| **BDD** | **TDD** |
| --- | --- |
| Behavior centered development process | Test centered development process |
| BDD tests are written in readable format using Given-When-Then steps | TDD tests are written using programming languages like Ruby, JAVA etc |
| BDD tests are readable by non-programmers | TDD tests are difficult to read by non-programmers |

**Behaviour-Driver Development (BDD):** is a set of practices that that narrow the communication gaps between team members, better understanding of the client requirements in software development.

**It involves PO, BA, Dev team, QA team, stakeholders.**

**Test-Driven Development (TDD):** is a software development technique where automated tests are written before the code. Developers use those tests to drive the development.

**TDD** can be **practiced** at **different levels,** from **acceptance tests** to **unit tests.** The **BDD flavor** of **TDD uses natural language** to **describes tests.** They can be **understood** by **non-technical persons** and are often **based on examples created collaboratively** using **Example Mapping.**

**Example Mapping** is to have conversation to **clarify** and **confirm** the **acceptance criteria.**

**Gherkin** is a simple **syntax** for such **natural language tests** and **cucumber** is the **tool** that **can execute them.**

**Acceptance Criteria:** is set of rules which covers aspects of a system’s behavior.

**Scenario:** an example of a system’s behavior from one or more perspectives.

**User Stories:** are a short description of a features told from the perspective of the person who wants the functionality.