

Updated on 29/11/2023

Sign up

Behat training: BDD

2 days (14 hours)

Presentation

Behat is the framework that integrates BDD (Behavior-Driven Development) with PHP. The tool is open-source, and will help you design applications thanks to continuous communication, deliberate discovery and test automation. Completely designed for BDD, Behat focuses on communication, forcing collaboration with customers to concretely define how a feature should work. Development with Behat makes extensive use of Symfony components, and the framework boasts an extensive PHP library. Highly extensible, Behat's features can be enhanced or replaced thanks to its numerous extensions. Our training course will teach you how to use Behavior-Driven Development with PHP thanks to Behat. You'll learn how to master BDD, use Behat with Gherkin and Mink to create effective scenarios and automate tests. As always, we'll introduce you to the latest version of [Behat 3.8](#).

Objectives

- Know how to perform automated tests
- Integrating Behat with Mink
- Extend Behat's functionality with extensions
- How to write good screenplays
- Using Behat hooks
- How to put BDD into practice

Target audience

- Web Developer
- Lead developer
- Director
- Engineer

Prerequisites

- Knowledge of PHP
- Knowledge of agile methods is recommended

Our Behat training program: BDD

Introduction

- Why create acceptance tests and automate them?
- What is BDD (Behavior-Driven Development)?
- The difference between BDD and TDD (Test-Driven Development)
- Defining a project with stakeholders
- Make the most of communication with all your employees

Framework basics

- Installation and configuration
- Create your first project with Behat
- Using Gherkin for user stories
- Create your first feature
- Writing your first screenplay
- Syntax overview

Mastering Behavior-Driven Development

- The test pyramid
- Define steps
- Sharing data between steps
- How do you write good scripts and organize them?
- Background and Hook
- Continuous integration

Introduction to Mink

- Introducing Mink
- Presentation of the different Goutte and Selenium drivers...
- Installation
- The different types of acceptance test
- Divide user stories that are too long

Combine Mink with Behat

- Combining Mink and Behat
- Add the right sub-context
- Configure Mink
- Steps with Mink
- Testing your application
- Browser configuration

Companies concerned

This 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 enabling 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 with regard to 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.