


TRAINING

« Behavior Driven Development with Behat »

 2 days (14 hours)

 Up to 8 participants

Contact:
hello@knplabs.com

Training goal

This training will teach the participants the basics of Behavior Driven Development using Behat. Participants will learn how to write good users stories, meaningful tests and Behat features.

Detailed contents

- The training is regularly updated to be consistent with the **latest version of Behat**
- Each subject is first explained then followed by practice.

Program

1. Do not confuse TDD & BDD

- 1.1 The TDD little story
- 1.2 Limits of TDD
- 1.3 BDD coming to the rescue

2. Introducing Behat

- 2.1 What's Behat
- 2.2 Initialize a Behat project
- 2.3 What's a Behat project made of?

3. Getting started with Behat

- 3.1 Do you speak Gherkin?
- 3.2 Your first feature (congrats)
- 3.3 Writing scenarios
- 3.4 Let's try it together!

4. The secrets of Behavior Driven Development

- 4.1 How it works in real life
- 4.2 Secrets to write good scenarios
- 4.3 Tips to succeed in a project with BDD

5. Introducing Mink: web app testing

- 5.1 An API to rule them all
- 5.2 Overview of the drivers: Goutte, Sahi, Selenium...
- 5.3 Installing Mink
- 5.4 Let's try it together!

6. Associate Mink & Behat

- 6.1 Adding the right sub-context
- 6.2 Configuring Mink
- 6.3 The Mink steps
- 6.4 Let's try it together !

7. Scenario Outline

- 7.1 Refactoring is good for kittens
- 7.2 Using a Scenario Outline in the real world
- 7.3 Let's try it together !

8. Chaining Steps

- 8.1 Example
- 8.2 Why it's good for your health
- 8.3 Let's try it together!

9. Hooks, Captain !

- 9.1 What's this about?
- 9.2 The problem you couldn't solve
- 9.3 Hooks coming to the rescue
- 9.4 Let's try it together!

10. Backgrounds

- 10.1 The funny theory behind backgrounds
- 10.2 Example
- 10.3 Let's try it together!

11. Describing and writing a full project using Behat

Prerequisites:

To obtain the best learning experience, the participants must have some professional experience in the following:

- PHP5 object oriented development (min. PHP 5.3.1)
- Knowledge of Git is a plus

Participants must have a computer to be able to do all the practical exercises along the training, operating on **Linux** (choice of distro is free).

If the training is held in the Client's premises, we require for the Client to provide a **separate room** for the training to take place, big enough to accommodate all participants and the trainer, for the whole duration of the training. A **video projector** or **wide screen TV** must be provided so that the participants can see the trainer's laptop computer screen. A paperboard or white board, and **internet access** would be much appreciated.

Provided learning material

The trainer will give out learning documents on a PDF format at the end of the training.