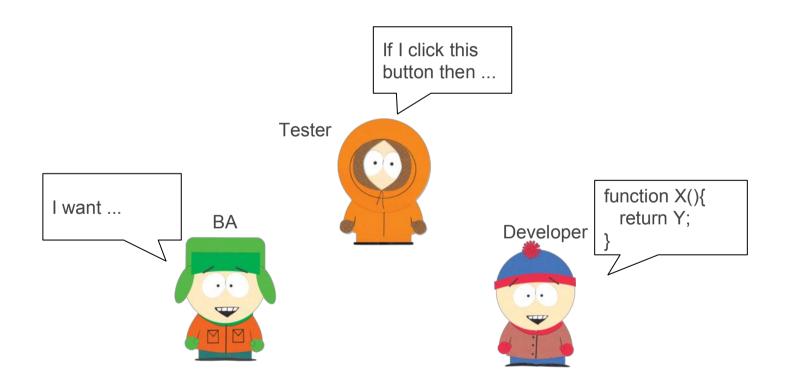
# **Agenda**

- Introduction to BDD
- Cucumber BDD framework
- Pros/cons of BDD





How the customer explained it



How the Project Leader understood it



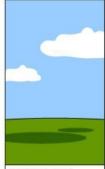
How the Analyst designed it



How the Programmer wrote it



How the Business Consultant described it



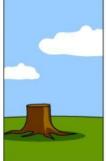
How the project was documented



What operations installed



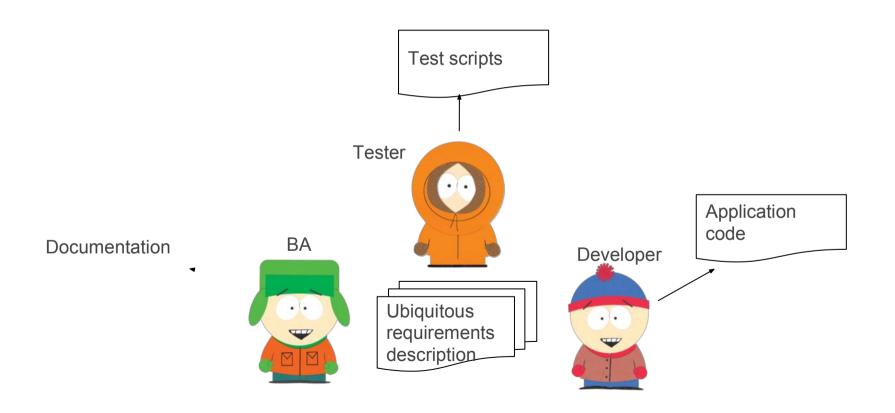
How the customer was billed



How it was supported



What the customer really needed







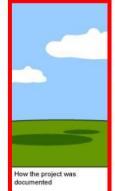
understood it







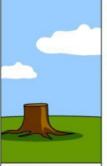
described it











How it was supported



What the customer really needed

Story (feature):

As a [role] I want [feature] so that [benefit]

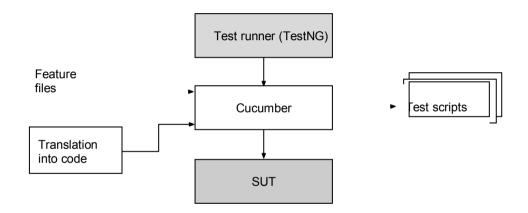
Example: As a customer I want to withdraw money from an ATM so that I don't have to go to the bank

Story acceptance criteria (scenario):

Given [initial context] when [event] then [outcomes]

**Example: Given** there is enough money on my account **when** I make a withdrawal **then** I get the expected amount of money from the ATM

# **Cucumber BDD framework**



# **Cucumber: Gherkin logic**

### Gherkin logic

Feature: Withdraw money
In order to avoid going to the bank
As a customer
I want to withdraw money from an ATM

Scenario: Withdraw less money than the account has
Given there is enough money on my account
When I make a withdrawal
Then I get the expected amount of money from the ATM
And receipt is printed

# **Cucumber: parametrization**

### Gherkin logic

**Scenario:** Withdraw less money ...

**Given** I have 200 SEK on my account

When I withdraw 100 SEK

**Then** I get 100 SEK from the ATM

**Scenario:** Withdraw more money ...

**Given** I have 50 SEK on my account

When I withdraw 100 SEK

**Then** I get 0 SEK from the ATM

**Scenario:** Withdraw money from the account

**Given** I have <balance> SEK on my account

When I withdraw <withdraw> SEK

**Then** I get <received> SEK from the ATM

#### **Examples:**

```
| balance| withdraw | received | | 200 | 100 | 100 |
```

| 50 | 100 | 0

# **Cucumber: annotations**

### Gherkin logic

#### @prod

Scenario: Withdraw less money ...

Given I have 200 SEK on my account

When I withdraw 100 SEK

Then I get 100 SEK from the ATM

#### @test

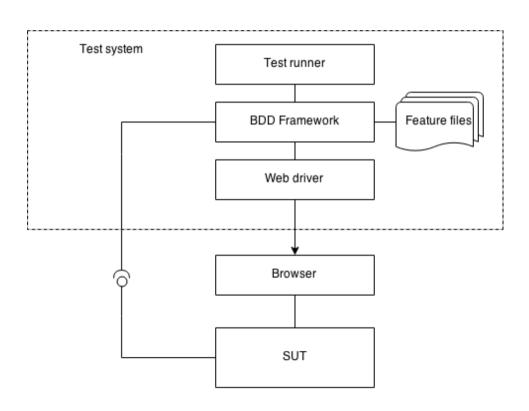
**Scenario:** Withdraw more money ...

Given I have 50 SEK on my account

When I withdraw 100 SEK

Then I get 0 SEK from the ATM

# **BDD** for complex systems

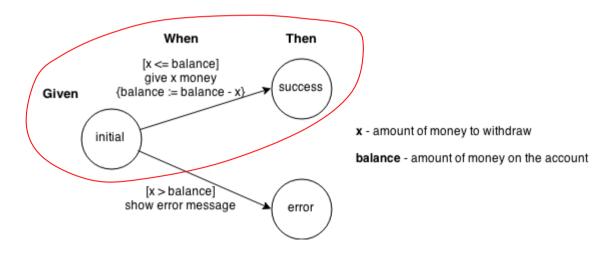


# **Pros/cons of BDD**

- Level of abstraction for steps?
- Becomes complex for complex systems
- Lack of tool support

# P.S. BDD in a context of FSM

**Given** I have 200 SEK on my account **when** I withdraw 100 SEK **then** I get 100 SEK from the ATM



# References

Cucumber framework:

https://cucumber.io/

How BDD can be misused:

https://cucumber.io/blog/2014/03/03/the-worlds-most-misunderstood-collaboration-tool