

BDD with Gherkin and Godog (Cucumber for Golang) in Go

 Duration: 2 Days

 Available Languages: English German

Audience

Product Owners, Business Analysts, Requirements Engineers and Software Developers.

Goals

Learn how to improve your Agile Process with Behavior-Driven Development.

Contents

- Introduction
 - # TDD, BDD, ATDD
 - # Test Pyramid
 - # Unit Testing vs Acceptance Testing
 - # How to place Cucumber/Godog in the Test Pyramid
 - # Acceptance Testing with Cucumber/Godog
 - # Unit Testing with Cucumber/Godog
- Gherkin
 - # Feature Files
 - # Given-When-Then Steps
 - # Scenarios
 - # Scenario Outlines / Examples
 - # Backgrounds
- Godog
 - # Implementing Step Definitions
 - # Assertions with Nelkinda assert-go
- Integrating Cucumber with Build Tools
 - # standalone
 - # go test
- Advanced Topics
 - # How to phrase
 - # Test Selection (Tags)
 - # Hooks
 - # Cross-layer-testing - Reusing your Feature Files
 - # Data-Driven Testing in Cucumber

There are plenty of examples and exercises.

Booking

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