

**BDD with Cucumber and Selenium**

**Course Number:** JAV-406
**Duration:** 2 days

**Overview**

Behavior-Driven Development (BDD) equips teams with the practices, tools, and techniques to build software more collaboratively, with developers, testers, and customer representatives fully aligned on the software’s features. This BDD with Cucumber and Selenium training course introduces BDD concepts and teaches how to create BDD feature files, scenarios, and complete working applications. Attendees learn BDD through hands-on, real-world labs utilizing Cucumber, Selenium, Maven, and the Eclipse IDE.

**Prerequisites**

No prior experience is presumed.

**Materials**

All attendees receive courseware and the latest Selenium textbook as of the date of training.

**Software Needed on Each Student PC**

* Chrome
* Java Development Kit (JDK) 8.x or later
* Eclipse
* Cucumber
* Selenium
* Maven 3.x or later
* Related lab files that Accelebrate provides

**Objectives**

* Write better user stories with proper acceptance criteria that drive BDD
* Learn the Gherkin syntax
* Master BDD principles
* Build BDD scenarios to serve as acceptance criteria for stories
* Use hands-on labs to design, build, and test end-to-end applications utilizing BDD

**Outline**

* BDD Introduction
	+ What is an automated test
	+ BDD principles
	+ BDD story format
	+ Ubiquitous language
* BDD Tooling
	+ Tool overview
	+ Cucumber
	+ Selenium
	+ Tool integration
* Working with Gherkin Syntax
	+ How to write better user story acceptance criteria
	+ Given / When / Then
	+ Other keywords
* Cucumber
	+ Learn about Feature files and Step Definitions
	+ Learn and use Maven Pom Files
* Selenium
	+ What is Selenium, and why do we use it?
	+ Learn about browser drivers: ChromeDriver
	+ Learn how to inspect elements on a page?
* Compound Steps
	+ Advanced Gherkin
	+ Using variables and tables
	+ Scenario outlines
	+ Backgrounds and example
* Additional Topics
	+ Learn about Runner Classes
	+ Before and After Stories
	+ Define and use Hocks and Tags
* Reporting and Debugging
	+ Core concept
	+ Sample code
	+ Seeing it in action
* Final Project
	+ Pulling it all together
	+ Helpful reminders
* Conclusion