

Connecting BDD and Agile Concepts



Cătălin Tudose

PHD IN COMPUTER SCIENCE, JAVA AND WEB TECHNOLOGIES EXPERT

www.linkedin.com/in/catalin-tudose-847667a1



Overview



What is Agile software development?

The Agile manifesto

Scrum values, roles, events,
artifacts, workflow

The communication problem of the
software requirements

Analogy between Agile concepts and
BDD concepts

From defining an Agile user story to
creating BDD features



Agile Software Development

Adaptive planning

Evolutionary development

Early delivery

Continual improvement



The Agile Manifesto

Individuals and interactions
over processes and tools

Working software over
comprehensive
documentation

Customer collaboration over
contract negotiation

Responding to change over
following a plan



Agile Main Concepts



What Is Scrum?

Teams of 3 to
9 members

Sprints

Scrums



Scrum Values

Focus

Openness

Respect

Courage

Commitment



Agile Roles



Product owner



Development team



Scrum master



Scrum Events

Sprint

Sprint planning

Daily scrum

Sprint review

Retrospective



Scrum Artifacts

Product backlog

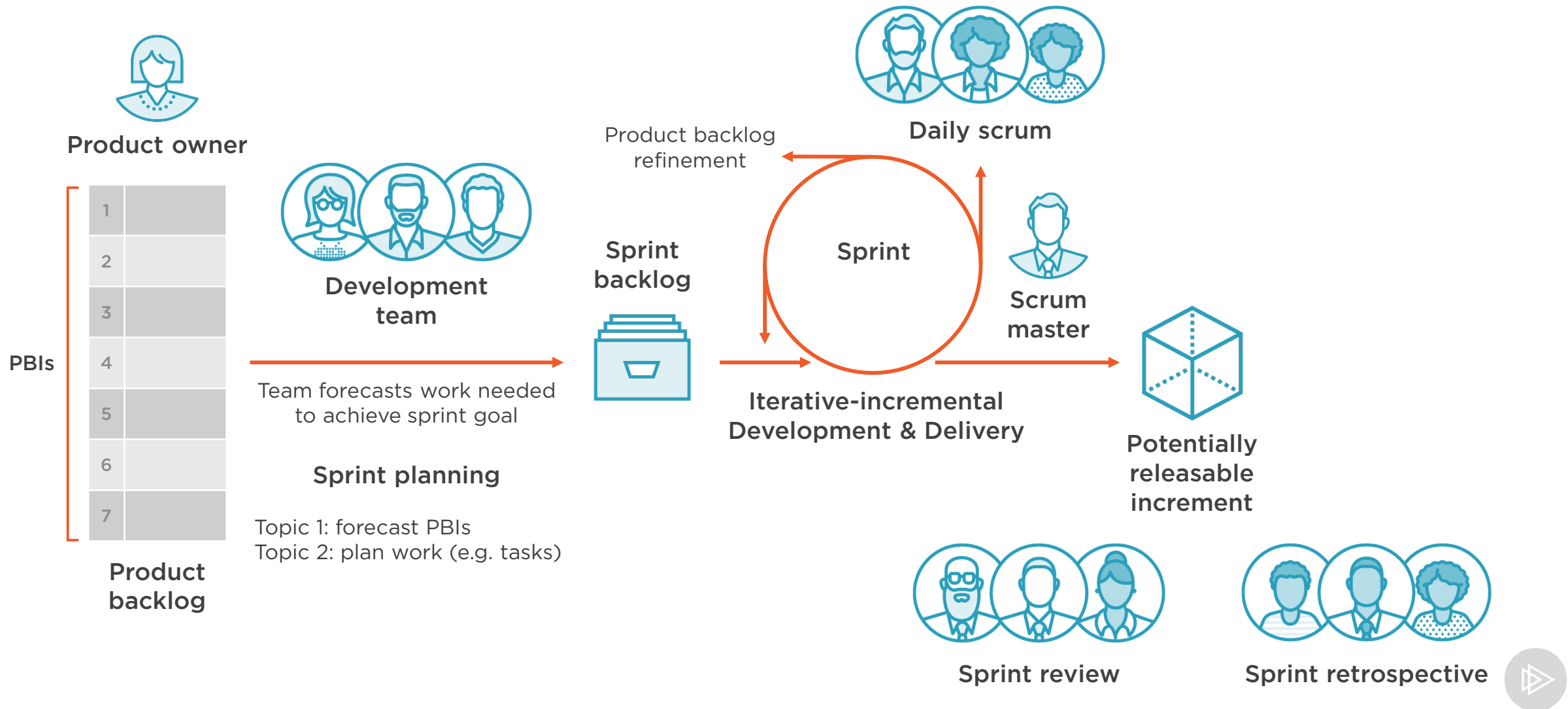
Sprint backlog

Increment

Definition of done



Scrum Workflow



Communication of Software Requirements

Iterative methods

High interaction

Doing the right
thing

Quickly see the
added value

Orientation to the
business needs

Delivering
business value



Agile and BDD Face to Face



Agile-BDD Concepts Analogy

Epic

Epics-features

User Story-
scenario

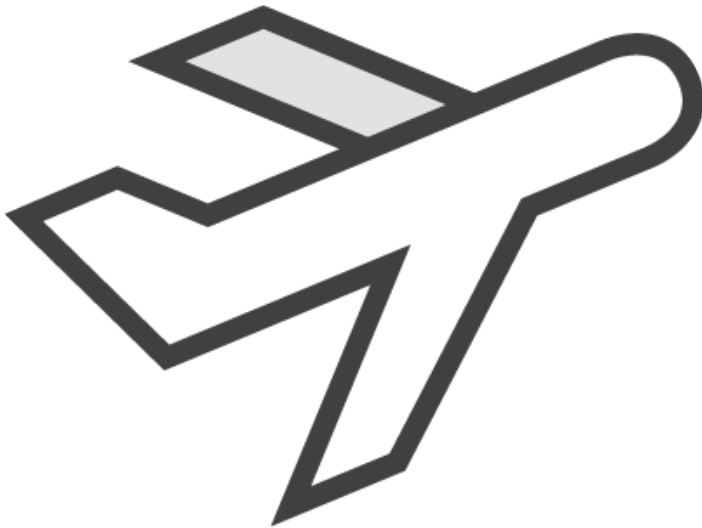
Features

Examples

Task



New Feature Agile Style



Build statistics about the flights, the passengers, and the distances they travel

As a company

I want to build statistics about the flights

So that I have information about the passengers and the distances they travel



Scenario 1

Given there is a usual passenger

And there is a VIP passenger

When the usual passenger travels distances
<distance1> and <distance2> and
<distance3>

And the VIP passenger travels distances
<distance4> and <distance5> and
<distance6>

Then the total travel distance should
be <total_distance>



Scenario 2

Given there is a usual passenger

And there is a VIP passenger

When the usual passenger travels distances
<distance1> and <distance2> and
<distance3> and <distance4>

And the VIP passenger travels distances
<distance5> and <distance6>

Then the minimum travel distance should
be <minimum_distance>

And the maximum travel distance should
be <maximum_distance>



Summary



What is Agile software development?

Scrum values, roles, events,
artifacts, workflow

Analogy between Agile concepts
and BDD concepts

From an Agile epic to BDD scenarios

