

TEST DRIVEN DEVELOPMENT

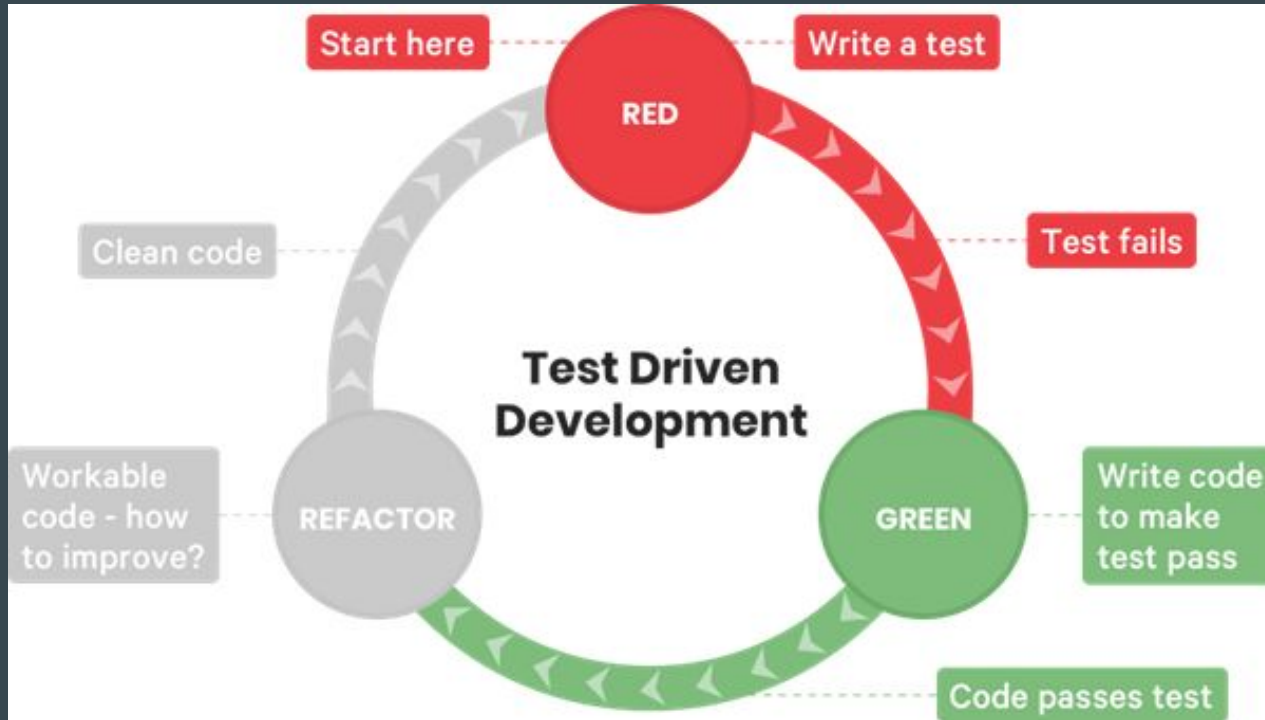


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WHY?

HOW?

BASIC CYCLE



FUNDAMENTAL PRINCIPLES

- Think about what you are trying to do
- Keep it simple
- Follow the TDD cycle
- Continuously make small and incremental changes
- No one can make a change that breaks the system
- Failures are addressed immediately

TOOLS

- JUnit for unit testing

Unit testing is a modular approach followed in testing, single-single functionality or part of the code tested without waiting for the other code to be completed.

-from the *Article, Unit testing techniques and best practices.*

- JMeter for Load / Performance testing

Ability to load and performs test on many different applications/server/protocol types, some of them are listed:

- Web HTTP, HTTPS(JAVA, PHP)
- FTP
- Database via JDBC

DEMO

Benefits

- Much less debug time
- Fast feedback
- Code proven to meet requirement
- Development of high quality code
- Shorter development cycles
- Tests are documentation/detailed specification

Disadvantages

- Big time investment
- Additional complexity
- Design impacts
- Continuous tweaking

E-Commerce



How the customer explained it



How the project leader understood it



How the engineer designed it



How the programmer wrote it



How the sales executive described it



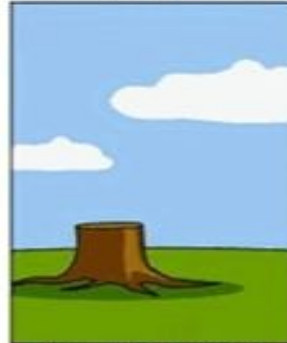
How the project was documented



What operations installed



How the customer was billed



How the helpdesk supported it

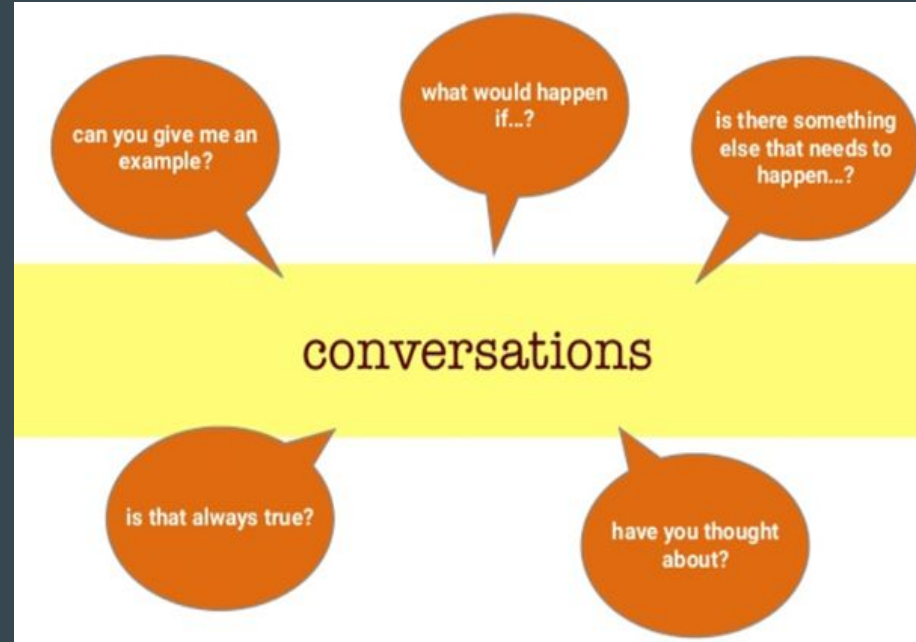


What the customer really needed

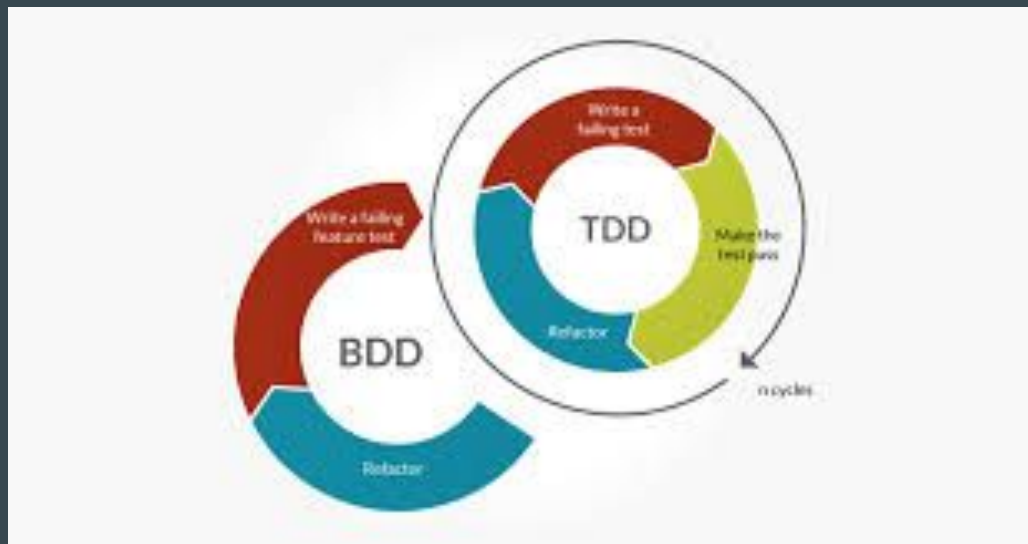
Behaviour driven development

Implementing the software by describing its behaviour from the perspective of its stakeholders and customers.

- **Given** a context
- **When** an event happens
- **Then** an outcome should occur



TDD vs BDD



References

https://en.wikipedia.org/wiki/Test-driven_development

<https://www.browserstack.com/guide/tdd-vs-bdd-vs-atdd>

<https://www.guru99.com/test-driven-development.html>

Thank you