

# Behat Cheat Sheet

by blog.lepine.pro - MIT Licence

pear channel-discover pear.symfony.com

pear channel-discover pear.behat.org

pear install behat/behat

Command line (behat)		Behat in two words												
--init	Create the <i>features</i> directory	Behat automates the "acceptance testing" of the agile methodology "Scrum". Each test is written in natural language with the <b>Gherkin</b> syntax.												
--config=fichier.yml	Use config file	A feature is described by a < <b>my-feature.feature</b> > file. A feature is a set of cases, called " <b>Scenarios</b> ".												
--format=html -out=report.html	Html Report													
--expand	Display details	Each scenario is defined by:												
--story-syntax --lang=fr	In French	<ul style="list-style-type: none"><li>- <b>Context</b> (Given)</li><li>- Triggering <b>events</b> (When)</li><li>- An <b>expected result</b> (Then)</li></ul>												
--tags='@group1,@group2'	Run tests on groups													
Feature														
<p><b>Feature:</b> Descriptive text of what is desired</p> <p>In order to realize a named business value</p> <p>As an explicit system actor</p> <p>I want to ...</p>														
<p><b>Scenario:</b> Some determinable business situation</p> <p><b>Given</b> some precondition</p> <p>    <b>And</b> some other precondition</p> <p><b>When</b> some action by the actor</p> <p>    <b>And</b> some other action</p> <p>    <b>And</b> yet another action</p> <p><b>Then</b> some testable outcome is achieved</p> <p>    <b>And</b> something else we can check happens too</p>														
<p><b>Scenario:</b> A different situation</p>														
Use examples														
<p><b>Scenario Outline:</b> Some determinable business situation</p> <p><b>Given</b> I have &lt;initialAmount&gt; euros</p> <p><b>When</b> I add &lt;money&gt; euros</p> <p><b>Then</b> I should have now &lt;finalAmount&gt; euros</p>														
Examples:														
<table border="1"><thead><tr><th>initialAmount</th><th>money</th><th>finalAmount</th></tr></thead><tbody><tr><td>15</td><td>5</td><td>20</td></tr><tr><td>40</td><td>10</td><td>50</td></tr><tr><td>20</td><td>5</td><td>25</td></tr></tbody></table>			initialAmount	money	finalAmount	15	5	20	40	10	50	20	5	25
initialAmount	money	finalAmount												
15	5	20												
40	10	50												
20	5	25												
Web apps (Mink)														
<p><b>Surf:</b></p> <p>I am on "<code>url</code>"</p> <p>I go to "<code>url</code>"</p> <p>I reload the page</p> <p>I move backward one page</p> <p>I move forward one page</p> <p>I press "<code>button</code>"</p> <p>I follow "<code>link</code>"</p>														
<p><b>Forms:</b></p> <p>I fill in "<code>form_element</code>" with "<code>value</code>"</p> <p>I fill in "<code>value</code>" for "<code>form_element</code>"</p> <p>I fill in the following</p> <p>I select "<code>form_option</code>" from "<code>form_select</code>"</p> <p>I additionally select "<code>form_option</code>" from "<code>form_select</code>"</p> <p>I check "<code>form_checkbox</code>"</p> <p>I uncheck "<code>form_checkbox</code>"</p> <p>I attach the file "<code>/path/file.file</code>" to "<code>form_file</code>"</p>														
<b>Assertions:</b>														
<p>I should see "<code>content</code>"</p> <p>the response should contain "<code>content</code>"</p> <p>I should not see "<code>content</code>"</p> <p>the response should not contain "<code>content</code>"</p> <p>the "<code>form_element</code>" field should contain "<code>value</code>"</p> <p>the "<code>form_element</code>" field should not contain "<code>value</code>"</p> <p>the "<code>form_checkbox</code>" checkbox should be checked</p> <p>the "<code>form_checkbox</code>" checkbox should not be checked</p> <p>I should be on "<code>page</code>"</p> <p>the url should match "<code>url</code>"</p> <p>the "<code>num_position</code>" element should contain "<code>value</code>"</p> <p>I should see "<code>value</code>" in the "<code>element</code>" element</p> <p>I should see an "<code>element</code>" element</p> <p>I should not see an "<code>element</code>" element</p> <p>I should see <code>number</code> "<code>element</code>" elements</p> <p>the response status code should be <code>code</code></p>														

# Mink Cheat Sheet

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pear channel-discover pear.symfony.com

pear channel-discover pear.behat.org

pear install behat/mink-beta

## Session

```
$session = new \Behat\Mink\Session($driver);
```

```
$session->start(); // start
```

```
$session->reset(); // soft-reset:
```

```
$session->restart(); // hard-reset:
```

**From the main context:**

```
$session = $this->getSession();
```

**From a sub-context:**

```
$session = $this->getMainContext()->getSession();
```

isStarted()	Checks whether session was started
start()	Starts session
stop()	Stop session
restart()	Restart session
reset()	Reset session
getPage()	Returns page element
getSelectorHandler()	Returns Selector Handler
visit(\$url)	Visit specified URL
setBasicAuth(\$u,\$p)	HTTP Basic authentication
setRequestHeader(\$n,\$v)	Set request header
getResponseHeaders()	Get all response headers
setCookie(\$n,\$v)	Sets cookie
getCookie(\$n)	Returns cookie
getStatusCode()	Returns response code
getCurrentUrl()	Returns current URL
reload()	Reload current page
back()	Moves backward
forward()	Move forward
executeScript(\$script)	Executes javascript
evaluateScript(\$script)	Returns javascript' response
wait(\$time, \$condition)	Waits some time or until javascript condition is true

## Available drivers

**Goutte :**

<https://github.com/fabpot/Goutte>

**Sahi :**

<http://sourceforge.net/projects/sahi/>

**Zombie :**

<http://zombie.labnotes.org/>

**Selenium (1 & 2) :**

<http://seleniumhq.org/>

## Elements

```
$el->has($selector, $locator)
```

```
$el->find($selector, $locator)
```

```
$el->findAll($selector, $locator)
```

```
$el->getText()
```

```
$el->getHtml()
```

## HTML nodes

Events:

```
$el->click()
```

```
$el->doubleClick()
```

```
$el->rightClick()
```

```
$el->mouseOver()
```

```
$el->focus()
```

```
$el->blur()
```

Forms:

```
$el->press()
```

```
$el->check()
```

```
$el->uncheck()
```

```
$el->isChecked()
```

```
$el->selectOption($option, $multiple)
```

```
$el->attachFile($path)
```

```
$el->keyPress()
```

```
$el->keyDown()
```

```
$el->keyUp()
```

## Default parameters <behat.yml>

default:

context:

parameters:

```
default_session: goutte
```

```
javascript_session: sahi
```

```
base_url: http://localhost
```

```
browser: firefox
```

goutte:

```
zend_config:
```

adapter:

Zend\Http\Client\Adapter\Proxy

```
proxy_host: host.com
```

```
proxy_port: 8080
```

sahi:

```
host: localhost
```

```
port: 9999
```

zombie:

```
host: 127.0.0.1
```

```
port: 8124
```

```
node_bin: node
```

```
auto_server: true
```

selenium:

```
host: localhost
```

```
port: 4444
```

webdriver:

```
host: http://localhost:4444/wd/hub
```