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Sign up

BDD Training: Behavior Driven Development

2 days (14 hours)

Presentation

Behavior [Driven Development](#) (BDD) is a software development method that reduces the communication gap between business and technical experts.

This BDD training course will enable you to master the BDD approach and Gherkin syntax, as well as writing and implementing acceptance test scripts to improve communication and understanding of requirements.

Your team can learn more about integrating acceptance testing into a CI/CD pipeline. BDD will guide the development of a feature, while [TDD](#) will guide its implementation.

Following this course, you will be able to install and configure the BDD and understand its architecture.

Objectives

- Understanding the BDD ecosystem
- Implement test scripts
- Develop solution specifications and associated tests in a collaborative manner

Target audience

- Product Owners
- Developers
- Business analysts
- Testers

Prerequisites

Knowledge of testing and software solution design.

BDD training program

The different types of test

- Unit testing
- Integration testing
- Functional testing
- Performance tests
- Non-regression test
- Automatic tests

Introduction to Behavior Driven Development

- What is Behavior Driven Development (BDD)?
- BDD origin
- Definition
 - Acceptance testing
 - Goals
 - Automation
- Comparison with TDD
- Installation requirements
- Maven build integration

Writing examples

- What is an example?
- The difference between acceptance criteria and examples
- Manual testing
 - Given
 - When
 - Then
 - Pattern

Automation

- The test pyramid
- Direct benefits
- Indirect benefits
- Gherkin

Process

- Card
 - Story Mapping
 - Story Splitting
 - Business
- Conversation
- Confirmation
- User Story

Workshop and case study

- Acceptance criteria
- Scripting acceptance tests
- Coding testers
- Unit testing
- Generating code from tests

Companies concerned

This training course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.

