"BDD practitioners **explore**, **discover**, **define**, then **drive out** the desired behaviour of software using **conversation**, **concrete examples**, and **automated tests**."

From Cucumber for Java Book by Seb Rose, Matt Wynne and Aslak Hellesøy
https://pragprog.com/book/srjcuc/the-cucumber-for-java-book

@sebrose

http://cucumber.io

Adopt BDD in this order:

1. **Explore**
2. **Define**
3. **Drive out**

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1. Explore

- Who - 3 Amigos
- Using - *Conversation* & *concrete examples*

2. Define

- Who - Dev & test
- Using - *Ubiquitous language*

3. Drive out

- Who - Developers
- Using - *Automated tests*

Scenario: Dispense $50 cash in multiple denominations
    Given I have $100 in my account
    And I have a card with the PIN 5173
    And I push my card into the machine
    And I enter 5173 for my PIN
    And I push the button next to Withdrawal
    And I push the button next to Checking
    When I push the button next to $50
    Then a $20 bill should be ejected by the cash dispenser
    And a $20 bill should be ejected by the cash dispenser
    And a $10 bill should be ejected by the cash dispenser
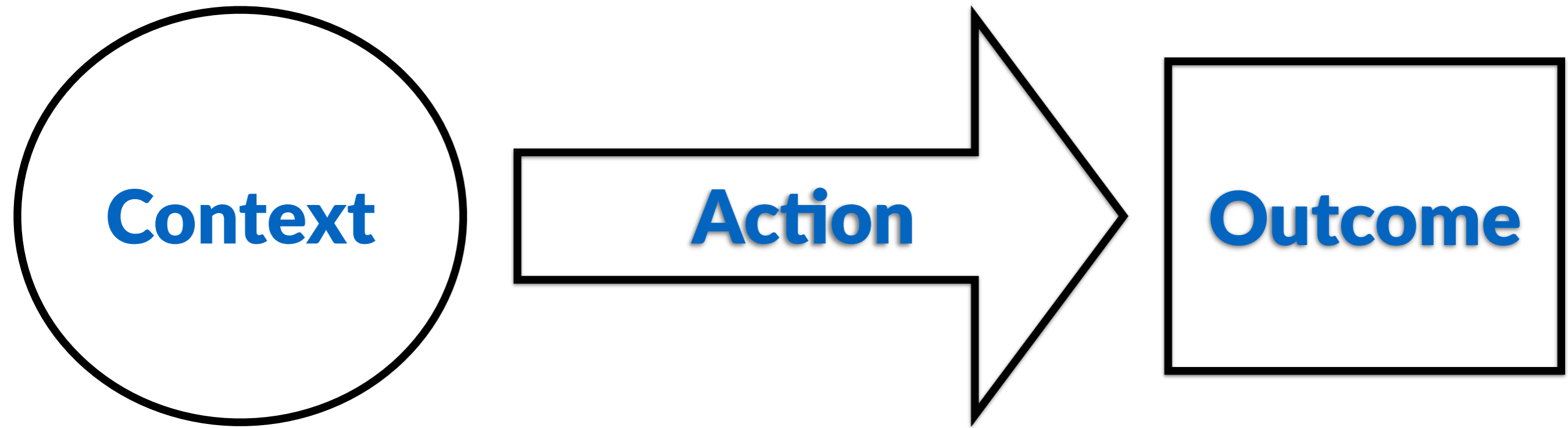
Scenario: Dispense $50 cash in multiple denominations
    When $50 is dispensed by the ATM
    Then the following bills should be received:
        | count | denomination |
        | 2 | $20 |
        | 1 | $10 |

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Concrete examples:

The Hobbit is on loan → Fred asks to reserve → Fred is charged £1.00

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The Pragmatic Programmers

The Cucumber For Java Book

Behaviour-Driven Development for Testers and Developers

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