BEHAVIOR-DRIVEN DEVELOPMENT WITH RSPEC, CUCUMBER AND FRIENDS

David Chelimsky



The RSpec Book

Behaviour-Driven Development with RSpec, Cucumber, and Friends

David Chelimsky

with Dave Astels, Zach Dennis, Aslak Hellesøy, Bryan Helmkamp, and Dan North

Foreword by Robert C. Martin (Uncle Bob)

Edited by Jacquelyn Carter

The Facets

of Ruby Series



The RSpec Book

Behaviour-Driven Development with RSpec, Cucumber, and Friends

David Chelimsky

with Dave Astels, Zach Dennis, Aslak Hellesøy, Bryan Helmkamp, and Dan North

Foreword by Robert C. Martin (Uncle Bob)

Edited by Jacquelyn Carter

The Facets

of Ruby Series

DAVID CHELIMSKY

Lead developer/maintainer of RSpec

Contributor of Cucumber and Rails

Software Engineer at DRW Trading Group



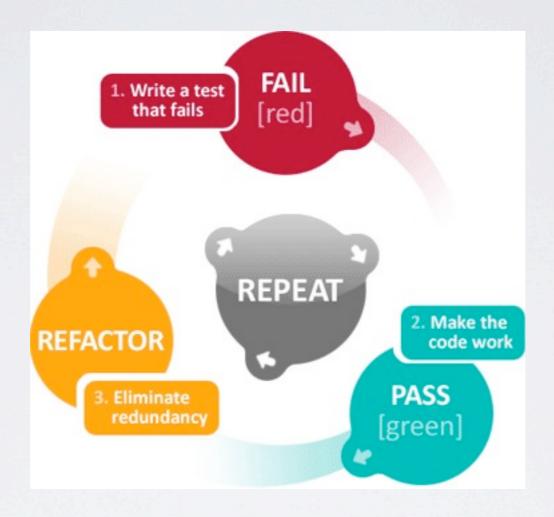
Test-Driven Development

Kent Beck, 2003 @KentBeck



practice that involves writing tests before writing the code being tested

- I. Begin by writing a very small test for code that does not yet exist
- 2. Run the test (naturally it fails)
- 3. Write just the enough code to make that test pass No more





The idea of unit testing that often leads new TDDers to verify things such as making sure that a **register()** method stores a **Registration** in a collection and that collection is specifically an **Array**

esse nível de detalhe

This sort of detail in a test creates a **dependency** in the test on the **internal structure** of the object being tested.

This dependency means that if other requirements guide us to change the **Array** to a **Hash**, this test will fail

even though the **behavior** of the object hasn't changed.





This brittleness can make test suites much more **expensive to maintain** and is the primary reason for test suites to become **ignored** and, ultimately, **discarded**.

Behavior Driven Development

Dan North, 2003 @tastapod





BDD puts the focus on **behavior** instead of structure

The problem with testing an object's internal structure is that we're testing what an **object is** instead of **what it does**.

What an object does is significantly more important.

Stakeholders don't usually care that data is being persisted in an relational database.

"the database" generally mean is that it's stored somewhere and they can get it back.

We believe that most of the problems that software development teams face are communication problems

BDD aims to help communication by **simplifying the language** we use to describe scenarios in which the software will be used



Given some context

When some event occurs

Then I expect some outcome



Given some context

When some event occurs

Then | expect some outcome

BDD triad



Provides a Domain Specific Language with which you can express executable examples of the expected behavior of your code.

BDD is an approach to software development that combines Test-Driven Development, Domain Driven Design and Acceptance Test-Driven Planning.

RSpec helps you do the TDD part of that equation, focusing on the documentation and design aspects of TDD.

Imagine that you were talking to a customer requesting software for her bank. Part of that conversation might well look like this:

You: Describe an account when it is first created. Customer: It should have a balance of \$0.

You: Describe an account when it is first created.

Customer: It should have a balance of \$0.

```
describe Account, "when first created" do
  it "should have a balance of $0" do
    ...
  end
end
```

```
describe Account, "when first created" do
  it "should have a balance of $0" do
    account = Account.new
    account.should be_empty
  end
end
```

```
describe Account, "when first created" do
  it "should have a balance of $0" do
    account = Account.new
    account.should be_empty
  end
end
```

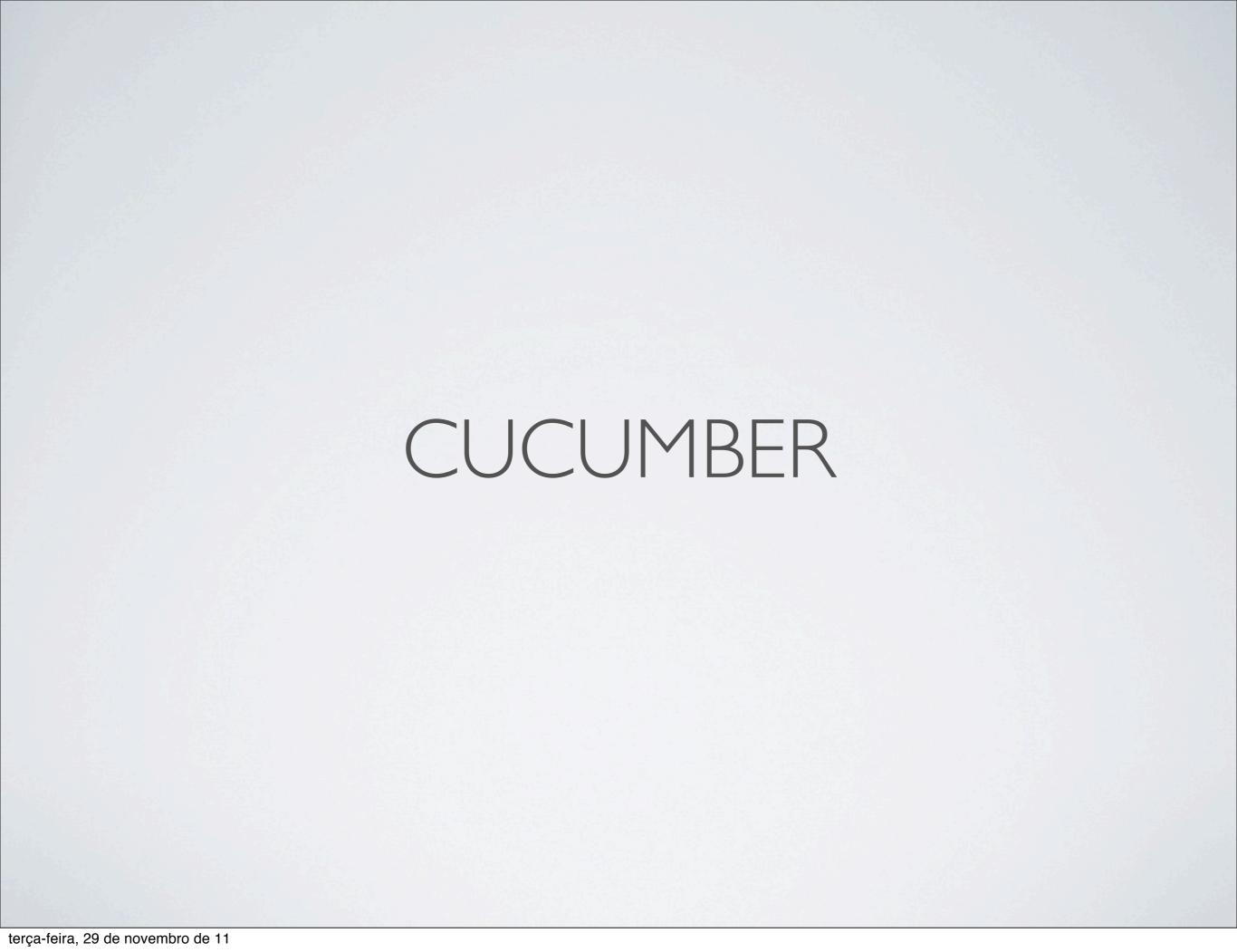
We're talking about the specification of an object, not a system

You could specify application behavior with RSpec

For specifying application behavior, we want something that communicates in broader strokes

only an outline is given, without fine details





CUCUMBER

BDD with elegance and joy



CUCUMBER

BDD is a agile methodology

It takes some of its cues from Extreme Programming

sinais

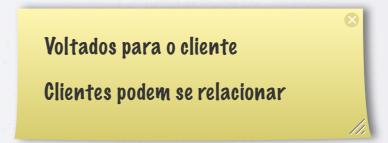
Including a variation if Acceptance Test-Driven Development called Acceptance Test-Driven Planning

ACCEPTANCE TEST-DRIVEN PLANNING

We use customer acceptance tests to drive the development of code

these are the result of a collaborative effort between the customer and the delivery team

they are customer facing and must be expressed in a language and format that customers can relate to



CUCUMBER

Cucumber reads plain-text descriptions of application features with example **scenarios**

uses the scenario steps to automate interaction

CUCUMBER

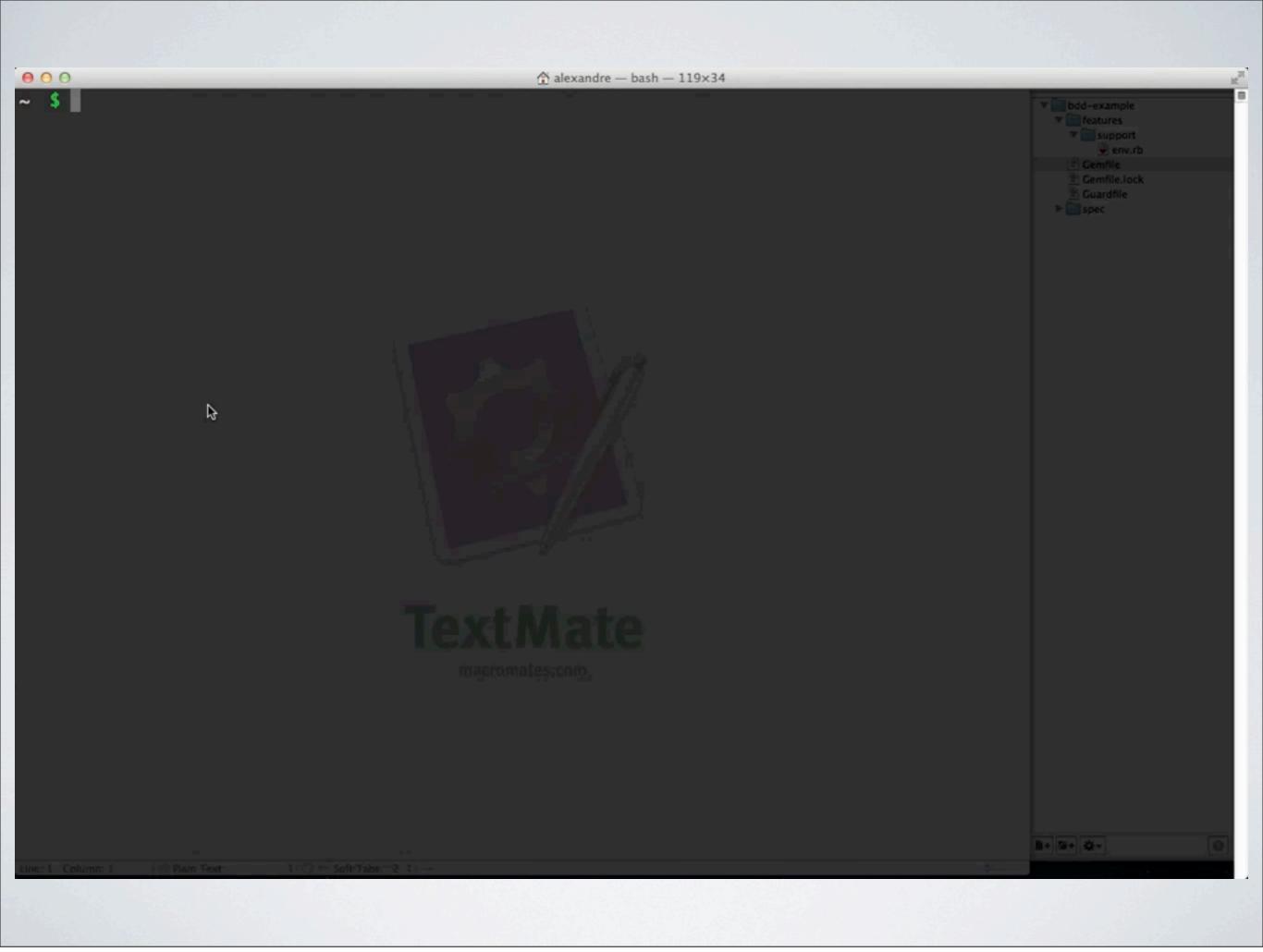
```
Feature: check bank statement online
In order to reduce the time I spend going to the bank
As a bank customer
I want to check my bank statement online

Scenario: check statement
Given I have 5 bank releases
When I get my bank statement
Then I should have my 5 releases sorted by date
```

We use Cucumber to describe the behavior of applications

We use RSpec to describe the behavior of objects





CUCUMBER PT-BR

Funcionalidade: Adição

Para evitar erros bobos Como um péssimo matemático Eu quero saber como somar dois números

Cenário: Adicionar dois números

Dado que eu digitei 50 na calculadora E que eu digitei 70 na calculadora Quando eu aperto o botão de soma Então o resultado na calculadora deve ser 120

JAVA BDD





C++ BDD



