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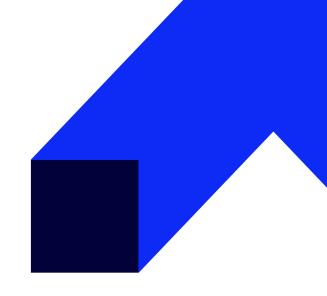
Behavior-driven development

Training recipients

The training is intended for people who want to start using the Behavior driven development tool for an extensive behavior-based software testing in their project.

Benefits

Participants know what BDD is for and how it can be used in a project using the Gherkin syntax and the support of JVM languages (Java, Groovy or Kotlin).

Training program

Agenda is flexible and depends on the client's needs. We set the training program individually for each session.

1. Theoretical introduction
2. BDD in Scrum
3. When to use it
4. Benefits
5. Application of BDD at various stages of the software development cycle
6. Language in BDD – Gherkin syntax + exercises
7. Roles in BDD (structure -> role, property, profit…)
8. Creating stories
9. Acceptance criteria – good practices
10. BDD good practices
11. Black box testing
12. BDD support for JVM languages (Java, Groovy, Kotlin)

Expected preparation of the participant

Participant can be anyone from the project team (developers, manual or automated testers).

Nice to have:

– knowledge of basic concepts related to software testing

– knowledge of one of the JVM languages (Java, Kotlin, Groovy or Scala)

Duration

2 days / 14 hours

Language

- Training: English