

Welcome to

# TEST DRIVEN DEVELOPMENT

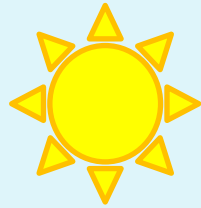
For Testers

**Workshop code available here:**

**[https://github.com/SarahU/  
TDDForTestersWorkshop](https://github.com/SarahU/TDDForTestersWorkshop)**

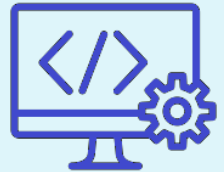
# Who am I?

## SARAH



From Johannesburg, South Africa

Developer +/- 7 years



Software Product Development  
is a Team Sport



# TEST DRIVEN DEVELOPMENT

*For Testers*

*Sarah Usher*



**@SARAHNUSHER**

**#AGILEOTB**

**@AGILEONTHEBEACH**



# RECIPE

*Quick dose of theory*

*Splash of code*

*Sprinkling of insights*

Rediscovered



Kent Beck

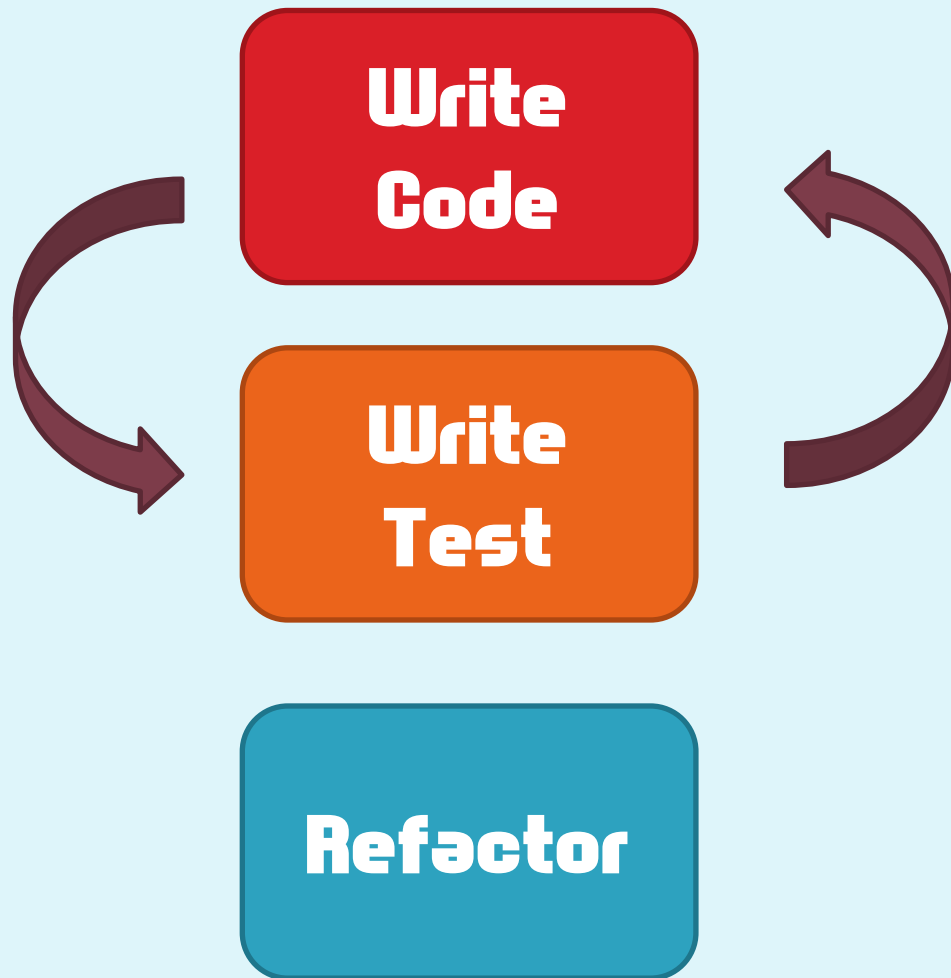
# CODE FIRST

**Write  
Code**

**Write  
Test**

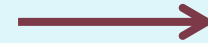
**Refactor**

# CODE FIRST



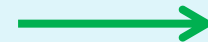
# TEST FIRST

**Write  
Test**



See Test Fail

**Write  
Code**



*See Test Pass*

**Refactor**



So,

what *kinds of tests*  
are we talking  
about here?

# TYPES OF TESTS



## **Unit and Integration Tests**

*Developer TDD*



## **Acceptance Tests**

*Acceptance TDD*

# TYPES OF TESTS



## Unit and Integration Tests

*Developer TDD* —————→ **Developers**



## Acceptance Tests

*Acceptance TDD* —————→ **Testers /  
Business Analysts /  
Product People**

# TYPES OF TESTS



## **Unit and Integration Tests**

*Developer TDD*

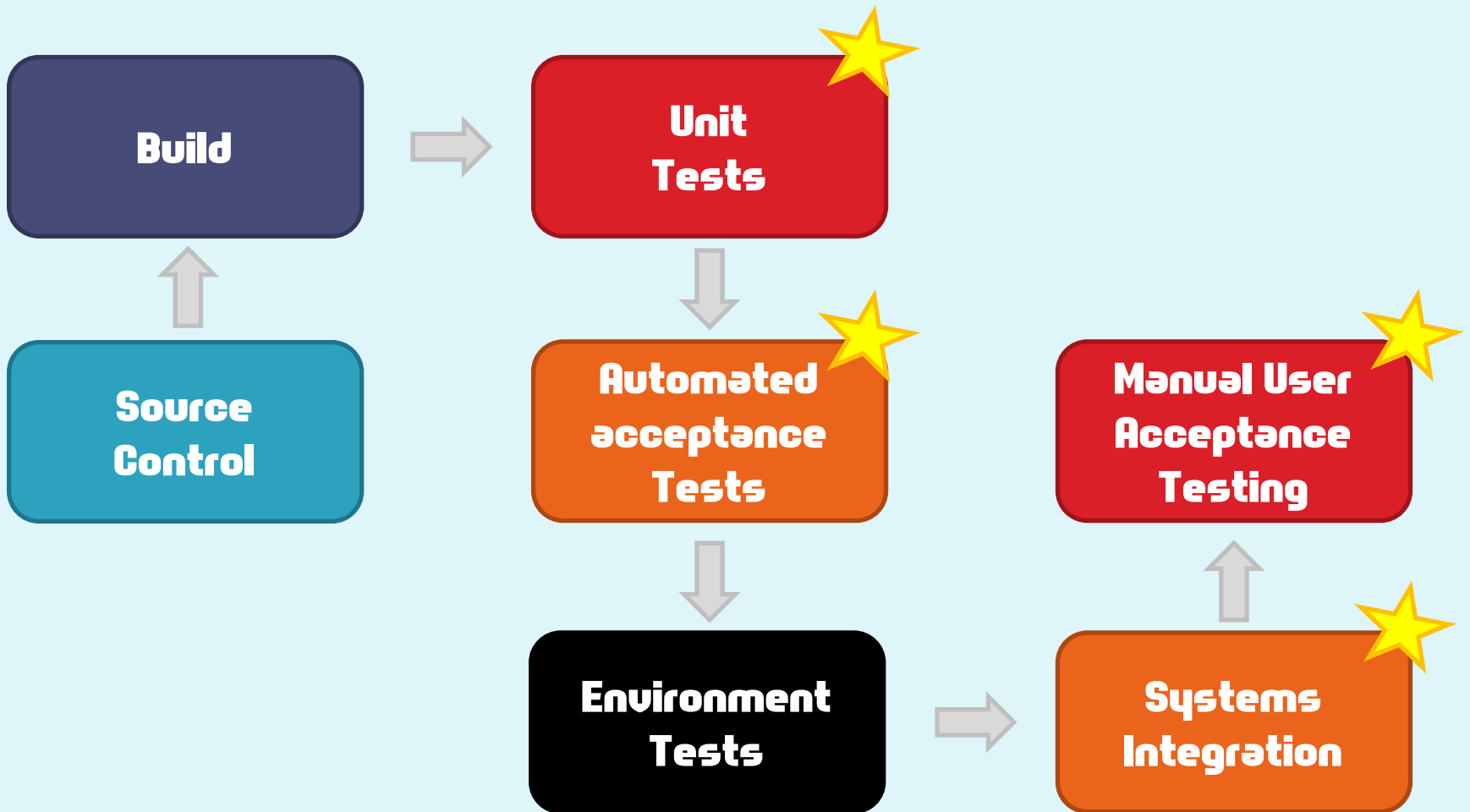


## **Acceptance Tests**

*Acceptance TDD*

- \* End-to-End Tests – through all layers**
- \* Functional & non-functional tests at any layer**

# PIPELINE



★ Let's see the difference ★

UNIT

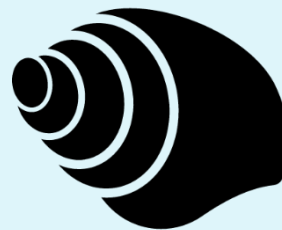
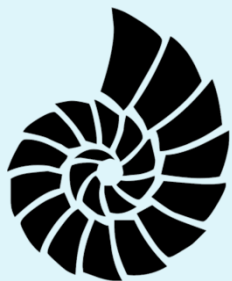
VS

INTEGRATION

VS

ACCEPTANCE

*Yay, Code!*



# QA VS DEV USE OF TDD



## Devs

Write **unit** & **integration** tests to drive the design of code interfaces:

Test Driven *Design*



**QAs ?**



*Developers* are very, very good at abstraction. If you give us half a problem, we'll come up with the whole solution. In fact, we're so good at this, we won't even notice that we've only got half the problem.

We're "**solution space**" people. Our job is to solve problems.

*Testers*, on the other hand, are "**problem space**" people.

They're the ones who ask, "What about X? Or Y? Have you thought about Z?"

They know how to break our code before we've even written it.

If we're really nice to them, they'll tell us.

Their job is to **understand the problem backwards**.


# QA VS DEV IN TESTING

## QAs

- Upfront acceptance criteria ie. BEFORE any code is written – automated if possible (dependant on production code and test automation tooling in use)
- Focused solely on the potential problems / user paths – can determine edge cases, unlikely but possible scenarios, etc...
- Free to be creative and explore the software
- Write tests for issues discovered by users

# QA VS DEV IN TESTING

## **Both (ideally whole team)**

- Redundancy is not a bad thing but don't repeat tests unnecessarily – more to clean up later
- Be aware of different tools 

# QA VS DEV IN TESTING

## Both (ideally whole team)

- Redundancy is not a bad thing but don't repeat tests unnecessarily – more to clean up later
- Be aware of different tools



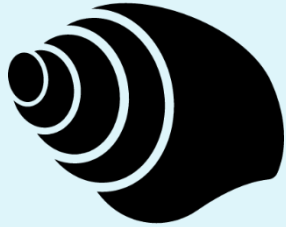
ie:

Put the right tests  
in the right places



*Set your QA free  
from manual  
regression testing*





*Thank you!*



**@SARAHNUsher**

**#AGILEOTB**

**@AGILEONTHEBEACH**



# SOURCES/READING

- <https://www.quora.com/Why-does-Kent-Beck-refer-to-the-rediscovery-of-test-driven-development-Whats-the-history-of-test-driven-development-before-Kent-Becks-rediscovery>
- <https://softwareengineering.stackexchange.com/questions/258311/if-we-have-tdd-and-bdd-why-do-we-need-qa-for/258316>