1. What is the difference between TDD and BDD?

     The main difference between TDD and BDD is that, Test-Driven Development is a development practice while Behavior-Driven Development is a team methodology. TDD is used to create a test that will fail because the functionality doesn't exist yet, but then writing the simplest code to get the test to pass and continue that "red to green" loop over and over until a functioning product is developed. BDD on the other hand, is typically used by creating a somewhat functioning product and having testers or users create the tests for you and then having them implemented. They are very similar in what they do or how they are used so on a small scale, there is not a large difference between both methods.

2. What does mocking a class allow you to do?

     Mocking a class is essentially creating a 2nd fake version of that specific class used for testing or changing values or any of the above. You can call methods on that mocked class and use it for multiple testing purposes. A very common use for these are for interacting with a database without actually needing a database active. Mocking classes allow options for testing that would normally be harder to implement and create functionality for.

1.) "https://www.pluralsight.com/blog/software-development/tdd-vs-bdd#:~:text=TDD%20is%20a%20development%20practice,to%20the%20code%20under%20test.)"
2.) "https://semaphoreci.com/community/tutorials/stubbing-and-mocking-with-mockito-2-and-junit#:~:text=A%20mock%20is%20a%20fake,many%20times%20it%20was%20called."