

University of Oviedo



School of  
Computer  
Science

EN  
English



SOFTWARE  
ARCHITECTURE

# Software Architecture

## Acceptance tests

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# Acceptance tests and BDD

- Tests that can be run in front of the client
  - If the tests pass, the product is accepted
- Behaviour-Driven Development (BDD)
  - Variant of TDD
    - Acceptance test driven development
  - Behaviour = User Stories
  - Also known as: *Specification by example*
  - Goal: Executable specifications
- Some tools:
  - cucumber, jBehave, concordion

# BDD - User Stories

- Simple
- Readable by domain experts (business people)
- Approved by domain experts
- Other advisable characteristics:
  - Independent (with no strong relationships)
  - Negotiable (with no specific details)
  - Valuable for the customer
  - Estimable (to add them to Sprints)
  - Small (or consider division)
  - Testable (automatic tests)

# User story structure

**Feature:** *Title (one line describing the story)*  
The following structure is recommended:

*As a* [role]  
*I want* [feature]  
*So that* [benefit]

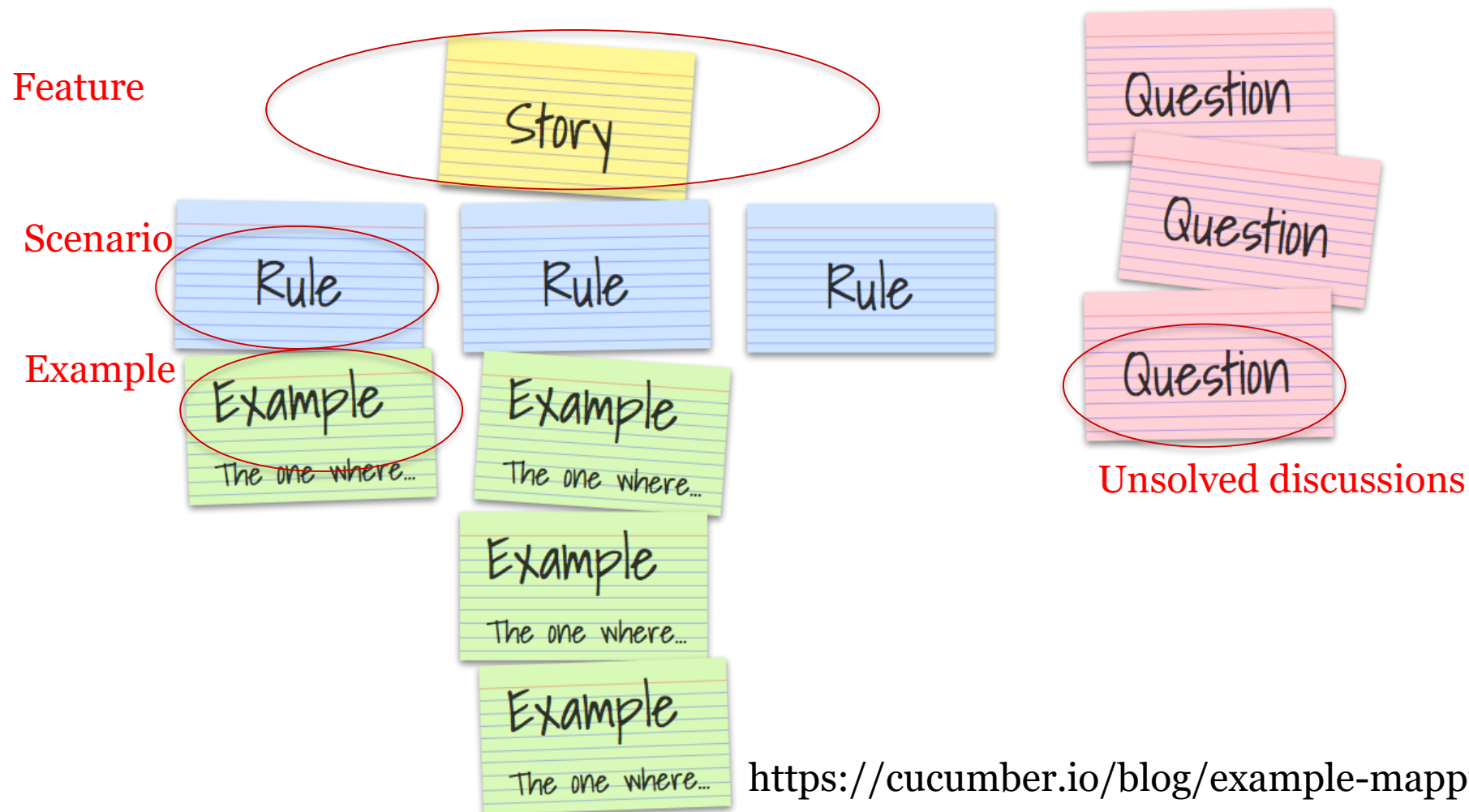
## Scenarios

*Given* [Context]  
*And* [Some more context]  
*when* [Event]  
*then* [Outcome]  
*And* [Another outcome]

As as [user type]  
I want [goal]  
So that [value received]

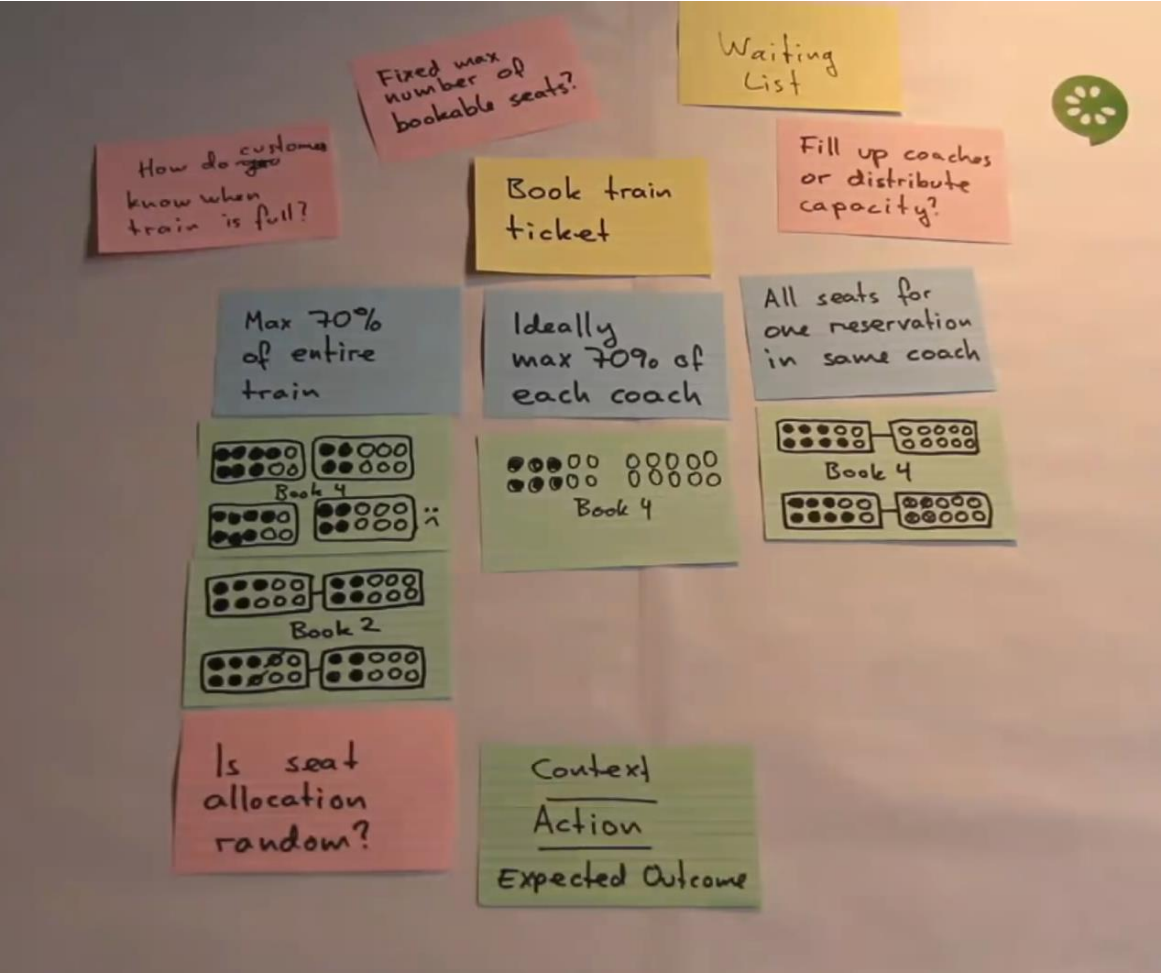
AS	ADMIN USER
I WANT	TO LOCK A USER ACCOUNT
SO THAT	I CAN PREVENT ABUSE OF THE SITE
SCENARIO	ADMIN LOCKS A USER ACCOUNT
GIVEN	THE USER IS LOGGED ON AS ADMIN
AND	THE USER IS ON THE ADMIN PAGE
AND	THE TARGET ACCOUNT EXISTS
AND	THE TARGET ACCOUNT IS A USER LEVEL ACCOUNT
AND	THE TARGET ACCOUNT IS UNLOCKED
WHEN	THE USER CLICKS LOCK ACCOUNT
AND	THE USER CLICKS CONFIRM
THEN	THE TARGET ACCOUNT IS LOCKED
AND	THE ADMIN USER RECEIVES A SUMMARY
AND	THE USER OF THE TARGET ACCOUNT RECEIVES AN EMAIL

# BDD - Example Mapping



<https://cucumber.io/blog/example-mapping-introduction/>

# BDD - Example Mapping



[Introducing example mapping \[video\]](#)

# BDD using Cucumber



Cucumber = developed in Ruby (2008)

RSpec (Ruby), jbehave (Java)

Based on Gherkin

internal language to define user stories

Web: <http://cukes.info>

Support for multiple languages

Java: cucumber-jvm

<https://github.com/cucumber/cucumber-jvm>

# BDD using cucumber



- Features define some functionality
  - Gherkin language
    - <https://cucumber.io/docs/gherkin/>
- Can be used in several languages
- User stories are linked to step definitions
  - Step definitions can be run to validate user stories



# BDD using cucumber



**Feature:** Describes a system feature

A feature can have several scenarios

**Scenario:**

How must the system behave in some context

*Given:* Prepares scenario

*When:* Interact with the system

*Then:* Checks the state

*Examples:* Specific data

# BDD

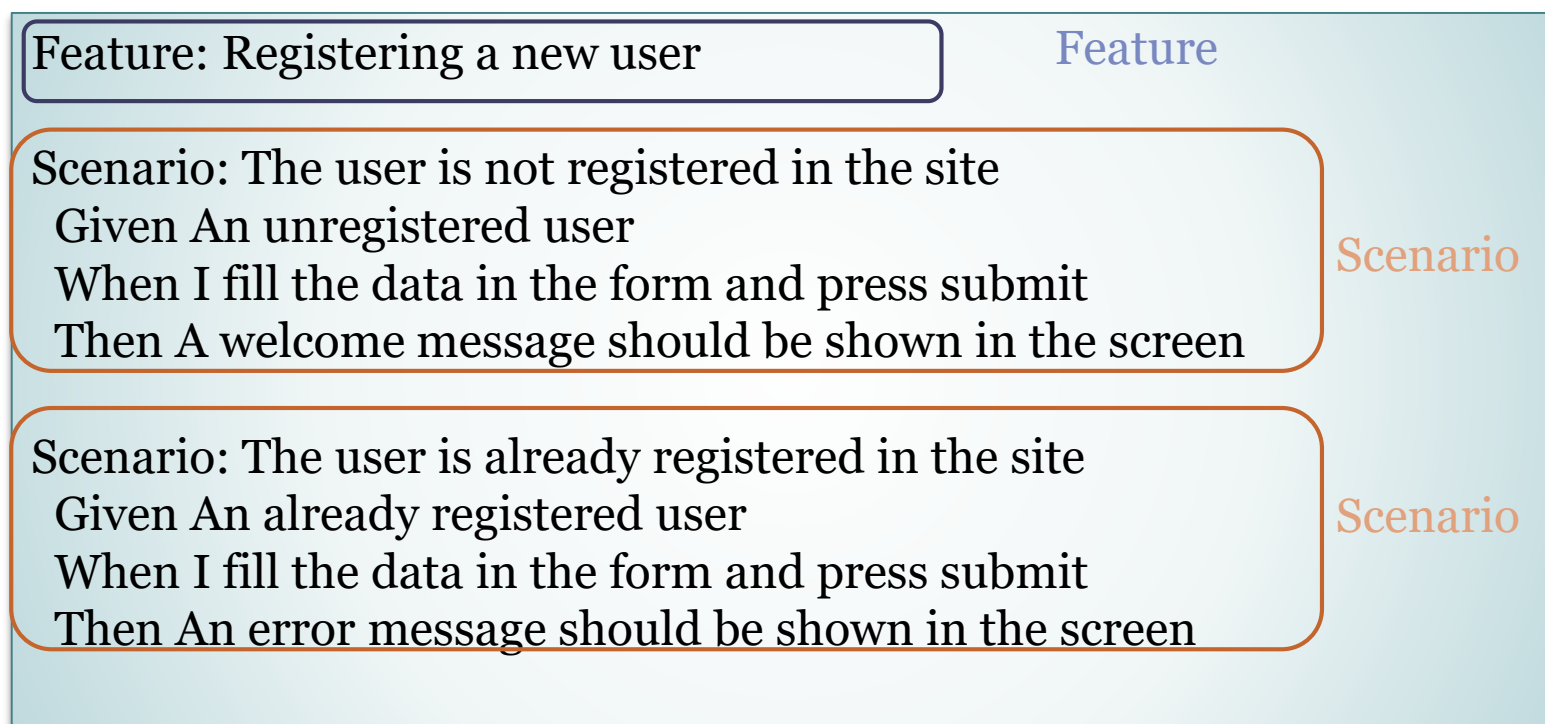
- Step by step guide to a user story
  - Install Cucumber
  - Write a first scenario in Gherkin
  - Write steps definitions in a chosen programming language
  - Run cucumber

# BDD with cucumber

- Depends on programming language/environment
  - Java/Javascript/Python/...
  - Installation: <https://cucumber.io/>
- React: [https://github.com/Arquisoft/lomap\\_0](https://github.com/Arquisoft/lomap_0)
  - [jest-cucumber](#): Module to define user stories in Gherkin
    - And convert them to executable tests by Jest
  - `$ npm install --save-dev puppeteer jest-cucumber`
  - [jest-puppeteer](#). Module to run the tests in a browser
    - It could be configured to use [Selenium](#).
  - `$ npm install --save-dev puppeteer jest-puppeteer`
  - [expect-puppeteer](#): Module with high level selectors for e2e tests
  - `$ npm install --save-dev expect-puppeteer`

# BDD

- User Story example using Node.js



e2e/features/register-form.feature

# BDD

webapp/e2e/steps/register-form.steps.js

```
test('The user is not registered in the site', ({given,when,then}) => {  
  
  let email:string;  
  let username:string;  
  
  given('An unregistered user', () => {  
    email = "newuser@test.com"  
    username = "newuser"  
  });  
  
  when('I fill the data in the form and press submit', async () => {  
    await expect(page).toMatch('Hi, ASW students')  
    await expect(page).toFillForm('form[name="register"]', {  
      username: username,  
      email: email,  
    })  
    await expect(page).toClick('button', { text: 'Accept' })  
  });  
  
  then('A confirmation message should be shown in the screen', async () => {  
    await expect(page).toMatch('You have been registered in the system!')  
  });  
})
```

# BDD [Configuration]

- e2e/jest-config.js
  - Configure jest to execute the tests in the E2E folder
  - Tells jest the name pattern of the test files (note that they do not have a default name, so by default, they will not be found)
  - Hint: you can use the **testTimeout** option if your tests take longer than 10s (default).

```
export default {
  transform: {
    "^.+\\.tsx?$": "ts-jest"
  },
  testMatch: ["**/steps/*.ts"],
  moduleFileExtensions: ["ts", "tsx", "js", "jsx", "json", "node"],
  preset: "jest-puppeteer",
}
```

# BDD [Browser Configuration]

- register-form.steps.js (beforeAll)
  - Configures how to launch the browser to perform the tests
  - We use **puppeteer** for this task
  - Can be also configured with other browsers.
  - We use **headless=true** (by default) to run the tests in the CI system but we can change it to false to run them locally.
  - The **slowMo** parameter is useful to slowdown the tests and see what is happening

```
beforeAll(async () => {  
  browser = process.env.GITHUB_ACTIONS  
    ? await puppeteer.launch()  
    : await puppeteer.launch({ headless: false, slowMo: 50 });  
  page = await browser.newPage();  
  
  await page  
    .goto("http://localhost:3000", {  
      waitUntil: "networkidle0",  
    })  
    .catch(() => {});  
});
```

# BDD [Configuration - Launching the system]

- webapp/package.json
  - Configures how to launch the system
    - For testing this app we need the restapi and the webapp
  - We use the **start-server-and-test** library
    - This library accepts pairs of parameters (**run command**, **url to test**)
  - In order to execute the E2E tests we must build the production version with **npm run build** and then run **npm run test:e2e**

```
"test:e2e": "start-server-and-test  
  npm --prefix ../restapi start http://localhost:5000/api/users/list  
  prod 3000 # Equivalent to npm run prod and http://localhost:3000  
  cd e2e && jest" # Runs the tests
```



# BDD

- Result

```
PASS steps/register-form.steps.ts (10.655 s)
  Registering a new user
    ✓ The user is not registered in the site (4533 ms)
```

```
Test Suites: 1 passed, 1 total
Tests:       1 passed, 1 total
Snapshots:   0 total
Time:        10.772 s, estimated 15 s
```

Other example cucumber + selenium + java  
Spring boot from previous years:

<https://github.com/arquisoft/votingSystem0>

# Browser-based tests

- Browser automation
  - <https://cucumber.io/docs/reference/browser-automation>
- Several systems
  - Selenium WebDriver - <http://docs.seleniumhq.org/>
  - Capybara - <http://teamcapybara.github.io/capybara/>
  - Watir - <https://watir.com/>
  - Serenity - <http://serenity-bdd.info>

# Selenium

- Selenium IDE: Allows to record actions
  - Firefox and Chrome plugins
- Generates code to execute those actions
- Travis configuration
  - <https://lkrnac.net/blog/2016/01/run-selenium-tests-on-travisci/>

# Bibliography and links

- User Story Mapping by Jeff Patton
  - **User Story Mapping: Discover the Whole Story, Build the Right Product, 1<sup>st</sup> Edition**  
<https://www.amazon.com/User-Story-Mapping-Discover-Product/dp/1491904909>
- User stories
  - **Scrum. Historias de Usuario** (Fernando Llopis, Universidad de Alicante)  
<https://fernandollopis.dlsi.ua.es/?p=39>
  - **User stories with Gherkin and Cucumber** (Michael Williams)  
<https://medium.com/@mvwi/story-writing-with-gherkin-and-cucumber-1878124c284c>
  - **Cucumber 10 minutes tutorial (JS)**  
<https://docs.cucumber.io/guides/10-minute-tutorial/>
- Browser based tests
  - **Automated UI Testing with Selenium and JavaScript**  
<https://itnext.io/automated-ui-testing-with-selenium-and-javascript-90bbe7ca13a3>