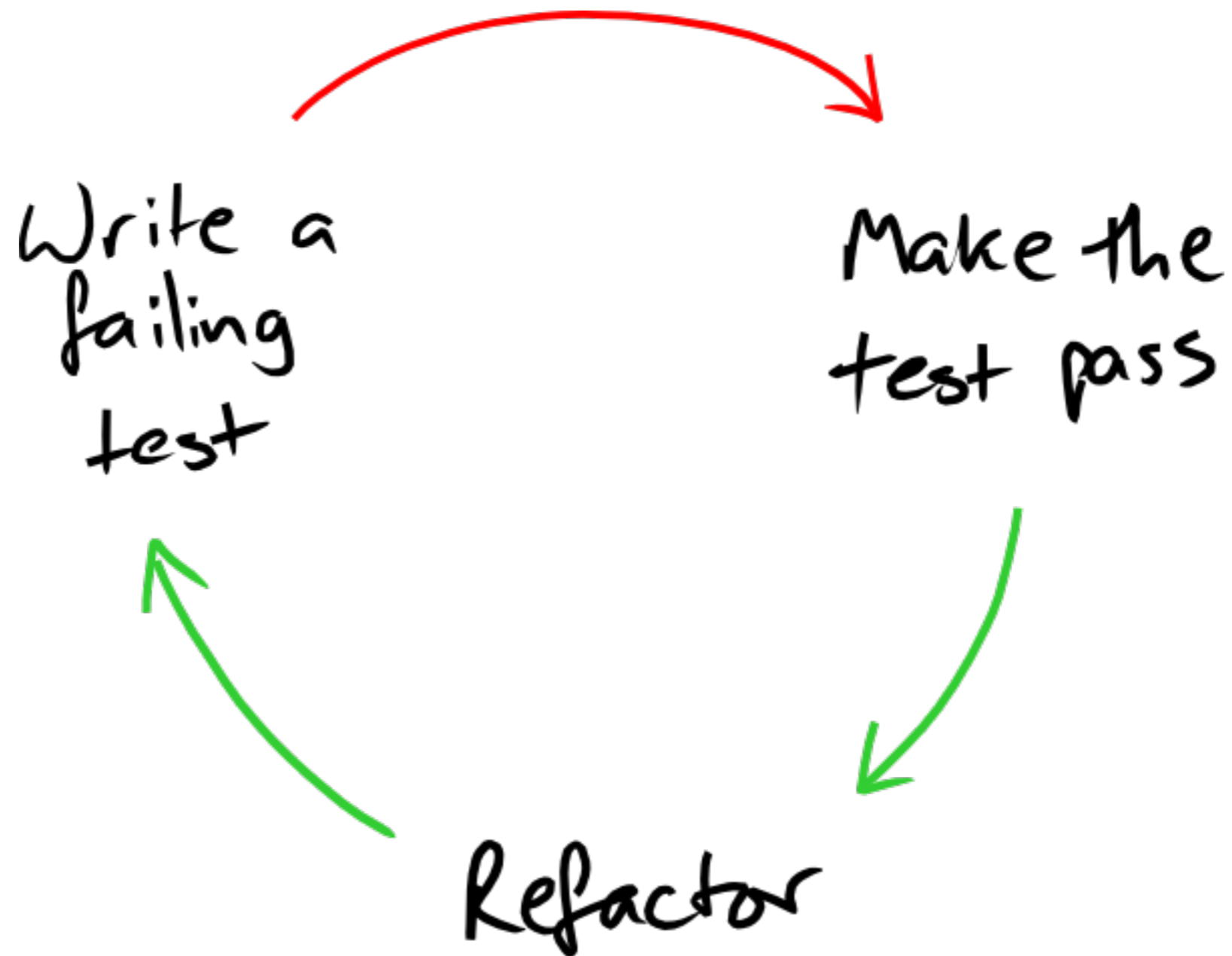


Introduction to TDD and BDD

Seb Rose

- TDD
- BDD
- Contradiction
- xDD



From Growing Object-Oriented Software by Nat Pryce and Steve Freeman
<http://www.growing-object-oriented-software.com/figures.html>

- Write the next **specification**
- Make it **pass** (quickly)
- **Refactor** (until happy)

Refactor

Improve the structure of some code without affecting its externally observable behaviour.

- TDD
- BDD
- Contradiction
- xDD

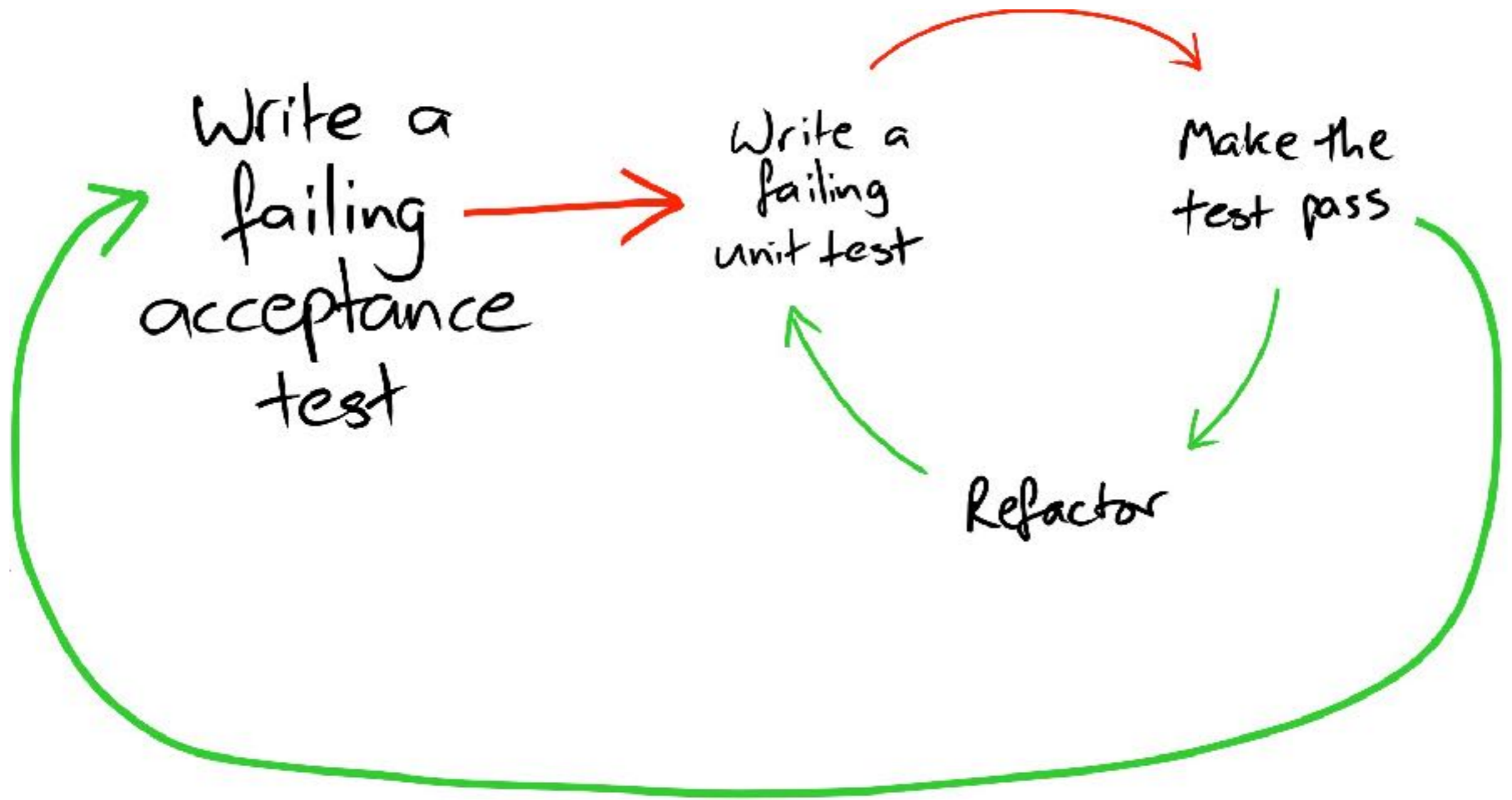
“BDD practitioners **explore, discover, define, then drive out** the desired behaviour of software using **conversation, concrete examples, and automated tests.**”

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>



From Growing Object-Oriented Software by Nat Pryce and Steve Freeman

<http://www.growing-object-oriented-software.com/figures.html>

Feature: Team Scoring

Teams start with zero score.

Correct answer gets points depending on how difficult it is.

Scenario: Score starts at 0

Given I register a team

Then my score is 0

Scenario: Correct easy answer scores 10

Given I register a team

When I submit a correct easy answer

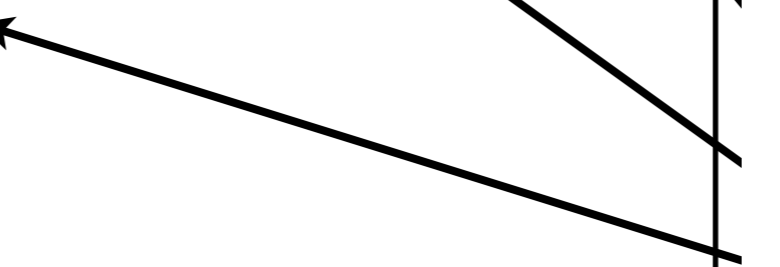
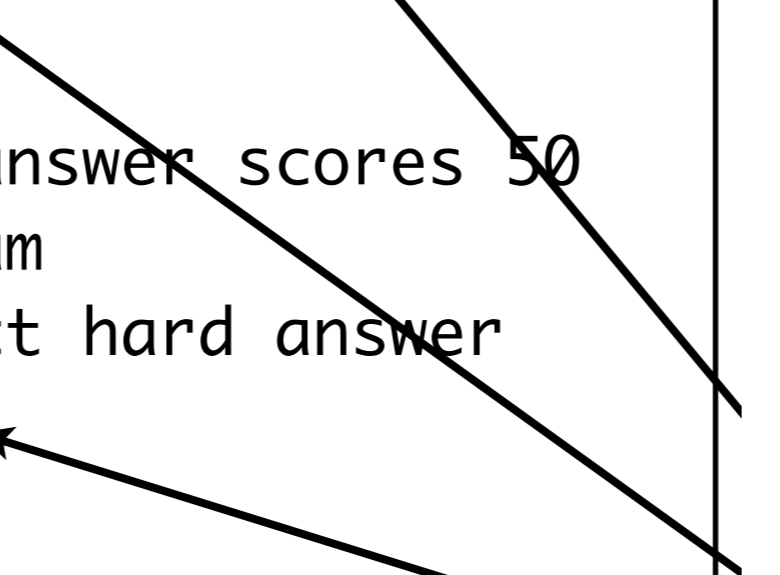
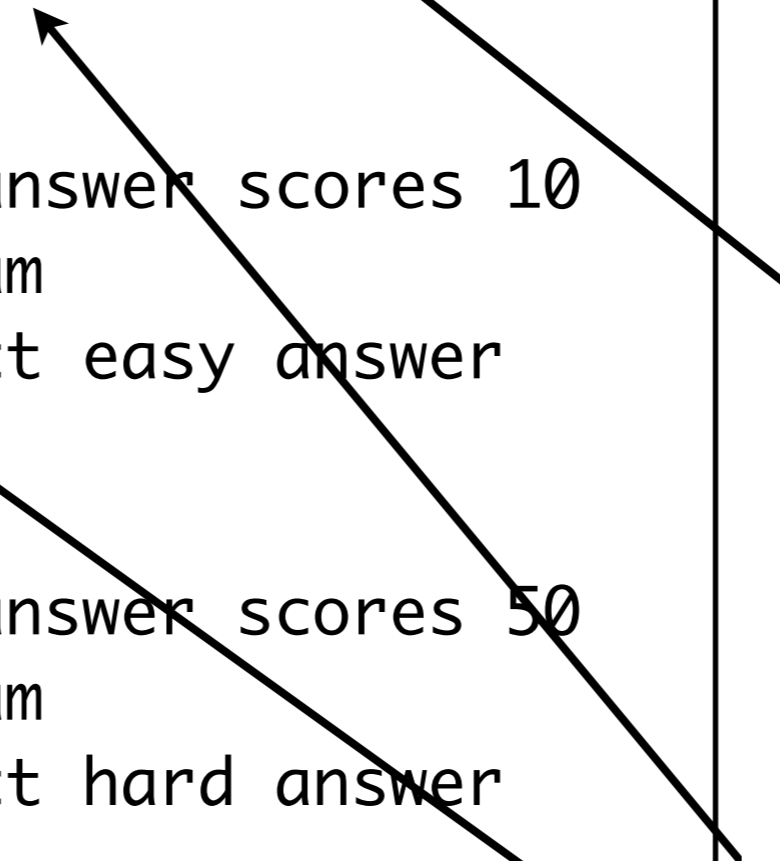
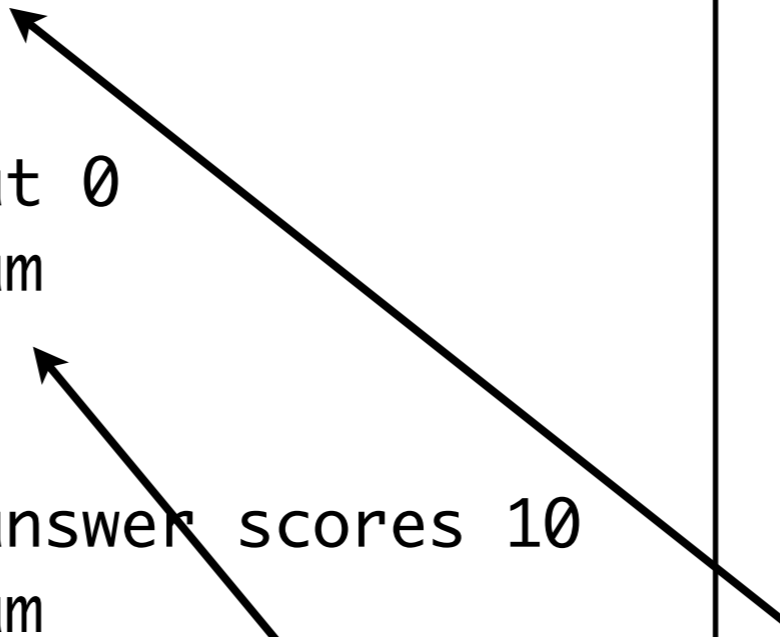
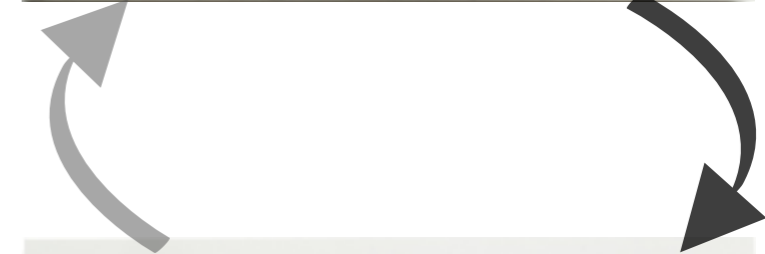
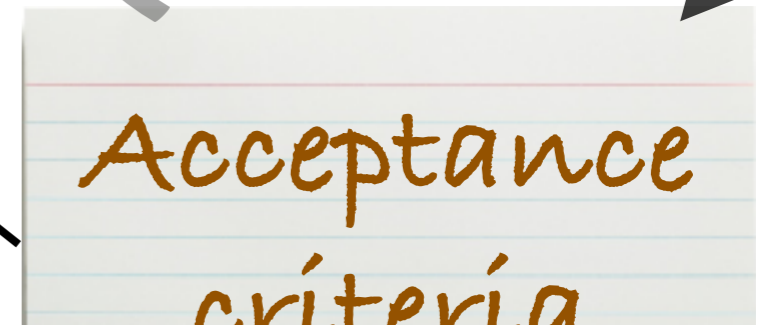
Then my score is 10

Scenario: Correct hard answer scores 50

Given I register a team

When I submit a correct hard answer

Then my score is 50



- TDD
- BDD
- **Contradiction**
- xDD

BDD

- Behaviour Driven Development

ATDD

- Acceptance Test Driven Development

SbE

- Specification by Example

TDD

- Test Driven Development



What's the
difference
between TDD,
ATDD, BDD
and SbE?

They're
called
different
things

A group of people
specifying how some
software should behave
before implementing it

- Work from the outside
- Use examples
- Ubiquitous language

- TDD
- BDD
- Contradiction
- xDD

First 'D' is for Driven

- First specify the behaviour
- Then use the 'failing' specification to drive development

Second 'D' for Design?

- Listen to your tests
- Testability gets 'baked in'
- Refactor until it feels right

They're all the same (mostly)

- Outside-in
- Examples
- Ubiquitous language
- Automated verification

The only relevant question:

“Who
is
interested
in reading the tests?”

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