

Acceptance Tests

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Definition

A high level test that helps a client/user to validate if a specific feature is complete and may go to production

A test that a client understands and that makes sense from the business point of view

Common Characteristics

Written in a natural language

Executed only in a completed system (passing through all layers, without doubles)

Executed not so frequently

Slower than unit tests

FITness

Created by Ward Cunningham

Maintained by Robert Martin (Uncle Bob)

<http://fitnesse.org>

Java with plugins to .Net e Ruby

FIT in practice

Example

New approaches

Inspired by BDD (Behavior Driven Development)

Use DSLs (Domain Specific Languages) to create a language close to the natural one

Interpret text files that are not source code

Describe a feature

To [achieve a goal]

As a [user or something]

I want [feature]

Example

To improve customer service

As a worker

I want to know the cost of all products of a cart

More details

Features are big and need a lot of test cases
Thus, we create scenarios

Scenarios are interpreted through a description of steps

This interpreter uses regular expressions to identify each step

Cucumber

Implemented in Ruby

Common use in acceptance tests for web applications

It works based on plugins to execute each step

Cucumber in practice

Example

What about Java?

Pure Java implementation: jBehave

Run under JVM:

- Cucumber with JRuby

- easyb with Groovy

- other options...

jBehave in practice

Example

Questions

<http://www.agilcoop.org.br>

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