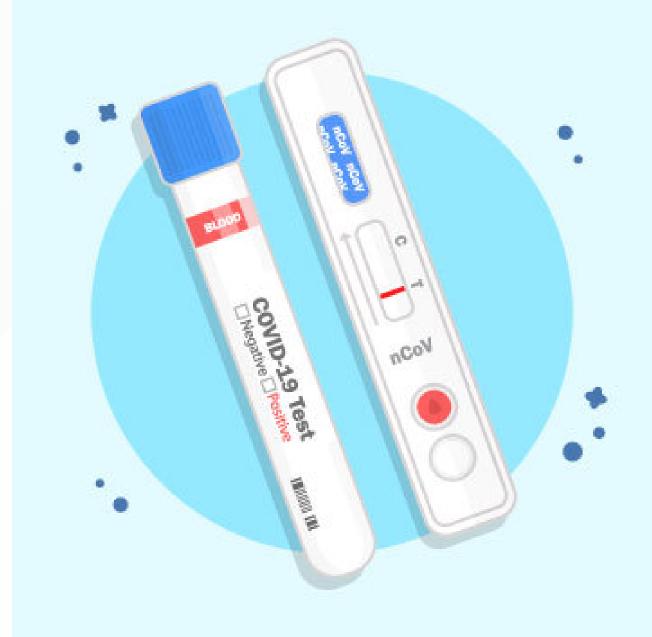
Les Tests



Tester ce n'est pas un peu douter?

Tester ne doit pas être douter!

Définition:

Un test c'est confronter une assertion à une réalité.

Comment peut-on tester notre code ou notre futur code?

Quand ça marche on les met à la poubelle?

Qui écrit les tests?

Ok cool mais est-ce vraiment utile?

Les tests ça **coûte cher**! Ne pas en faire ça **peut** coûter cher...

Tu connais du monde qui en fait ?

Et si ça devenait central?



BDD vs TDD, etc...

Test-driven development (TDD) is a technique of using **automated unit tests** to **drive** the **design** of software and **force** decoupling of dependencies. The result of using this practice is a comprehensive suite of unit tests that can be run at any time to **provide feedback** that the software is **still working**. TDD tools and techniques are usually much more techie in nature

BDD vs TDD, etc...

Acceptance Test Driven Development (ATD) is also less commonly designated as Story test Driven Development (STDD). It is a technique used to bring customers into the test design process before coding has begun. It is a collaborative practice where users, testers, and developers define automated acceptance criteria. ATDD helps to ensure that all project members understand precisely what needs to be done and implemented.

BDD vs TDD, etc...

Behavior-Driven Development (BDD) combines the general techniques and principles of TDD with ideas from domain-driven design. BDD is a design activity where you build pieces of functionality incrementally guided by the expected behavior. BDD is usually done in very English-like language helps the Domain experts to understand the implementation rather than exposing the code level tests. It's usually defined in a GWT format: GIVEN WHEN & THEN.

Keep calm et on va commencer petit

Les tests unitaires! Késako?

Ca porte bien son nom ^^

Et s'il ne devait **rester** qu'**une seule** chose de tous **nos cours** ça devrait être **celle là**!

