

# Behat and Drupal for Absolute Beginners

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# Agenda

- **What's Goin' On:** Welcome! And, what is Behat...?
- **Let's Get it Started:** Setting up Behat for your project
- **That Thing You Do:** Features (tests) demo!
- **Keep on Dancin:** Get yourself moving with Behat



# First thing's first

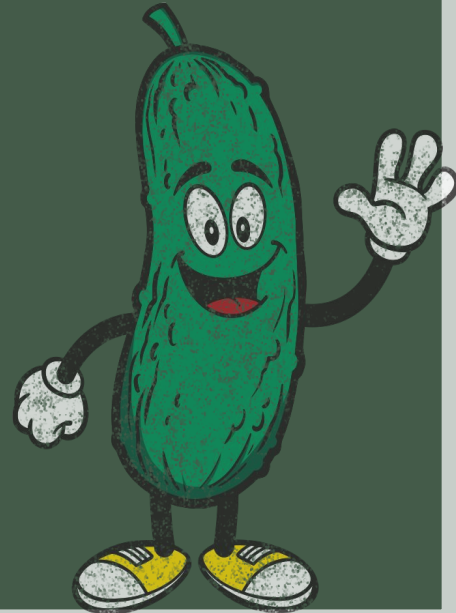
Use Behat for... \*Behavior Driven Development (BDD)\* testing!

>> Programmatically test behaviors within specific scenarios on your application.

Given I am (context)

When I do (action)

Then I should (outcome)



# First thing's second

## Words to know

**Gherkin** - language in which you write Features.

**Browser emulators** - allow you to test in-browser behavior/actions - **Mink** is a browser emulator that comes with Behat.

**DrupalExtension** - an optional add-on tool that provides a variety of **drivers** and **FeatureContext class extensions** that \*can\* make using Behat for Drupal sites simpler.

**Features** - contain **scenarios** that are all related to a desired functionality.

**Scenarios** - contain **steps** for how the feature should act under different conditions.

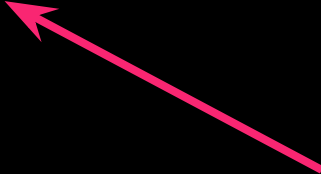
**FeatureContext class** - your tests run based on the functions that extend this class.



# Setup: Step 1

Create a file called **composer.json** in your project root, and enter in your Behat configuration requirements.

```
{
  "require": {
    "drupal/drupal-extension": "~3.0"
  },
  "config": {
    "bin-dir": "bin/"
  }
}
```



***By the way, Behat requires >= PHP 5.3.1!***

*(We're using PHP 5.5 and Behat 3.0.)*



## Setup: Step 2

Download composer.phar and run install.

```
$ curl -sS https://getcomposer.org/installer | php  
$ php composer.phar install
```

This step downloads, unpacks, and installs what you need to run Behat in your project.

```
bin/  
composer.lock  
vendor/
```

# Setup: Step 3

## Initialize Behat!

```
$ behat --init
```


*Note: If simply running `behat --init` doesn't work for you, try using the full path, i.e. `bin/behat --init`*

You should get a response like...

```
+d features - place your *.feature files here
+d features/bootstrap - place your context classes here
+f features/bootstrap/FeatureContext.php - place your
definitions, transformations and hooks here
```

# Where in the world is...

**Directory structure** - from Behat project root:

- composer.json
- behat.yml 

# behat.yml

- Automatically created when you install via composer.
- Handles the Behat configuration:
  - Environment variables
  - Global filters/Tags
  - Extensions

default:

extensions:

Behat\MinkExtension:

*[...truncated...]*

base\_url: http://localhost

Drupal\DrupalExtension:

selectors:

*[...truncated...]*

drush:

root: '/vagrant/docroot'

drupal:

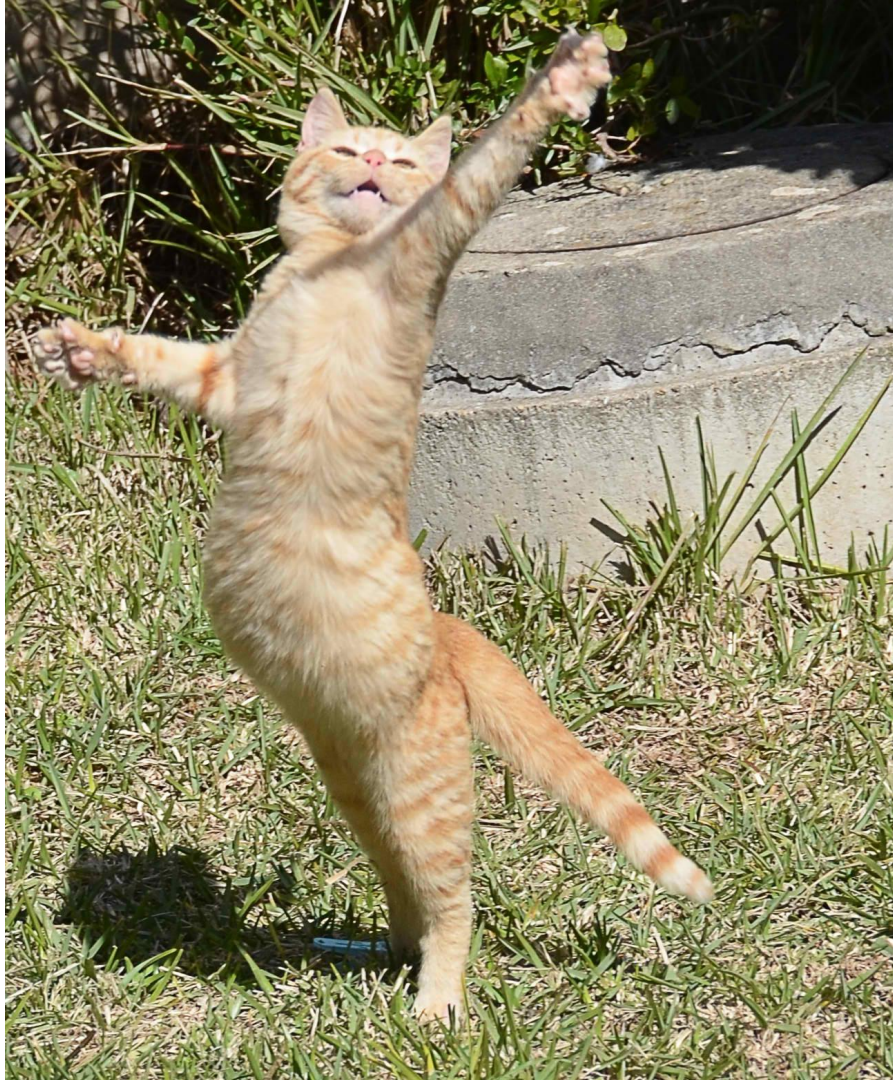
drupal\_root: '/vagrant/docroot'

# Where in the world is...

## Directory structure - from Behat project root:

- composer.json
- behat.yml
- bin/
- vendor/
- features/ 
  - This is where your features go! (your .feature files)
- features/bootstrap/FeatureContext.php 
  - This is where you write functions to extend the FeatureContext class.







# Epilogue

- The VM we used for this session: <https://github.com/DSFederalInc/drupal7-behat-vagrant-setup>
- Fantastic quick-start guide from Behat.org documentation: [http://docs.behat.org/en/v2.5/quick\\_intro.html](http://docs.behat.org/en/v2.5/quick_intro.html)
- Behat 3.0 docs: <http://docs.behat.org/en/v3.0/>
- Behat + Mink: <http://mink.behat.org/en/latest/at-a-glance.html>
- Drupal: <https://www.drupal.org/project/drupalextension>
  - And: <http://behat-drupal-extension.readthedocs.io/en/3.1/drivers.html>
- **DGC Mentoring!**