

Lesson 2 Answers

Your first scenario

1 - Reflection questions

1.1 - Keywords

The five Gherkin keywords you've learned are Feature, Scenario, Given, When and Then.

1.2 - Test first

Writing tests first forces you to decide exactly what behaviour you want before you take the time to implement it. This is good feedback for you - if you don't understand something, it will be clear right away.

Also, you can trust the tests, because you've seen it fail once, before you implemented the behaviour. You know that if that implementation ever slips loose, the test should fail again.

1.3 - Ubiquitous Language

Ubiquitous language was coined by Eric Evans in his seminal book, Domain-Driven Design. It means simply: using the same words for stuff. Trying to find a common language that's used everywhere from conversations with business stakeholders, to technical documents, right down to the names of the classes in your code, or the tables and columns in your database. Developing a consistent language smooths communication and reduces the chances of misunderstandings.

Gherkin bridges the divide between business and technical experts. When we described shouty's behaviour in Gherkin, we started to see the appearance of terms in our domain, like people and locations.

1.4 - Sharing State

We used an instance variable (prefixed with @) to share the message string between step definitions.

2 - Exercises

2.1 - TDD

TDD's three parts are:

1. write a failing test
2. make it pass
3. refactor (clean up your mess)

2.2 - Context questions

An example of a new context might be:

Given Lucy is 1km away from Sean

That would result in a different outcome, where Lucy did not hear Sean's message:

Given Lucy is 1km away from Sean

When Sean shouts "Free bagels!"

Then Lucy does not hear Sean's message

You could also have a two-step context, specifying a new business rule about blocking:

Given Lucy is 15m from Sean

But Lucy has blocked Sean

When Sean shouts "Free bagels"

Then Lucy does not hear Sean's message

There are many more examples!

2.3 - Outcome questions

An example of an additional outcome might be:

Given Lucy is 15m from Sean

When Sean shouts "Free bagels"

Then Lucy hears Sean's message

And Sean receives a notification that 1 person has heard his message

I'd want to ask at the three amigos meeting whether shouters need to receive read receipts. What ideas did you have? Write to us at hello@cucumber.pro and let us know!

2.4 - Make it pass

The code for the solution is coming soon. Please stay tuned!