code since it has high cohesion and low coupling in other words allowing you to only change the code in one place instead of analyzing the entire code and seeing the interdependencies with other modules and having to change all of the modules where a dependency exists.

When you’re writing a test case using Gherkin and JBehave there are a few keywords used to write any story. These are:

1. Scenario: This is the title that you will give to the test case, which will provide a person that reads this test case the intention of what this test case test; in other words it will provide in a natural language a title to this business logic module.
2. Given:Is a step, of the precondition of the system, it is like a stage. Only in this precondition, the action can happen. The use of several givens is not seen as a good practice, but you could do it. Another recommendation is if there is a field you want to fill in with a value, you should put the value in simple quotation marks(‘value’).
3. When: is a step in which the action happens or you can think of it as in this step is where the behavior of the test case happens. It is strongly recommended the use of a single “When” in a scenario, because otherwise it looks like you are testing more than one behavior, and that you might have to brake this scenario into two Scenarios.
4. Then: is a step, in which you can see the post condition of the action generated in the previous step. It is strongly recommended the use of a single “Then” because otherwise it looks like you are testing more than one behavior, and that you might have to brake this scenario into two Scenarios.
5. And: is a step in which can be used when you have a series of Givens. If there is a series of Given steps you have two options: leave it as it is or use the AND step by leaving the first Given step (Given header tag) with the Given tag. The And tag is a “polymorphic” tag because it takes the representation of the Header Tag so the next Given Steps you can replace the Given tag for an And tag, but when you run the story the Ands will represent a Given tag. This allows you in a Scenario to have several tags of Givens and know where the different header tags begin, allowing our scenario to be more readable. To settle this concepts we will use the following test case:

Example of usage of “And” step when defining a story with a sequence of “When” steps: You are in the login page and the Log in button is disabled by default. In order for the login button to be enabled first the user must enter the username and the password, after filling them out you must click on the checkbox to verify for any suspicious data like a SQL injection or a Denial of Service Attack. After the input data is verified it enables the Sign In button.

I

*Image 4: Illustrates the initial state of the System.*



*Image 5: State of the System after the action of the user.*

If we have to write the Story (Behaviour) for the above example using the basic syntax,

Narrative:

**In order to** Login without inserting malicious data **as a** developer **I want** the system to verify inserted data for any malicious code before “Log in” button is enabled

**Scenario:** User fills in user, password and checks the checkbox for validation. After validation the log in button will be enabled

**Given** user is on the login homepage **Given** user fills user ‘user’ and password field ‘password’ **When** user checks the checkbox **Then** the Log in button will be enabled

If we replace the series of Givens following the And rule it will look like the following:

Narrative:

**In order to** Login without inserting malicious data **as a** developer **I want** the system to verify inserted data for any malicious code before “Log in” button is enabled

**Scenario:** User fills in user, password and checks the checkbox for validation. After validation the log in button will be enabled

**Given** user is on the login homepage **Given** user fills user ‘user’ and password field ‘password’ **When** user checks the checkbox **Then** the Log in button will be enabled

1. But this step is a conditional step
2. Example is used when you have an input field in the given and want to use different values for the input; instead of writing the scenario several times and putting the different inputs for each of the scenarios. You use your Scenario as a template and write in the lower part example with the name of the variable and the different possible values you want for it to have.

Narrative:

**In order to** Login without inserting malicious data **as a** developer **I want** the system to verify inserted data for any malicious code before “Log in” button is enabled

**Scenario:** User fills in user, password and checks the checkbox for validation. After validation the log in button will be enabled

**Given** user is on the login homepage **Given** user fills user ‘user’ and password field ‘password’ **When** user checks the checkbox **Then** the Log in button will be enabled

**Example:** | user | password | | ”user1” | ”password2345” | | ”user2” | “pass2345” |

As you can see in the Story Example above, it doesn’t use any technical term, it uses a very common language, easy to understand for any person who reads it.

There is a saying that says “We need to be sure to deliver the right software and delivered in the right way”. Right software means to define well the requirements but as technical persons we only focus on “delivering the right way”, this means as technical people we focus on clean code, design patterns including (SOLID principles), architectural patterns we focus just on the product.

I think it is important to know the difference between and error, defect and failure. An error is caused by a compiler or by human interaction with that system, causing it to generate an incorrect result. Saying it in other words it is when the software doesn’t behaves how it is supposed to behave. . A bug is the result of the error when the software is running. A defect is an error found by a tester. A failure is the result of a defect, you can actually notice the failure because the software isn’t doing what it is supposed to do or it is slowing.

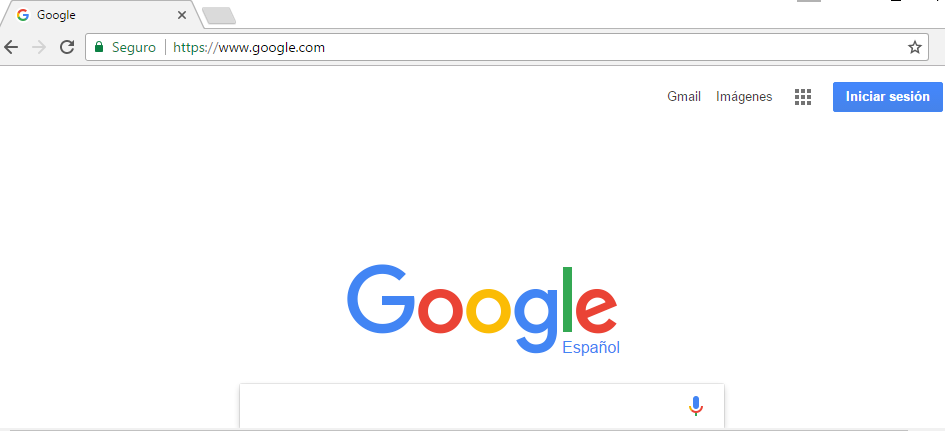
In order to motivate you how important defining the requirements are:

* 41-56% of errors discovered are caused by not being able to dig deep in the requirements.
* Out of the top 8 reasons why projects fail, 5 of them are related to poor requirements.
* 80% of all defects present at the moment of development are add when requirements are defined.
* The cost fixing errors spend from 28% to a little above 45% of the projects budget.
* Errors cause increase of schedule time by 22%.

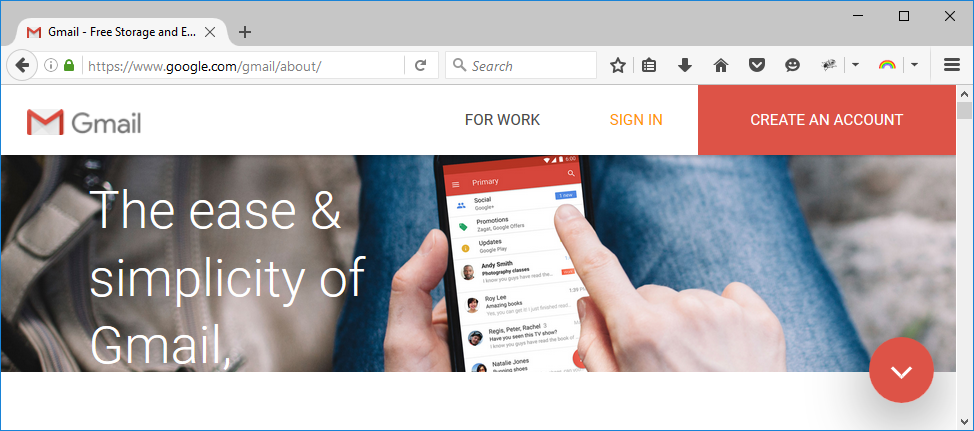
**Chapter Review:**

1. Q. A story about searching in google has been written. What is the file extension you should save your Story for JBehave to recognize it as a Story? (HINT pg: 3 paragraph: 2) …………………………………………………………………………………………
2. Q. How many times should you preferably use When tag in a Story? And why? (HINT pg: 3 paragraph: 2) ………………………………………………………………………………………
3. Q. How many times should you preferably use Then tag in a Story? And Why? (HINT pg: 3 paragraph: 2) …………………………………………………………………………………………
4. Q. When a Story is being written, which tag(s) use a semicolon (:) after it(them)? (HINT pg:3 image: 3 )………………….… ………………………………………………………………………………………….
5. Q. You have been asked to write the Gherkin part of a story based on the behavior for going from the google homepage to Gmail. Please write down the story using the empty box . (HINT pg: 3 image:3 and pg: 5-6)

Precondition: is to be in Google Home Page



After you click on “Gmail”



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Given user is on the login homepage And user fills user ‘user’ and password field ‘password’ When user checks the checkbox Then the Log in button will be enabled

**Chapter Review Answered Questions:**

Q.- A story about searching in google has been written. What is the file extension you should save your Story for JBehave to recognize it as a Story? A.- The file extension for Story is: .story

Q.-How many times should you preferably use When tag in a Story? And why? A.- It is strongly recommended to use only 1 time, otherwise it is more than likely that you are testing more than one behavior which breaks the Single Responsibility Principal.

Q.- How many times should you preferably use Then tag in a Story? And why?

A.- It is strongly recommended to use only 1 time, otherwise it is more than likely that you are testing more than one behavior which breaks the Single Responsibility Principal.

Q.- When a Story is being written, which tag(s) use a semicolon (:) after it(them)? A.- The tags that use a Semicolon (:) after it are: Narrative and Scenario Tags

1. Q.- You have been asked to write the Gherkin part of a story based on the behavior for going from the google homepage to Gmail. Please write down the story using the box below. A.-

Scenario: \_\_\_\_\_\_\_\_\_\_\_\_\_ In order for a user to be able to go to Gmail from Google homepage……………………………………………………………………………………………………………..…………… Given\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ user is on Google homepage………...………………………………………. ……………………………………………………………………………………………………………………………………………. When\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ user Clicks on Gmail.………………………………………………………………. ……………………………………………………………………………………………………………………………………………. Then\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ …………………………………………………………………………………………………. ……………………………………………………………………………………………………………………………………………. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ The URL should change to ‘https://www.google.com/gmail/about/’……………………………………………………………………………. …………………………………………………………………………………………………………………………………………….

**Chapter 2**

**Chapter 2: FINDING ELEMENTS IN A WEBSITE**

**Objectives for this chapter:**

1. **What is @FindBy and how is it used**
2. **CSS Selector and how is it used**
3. **Xpath and how is it used**
4. **Why is it better to use CSS Selector over Xpath**

When you are testing the User Interface of a website with Behavior Driven Development, you should be able to find any elements on a webpage. Once an element has been found you can be able to work with it, in order to be able to comply with the respective story. Serenity offers you , @FindBy, which allows you to mark an element (node), but it isn’t enough for you to find it, you should be able to retrieve it.

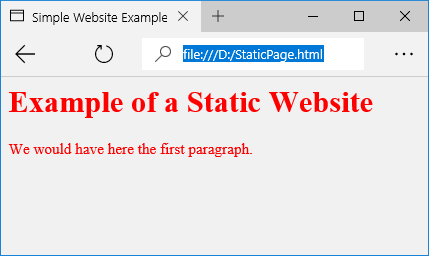
The process of retrieving is by using PageFactory which will store in a list of WebElements which you can later assign and create to a PageObject. PageFactory finds and retrieves WebElements using either XPath or CSS selector. After retrieving it you must assign (store) it to a private WebElementFacade variable,

As a common practice it is a better practice to try to find and element by using a CSS selector, but in case it isn’t possible to retrieve using CSS selector there is a second option, Xpath, which will help you find a node. Both, CSS selector and Xpath, are used to retrieve elements of a website, and both are used by @FindBy to identify and element and then you store it in a private WebElementFacade. Preferably when you search for an element it is strongly recommended for the object that you are looking for to have a unique identifier.

If you are using @FindBy and want to get an element using CSS locaters, check if the element has a css id or class name preferably, if the element doesn’t has any of them, then you can try to catch it using its’ tag. The options to find and element using the @FindBy are:

* Id - @FindBy(id=”<id’s name>”)
* tagName - @FindBy(tagName=”<tag>”)
* class - @FindBy( name = “<class name>”)

The following example will be used.



*Image 7: This is a simple web page we are going to use as an example*

<html> <head> <title>Simple Website Example</title> </head> <body bgcolor="#f1f1f1" text="Red"> <h1 id="title">Example of a Static Website</h1> <p>We would have here the first paragraph.<p> </body> </html>

*Image 8: This is the HTML code of the web page for image 7*

In order to practice CSS Locator, for the following exercise use Image 7 and Image 8.

**Practice Exercise:**

1.- Q.- Find the element which contains “Example of a Static Website”

A.- There are two ways to find the element the question asks for:

1. @FindBy(id=”title”)
2. @FindBy(tagName=”h1”)

2.- Q.-Find the Element which contains “We would have here the first paragraph.”

A.-

1. @FindBy(tagName=”p”);

3.- Q.- Find the element which contains “Example of a Static Website” and store it

A.- There are two ways of finding what we’ve been asked, but the

1. @FindBy(id=”title”) private WebElementFacade titleOfPage;
2. @FindBy(tagName=”h1”); private WebElementFacade titleOfPage;

4. - Q.-Find the Element which contains “We would have here the first paragraph.” And store it.

A.- In this case the only way we can catch this attribute is by its’ tagName

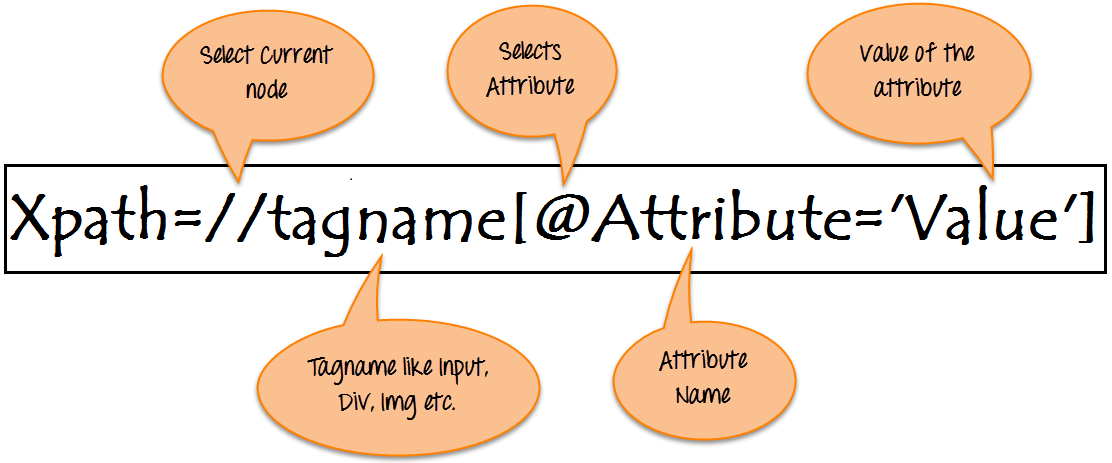
1. @FindBy(tagName=”p”); private WebElementFacade paragraph Element;

Another way of identify an element is using XPath. XPath is used as a last resort. XPath is the acronym for XML path and it allows you the find the path of an element in a web page by using the HTML DOM structure. For Xpath any element is a node and since it stores in an arrays.

This example is very simple but will help you understand the difference between Xpath Absolute and relative

To find and element there is 2 type of how to write an xpath:

* Absolute path: is the direct route to an element following the HTML DOM. Using simpler words but a little less technical terms it is the complete path from the root(/) to the node of the element we are looking for. The disadvantage of using the full path until the element is tike an instruction list of how to reach a point, but as you might know webpages change constantly so if one of those points is missing or has changed then there will be an error in that test.
* Relative path: Relative path allows to indicate in which node does the path starts and the node of the element we are looking, which in some cases is the same. You start writing a relative path using (//), the advantages are: the path will be shorter, there is a low percentage for an element in the path to be changed and if they changed other elements in the page it won’t affect our test.



*Image 6: This is the syntax used in Relative XPath and a brief description of what each part does. [1]*

In order to settle the concepts we will use an example based on image 7 where we have been asked by a person on America Av. outside AssureSoft building. The person tells us that they are out of town and want directions to IC Norte. The origin (root) is where AssureSoft is located (America Av. and Bernardo Monteagudo St.). Since we only have to go west to arrive to our destination we will only take on consideration street names we have to cross in order to reach our destination.



*Image 7: Our origin will be AssureSoft Bolivia (locate in America Av. and Bernardo Monteagudo St.) our destination will be IC Norte (located in America Av. and Pando St.)*

We have been asked the full path (absolute path) and the intersection (relative path) they would look something like this.

Absolute path: /Bernardo Monteagudo St./Miguel De Aguirre St./Melchor Urquidi Av/Pando Av.

The path means that our origin is Bernardo Monteagudo St, the next Street is Miguel de Aguirre St, the one that follows is Melchor Urquidi Av. and finally we have reached our destination which is Pando Av.

Relative Path: //Pando Av.

*Image 8: Our origin will be AssureSoft Bolivia (locate in America Av. and Bernardo Monteagudo St.) our destination will be IC Norte (located in America Av. and Pando St.)*

But lets say that the Mayor renamed Miguel De Aguirre Street to Cochabamba St., the person that is going with the absolute path will reach what is supposed to be Miguel De Aguirre St and sees Cochabamba St. he will think there is a mistake, and the same time happens when you are testing and will return an error. But if the street has been renamed to Cochabamba St., that won’t affect our relative path.

In order to practice XPath, for the following exercise use Image 7 and Image 8.

**Practice Exercise:**

1.- Q.- Find the element which contains “Example of a Static Website” by using XPath absolute and relative paths

A.- XPath relative path: @FindBy(xpath=”//h1 ”)

Xpath absolute path: @FindBy(xpath=”/html/body/h1”)

2.- Q.-Find the Element which contains “We would have here the first paragraph.”

A.-

XPath relative path: @FindBy(xpath=”//p ”)

Xpath absolute path: @FindBy(xpath=”/html/body/h1/p ”)

3.- Q.- Find the element which contains “Example of a Static Website” and store it

A.-

` XPath relative path: @FindBy(xpath=”//h1 ”)

Xpath absolute path: @FindBy(xpath=”/html/body/h1”)

4.- Q.-Find the Element which contains “We would have here the first paragraph.” And store it.

A.- In this case the only way we can catch this attribute is by its’ tagName XPath relative path: @FindBy(xpath=”//p ”) private WebElementFacade titleOfPage;

Xpath absolute path: @FindBy(xpath=”/html/body/h1/p ”) private WebElementFacade paragraphElement;

If you have no other option than to use XPath, use relative path, if you have several elements with the same attributes, you can navigate through them with, [index], of the elements.

<html> <head> <title>Simple Website Example</title> </head> <body bgcolor="#f1f1f1" text="Red"> <h1 id="title">Example of a Static Website</h1> <p>first paragraph.<p> <p>second paragraph.<p> <p>third paragraph.<p> </body> </html>

*Image 8: Our origin will be AssureSoft Bolivia (locate in America Av. and Bernardo Monteagudo St.) our destination will be IC Norte (located in America Av. and Pando St.)*

In order to understand much better the concept of index of several elements XPath, for the following exercise use Image 7 and Image 8.

**Practice Exercise:**

1.- Q.- Find the element which contains “first paragraph.” using XPath

A.- @FindBy(xpath=”//p[1] ”)

2.- Find the element which contains “second paragraph.” using XPath

A.- @FindBy(xpath=”//p[2] ”)

Xpath absolute path: @FindBy(xpath=”/html/body/h1/p ”)

3.- Find the element which contains “third paragraph.” using XPath

A.- @FindBy(xpath=”//p[3] ”)

**Chapter Review:**

1. Q. Which tool does Serenity use to find an element? (HINT pg: 13 paragraph: 1) …………………………………………………………………………………………
2. Q. When the Serenity Tool is used to find an element, there are two ways of reaching an element. What are they? (HINT pg: 13 paragraph: 2) ………………………………………………………………………………………
3. Q. Of the two ways answered in question 2, which of them should be your first choice when finding an element? (HINT pg: 13 paragraph: 3) …………………………………………………………………………………………
4. Q. What are the three options you can use to find an element using CSS locator? (HINT pg:13 paragraph: 4 ) ………………….………………………………………………………………………………………………………………………………………………………………….
5. Q. What are the two options you have to write Xpath path? (HINT pg: 3)

**Chapter Review Answered Questions:**

Q. Which tool does Serenity use to find an element? A. Serenity uses @FindBy

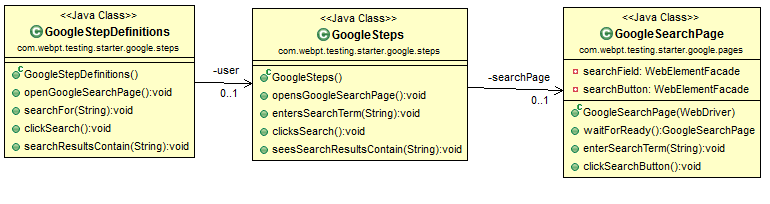
1. Q. When the Serenity Tool is used to find an element, there are two ways of reaching an element. What are they? (HINT pg: 13 paragraph: 2) ………………………………………………………………………………………
2. Q. Of the two ways answered in question 2, which of them should be your first choice when finding an element? (HINT pg: 13 paragraph: 3) …………………………………………………………………………………………
3. Q. What are the three options you can use to find an element using CSS locator? (HINT pg:13 paragraph: 4 ) ………………….………………………………………………………………………………………………………………………………………………………………….
4. Q. What are the two options you have to write Xpath path? (HINT pg: 3)

**Chapter 3**

**Chapter 3: JBEHAVE**

**3.1 STRUCTURE OF A PROJECT**

The Project is organized in 3 different paths, and there is a dependency between three classes, which in this tutorial they are known as standard classes. As a common practice you should name these classes by relating the name of the story followed by the name of each stand class name. In other words you should put the <story\_name> followed by the name of a standard class. These standard classes are: “StepDefinition”, “Steps” and “Page”. So if our story is GoogleSearch, would name your standard classes like in Image 6.



*Image 7: Class diagram and dependency between the classes.*

You can see in Image 6 you can see that GoogleStepDefinitions depends on the steps in GoogleSteps class; and GoogleSteps class depends on GoogleSearchPage.

src/test/resources

In this folder you can store all the test cases. Starting in this folder and all of its’ child folders you need to add the Narrative.txt. A narrative is a short description of the intention of what will be tested in the folder. When you write a story, the narrative of the story needs to be the same as the narrative inside the Narrative.txt file. You need to define each scenario in a different folder.

src/test/java

In this folder you need to add a class for each scenario. In this class you need to define where your story is located and its respective step definition.

src/main/java

In this folder for each story you will have create a folder with the name relating it to the story and inside this folder you’ll have to add two packages:

* steps
* pages

Starting with the steps package you’ll need to create a class without the main and name it StepDefinition. In the StepDefinition you will be able to associate the steps of its’ story to a functional code. The next thing you need to do is associate a new class which will provide and manage the functionality to each Step; this class you’ll name it <name\_of\_story>followed by Step. For example if the storyname was “GoogleSearch.story” you could name it “GoogleStep.java” or “GoogleSearchStep”. In the StepDefinition you add an “@” symbol preceding each Gherkin keyword in each step and followed with open and close parenthesis. Inside the parenthesis you need to write the rest of the step inside double quotes.

In this packages you will have strong cohesion and low coupling. In the steps package you will have a main class called step definition class you will have a step definition

JBEHAVE AND SERENITY will help you with testing automation, allowing to make acceptance testing as well as regression testing.

SERENITY

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6. <https://blog.dashburst.com/infographic/psychology-of-attraction/#F9D867>
7. <https://wallpocketcompany.com/best-colors-marketing-flyers-attract-people/>
8. Signage and color contrast | designworkplan » wayfinding design, <https://wallpocketcompany.com/best-colors-marketing-flyers-attract-people/>