

BSOD

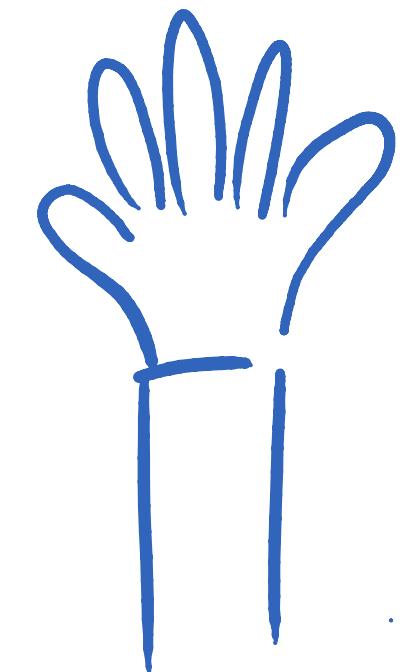
to the point



Nikolas.M@rtens.org

bephug, 7.5.2013

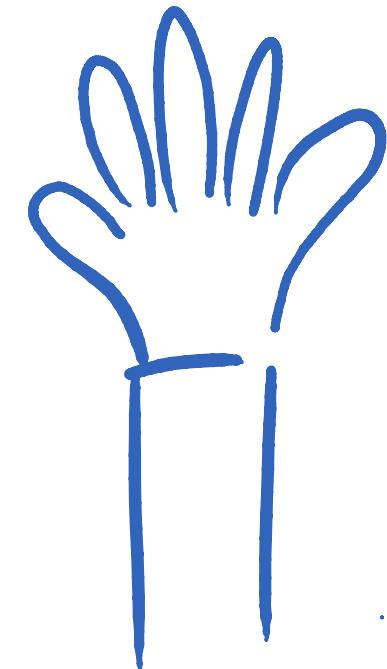
Show some hands



keep  
'em up!

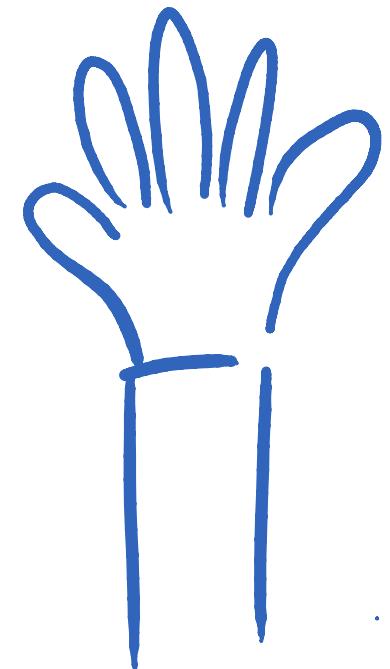
Show some hands

Who... heard of it?



keep  
'em up!

Show some hands

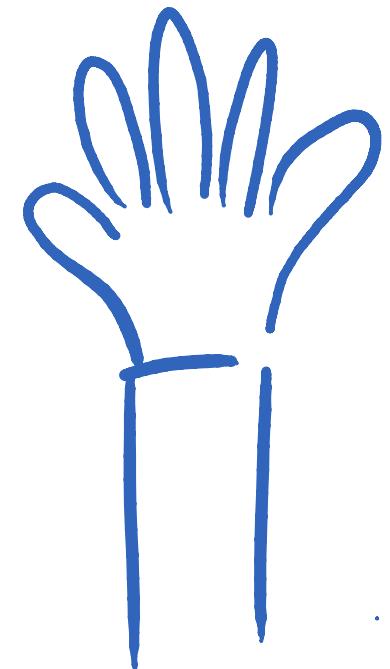


Who... heard of it?

uses it?

keep  
'em up!

Show some hands



Who... heard of it?

uses it?

daily?



keep  
'em up!

What the h#ck is BDD



What the h#\*k is BDD



behavioral  
specification

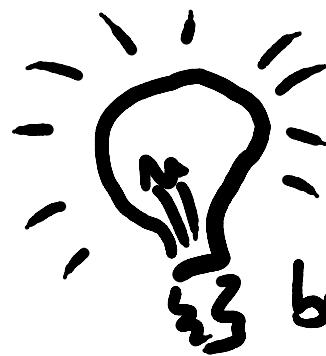
What the h#~~ck~~ is BDD



Like TDD  
but with  $\beta$

behavioral  
rivers  
development

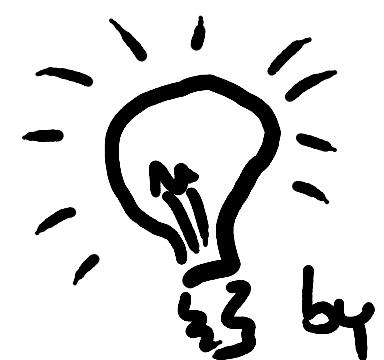
What the h#ck is BDD



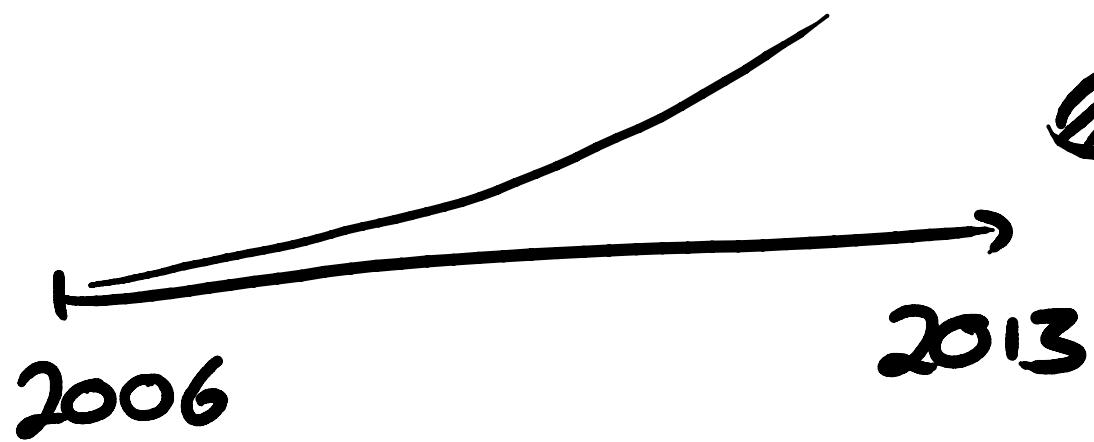
by Dan North



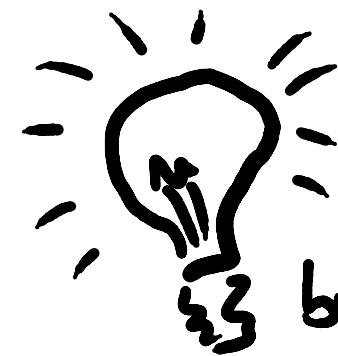
# What the h#ck is BDD



by Dan North



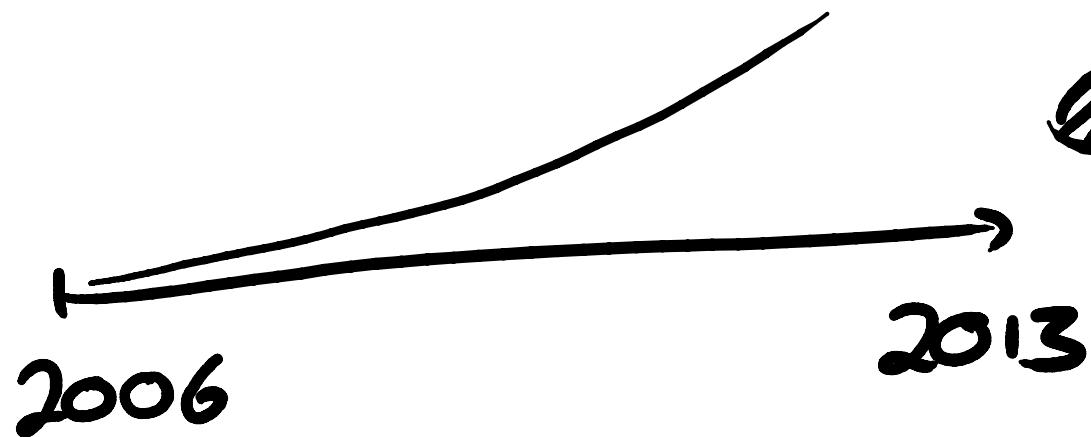
# What the h#\*k is BDD



by Dan North



But  
now?



What is this talk about



What is this talk about

My view

My experience

How I use it



# What is this talk about

My view

My experience

How I use it



To the  
p(○)int



no libraries  
no frameworks  
no tools





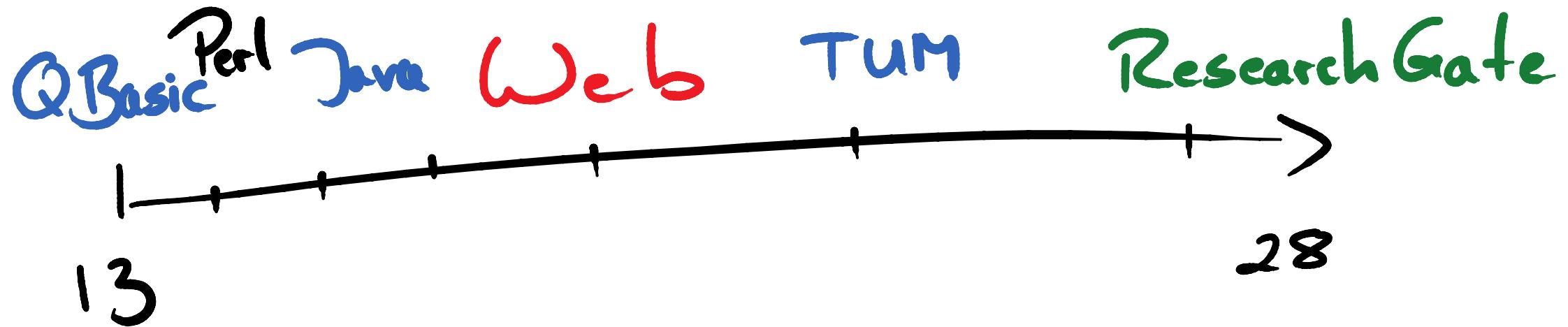
Nikolas.M@rtens.org

<http://rtens.org>



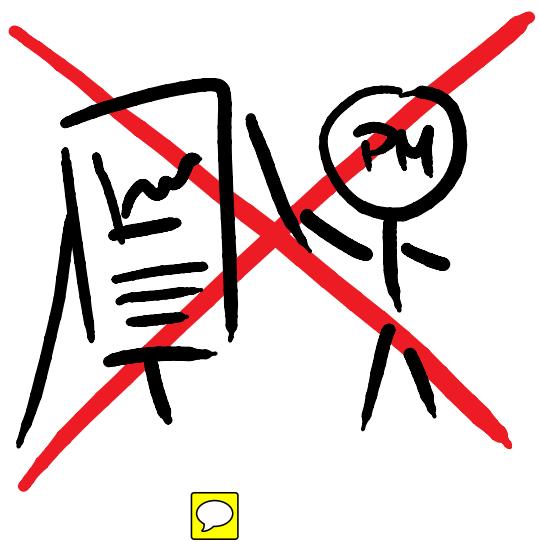
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What is BDD about?

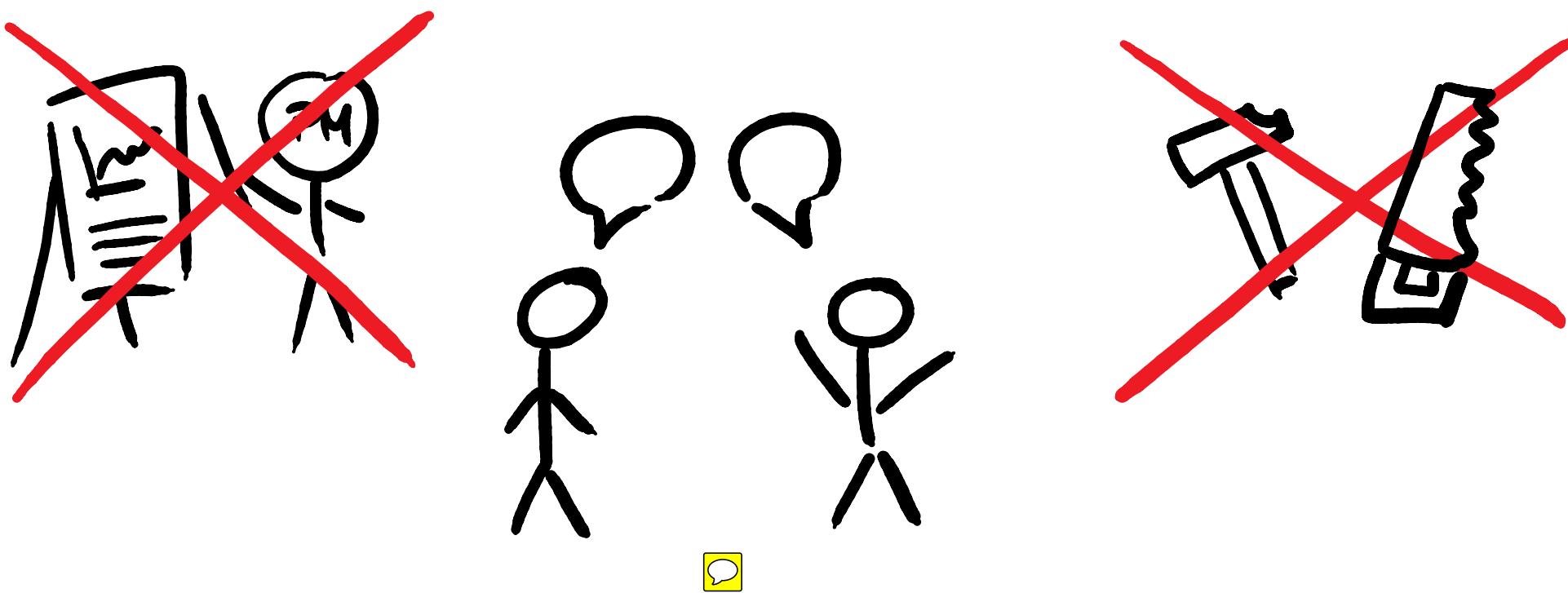
What is BDD about?



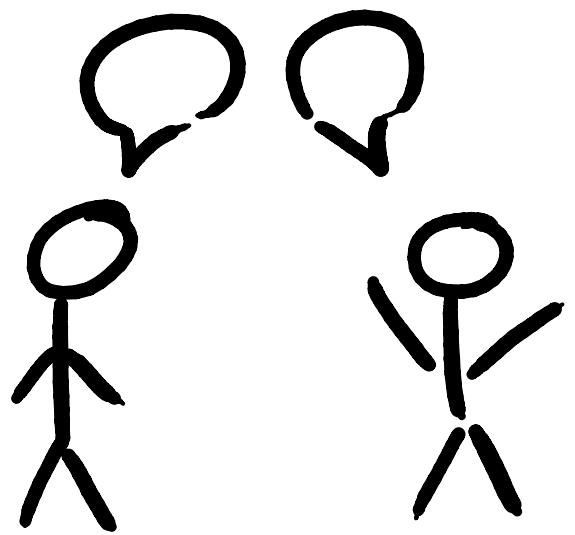
What is BDD about?



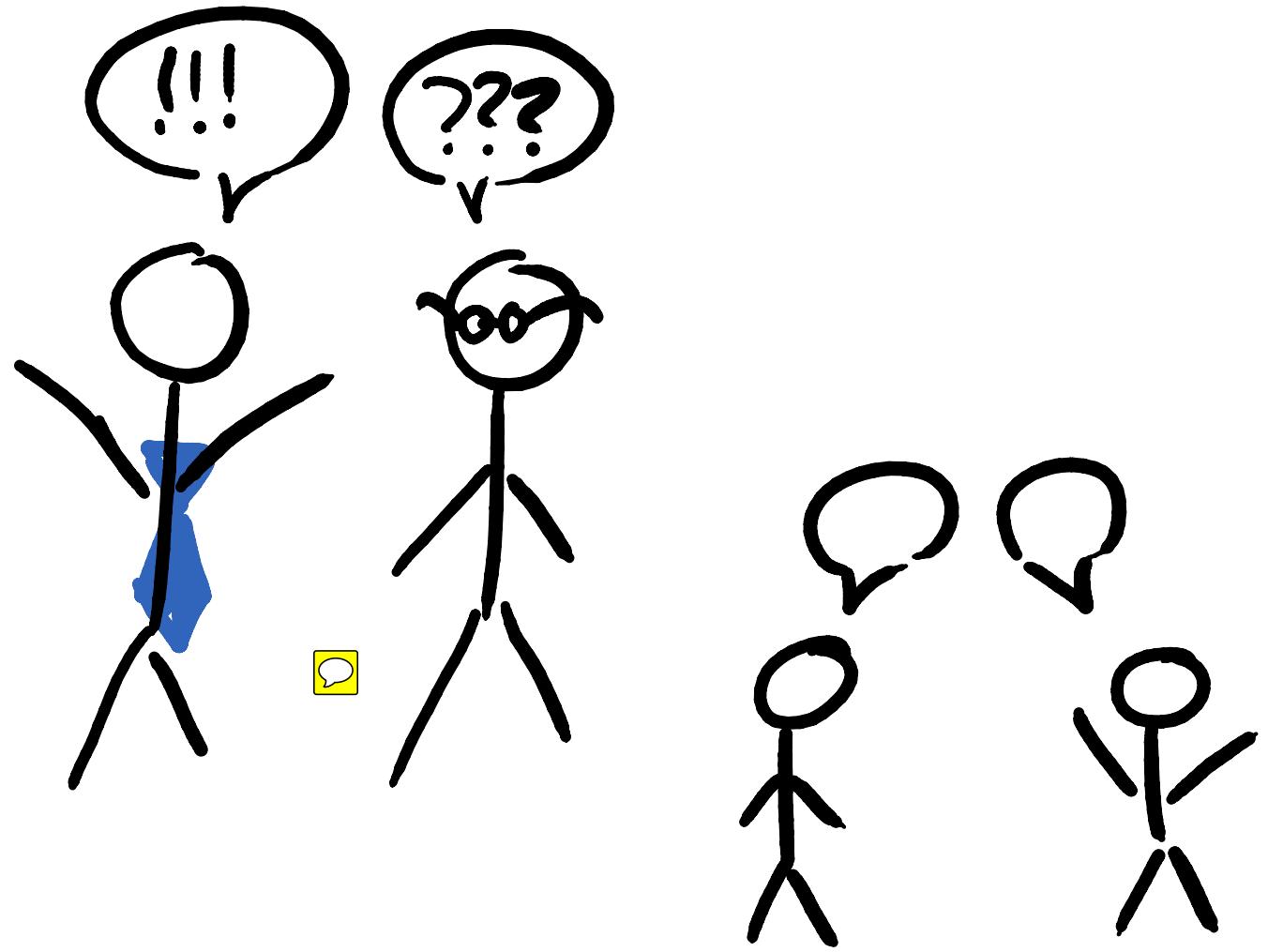
What is BDD about?



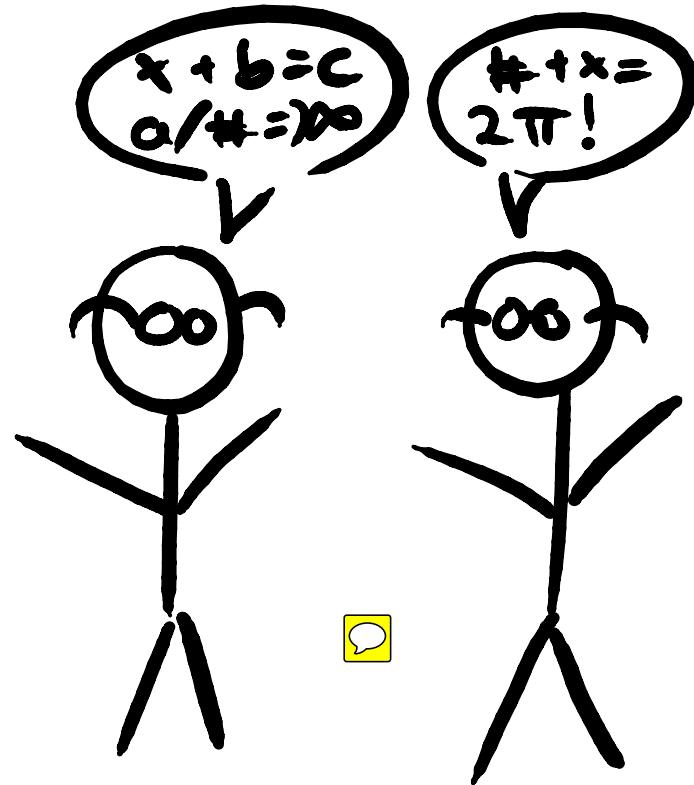
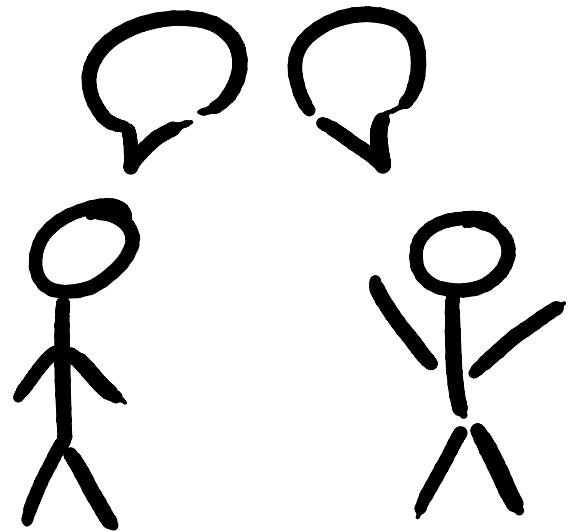
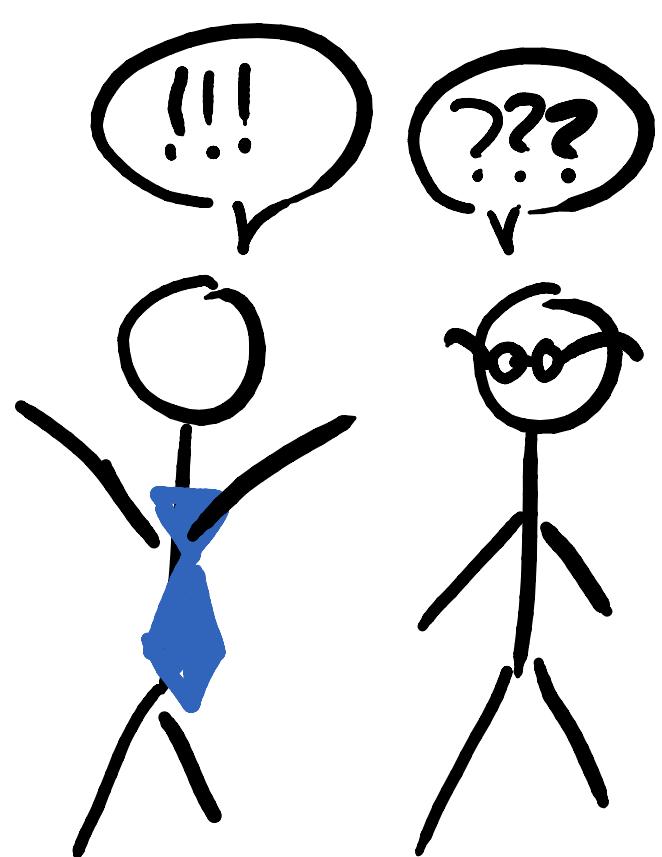
Communication



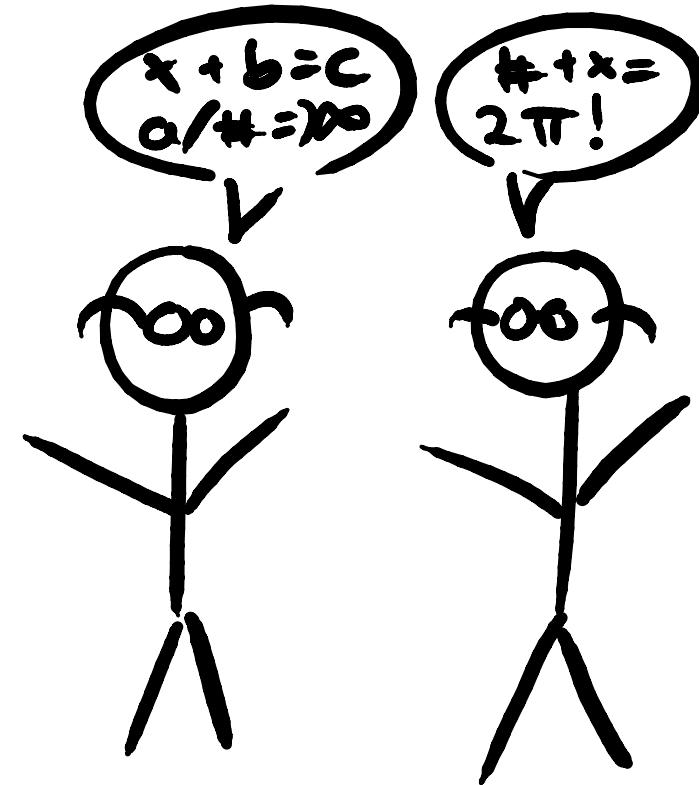
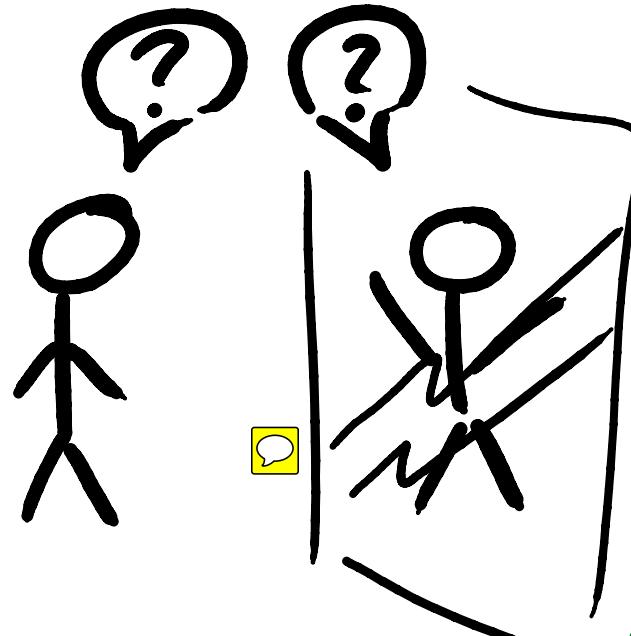
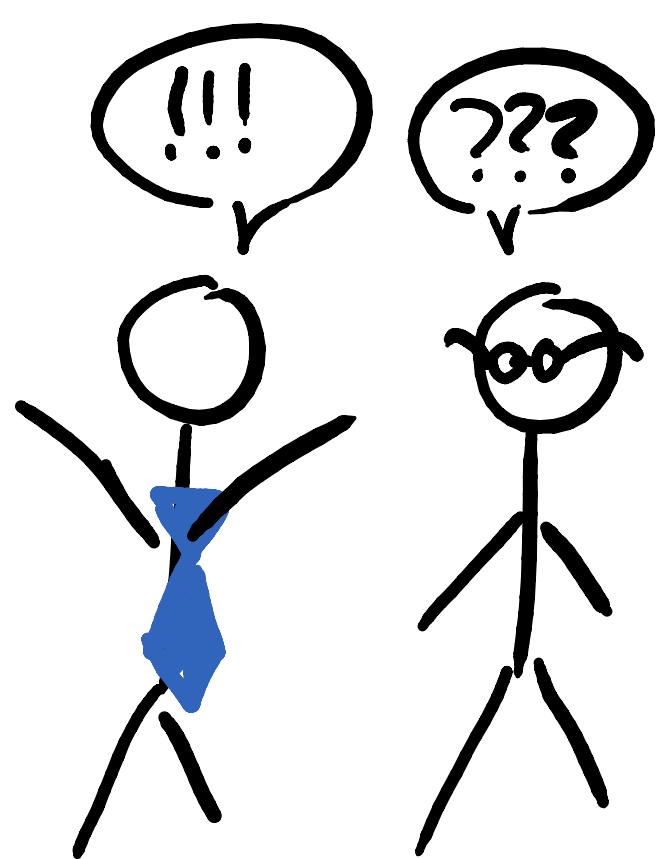
Communication



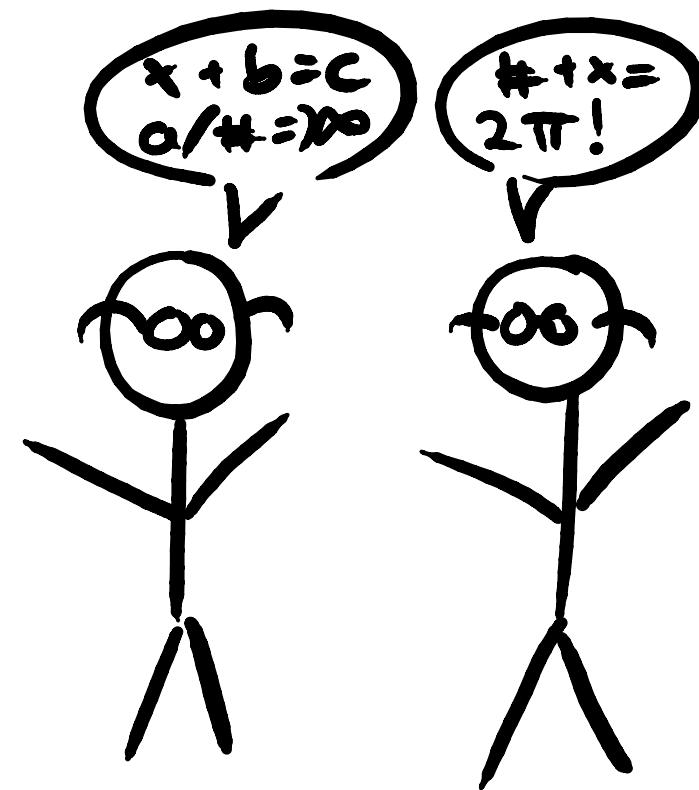
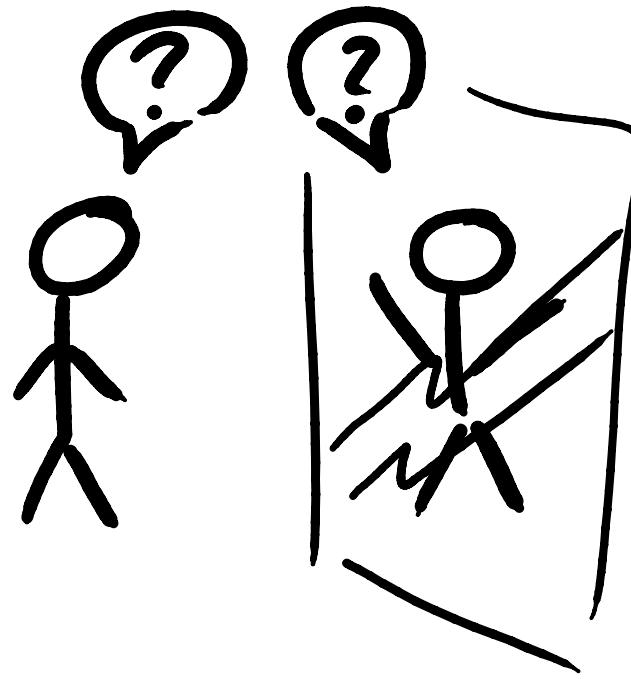
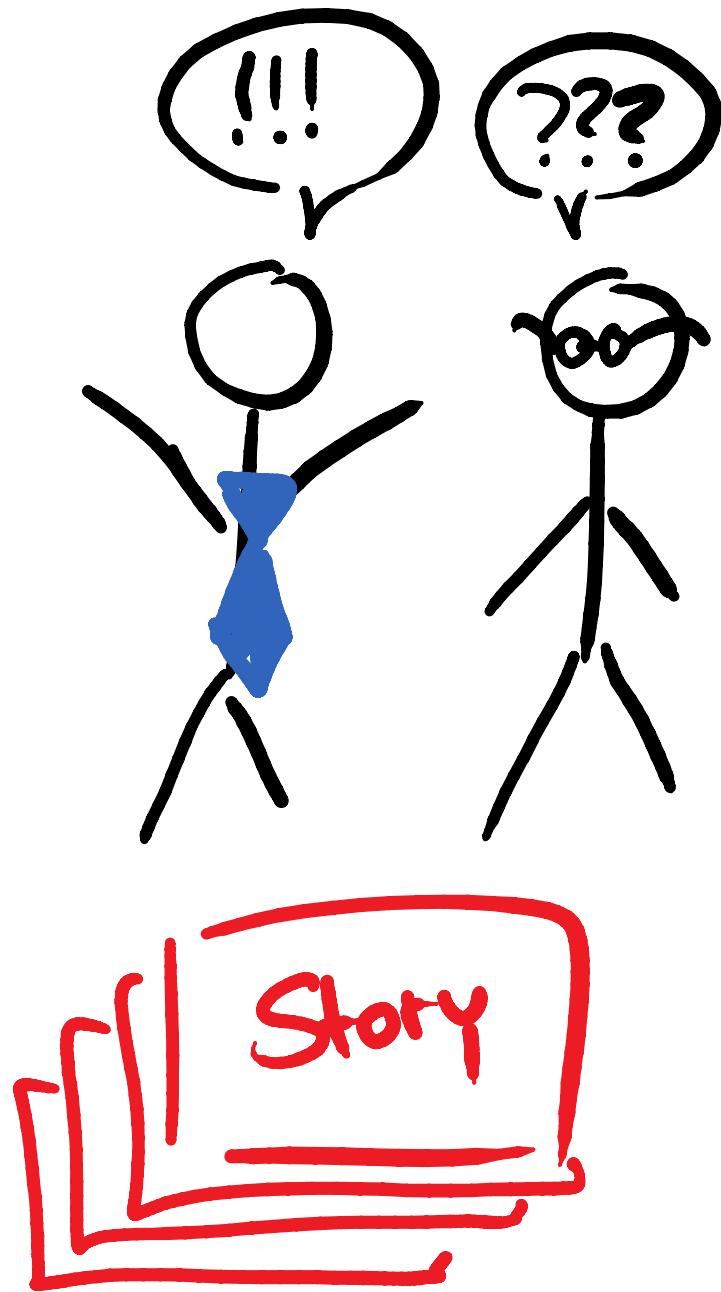
Communication

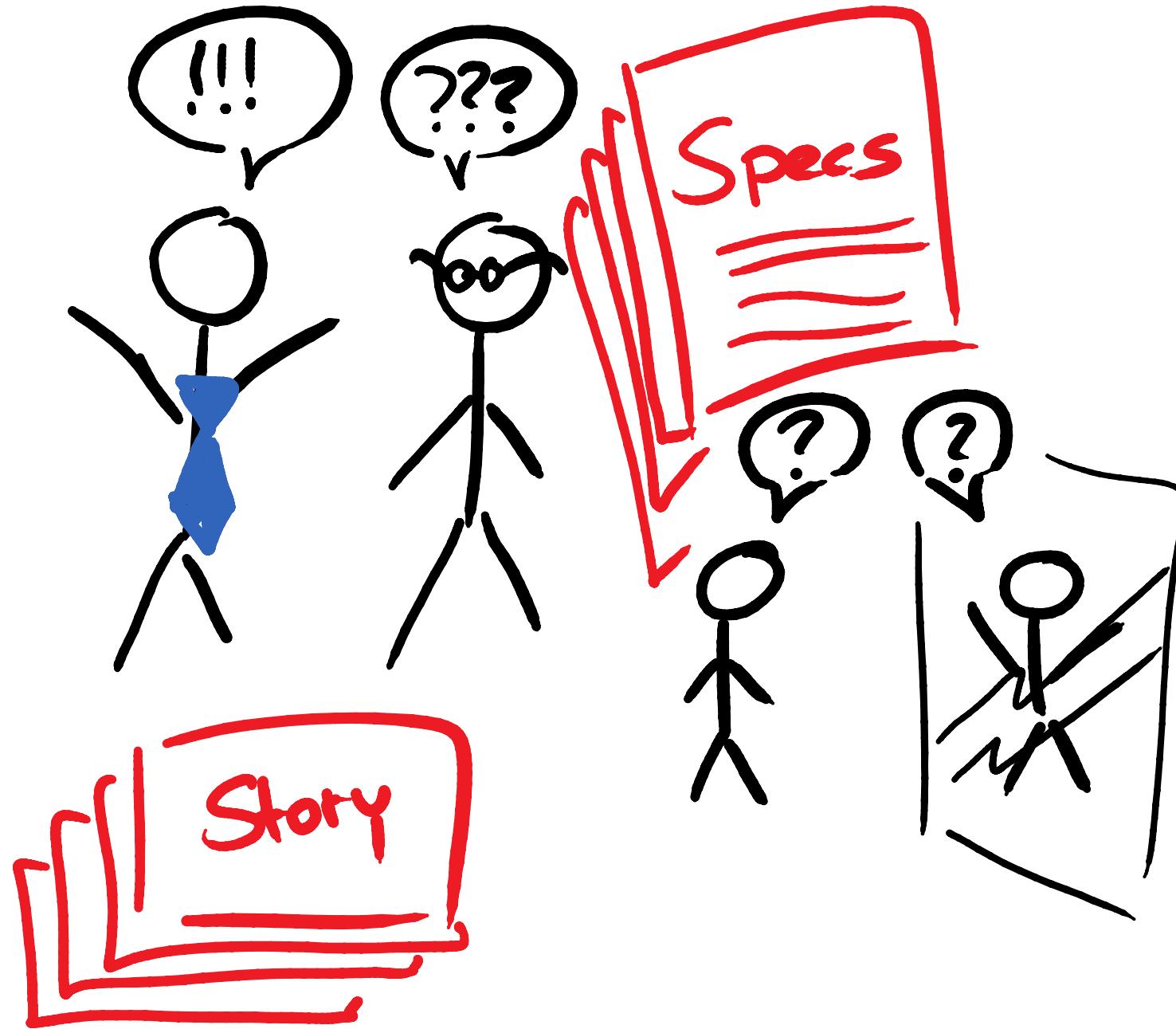


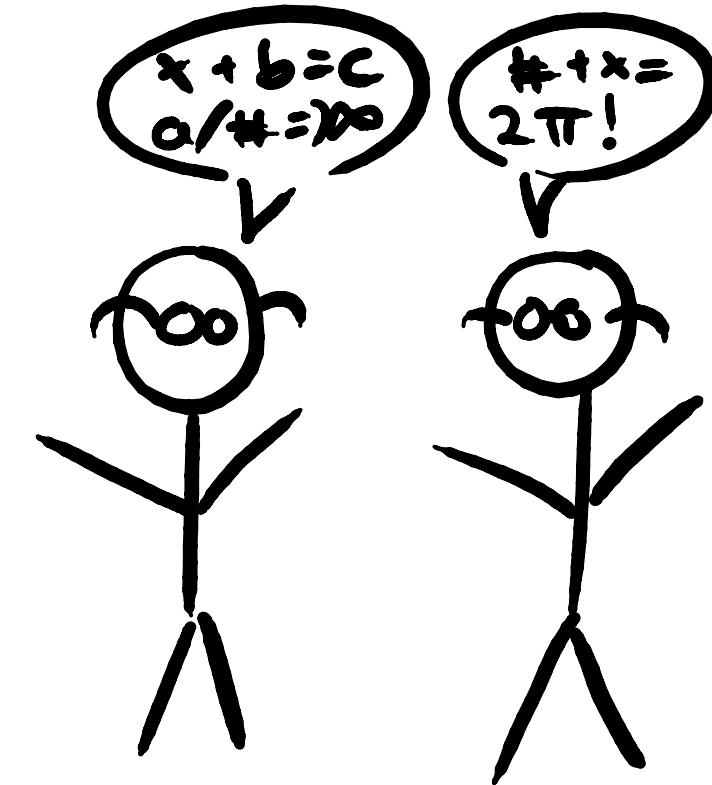
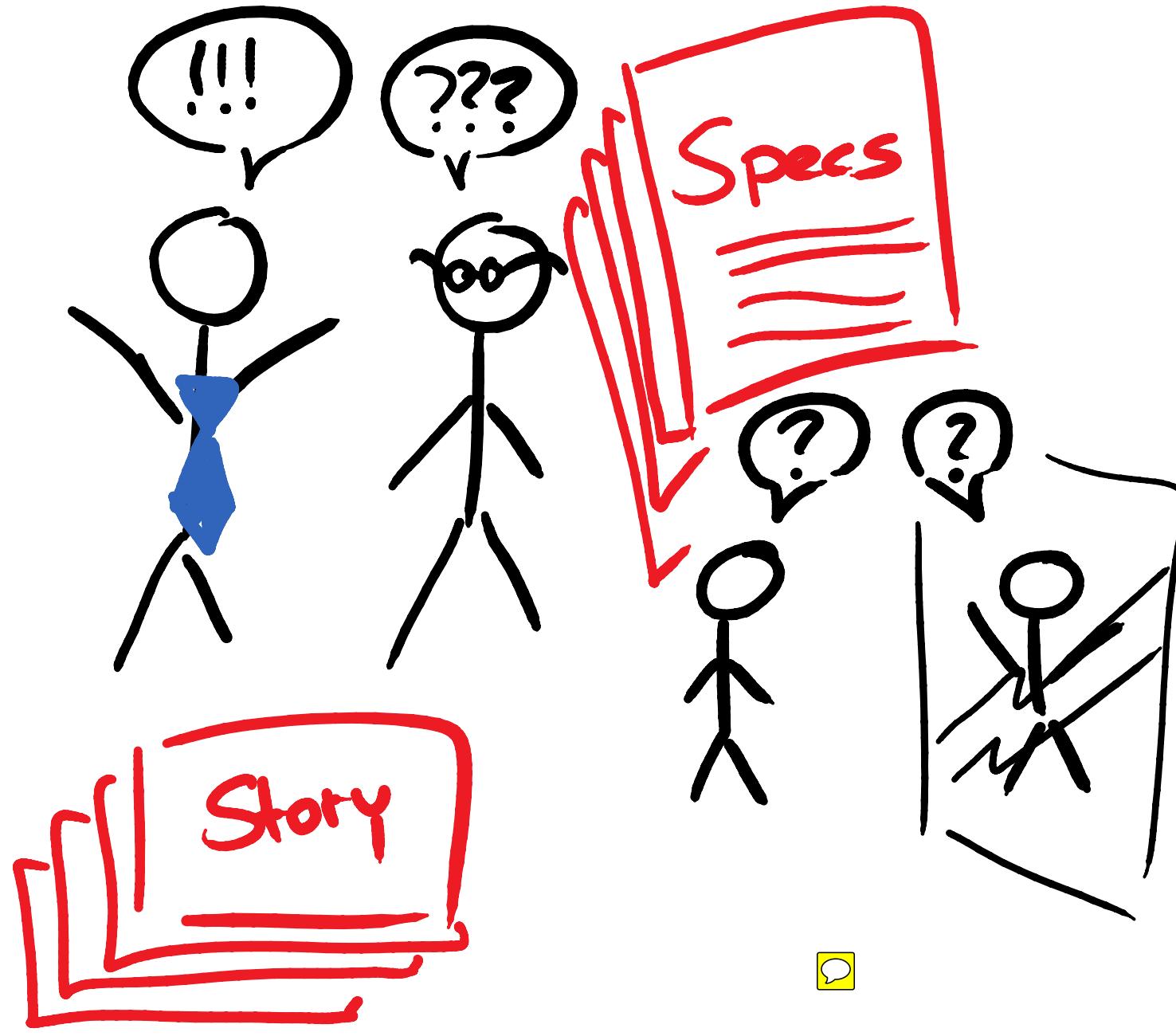
# Communication

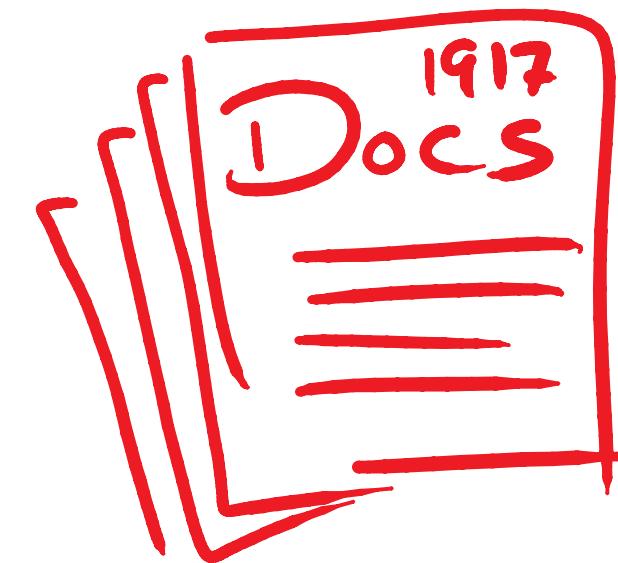
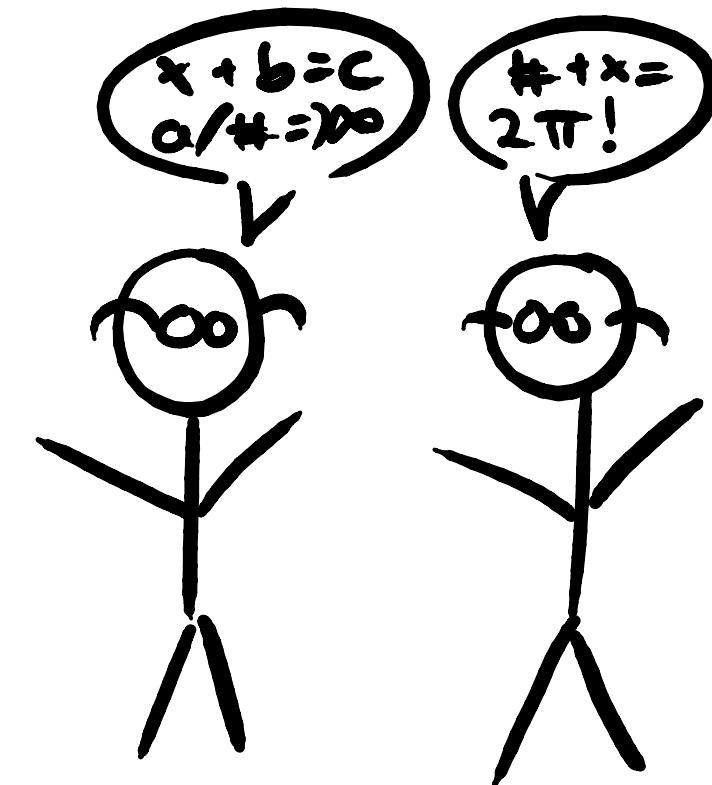
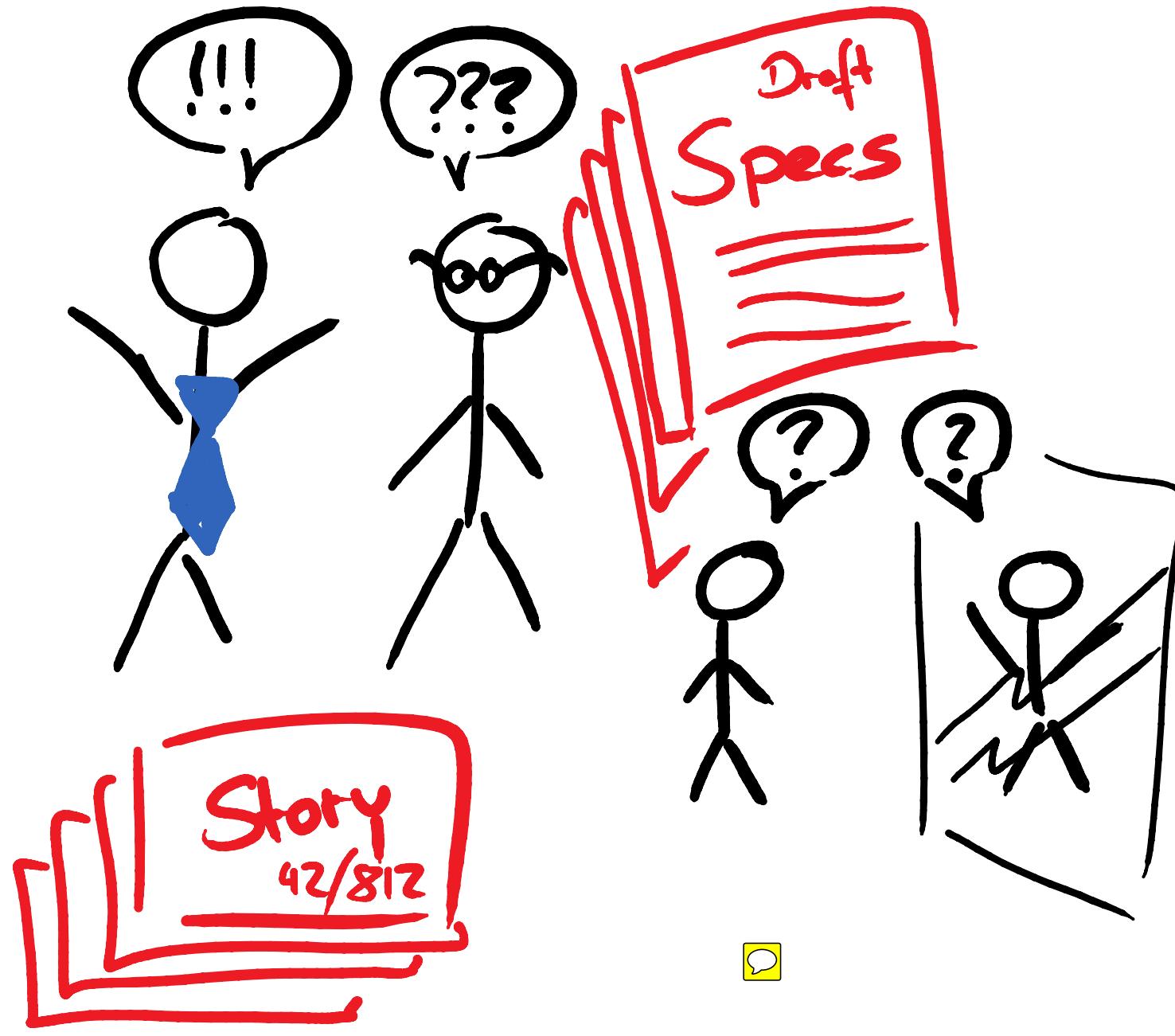


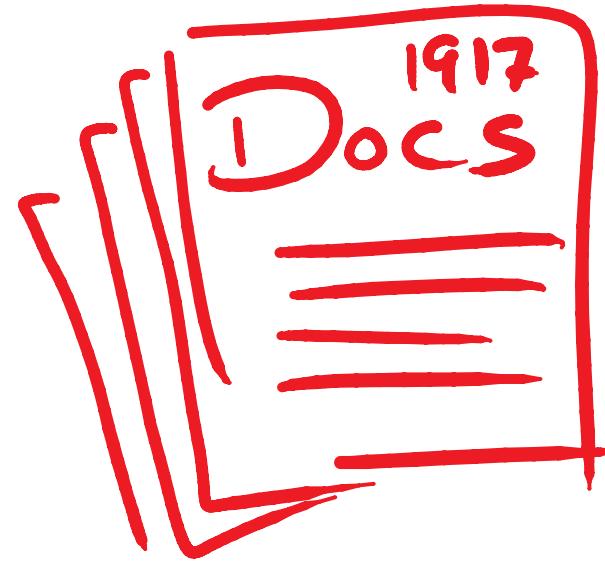
# Communication

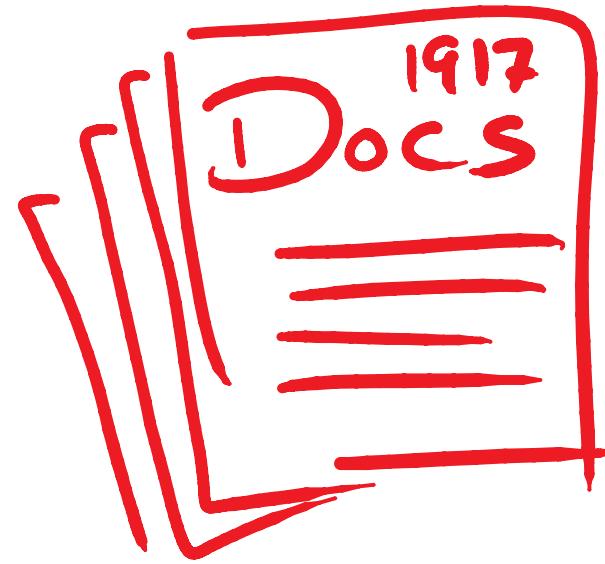
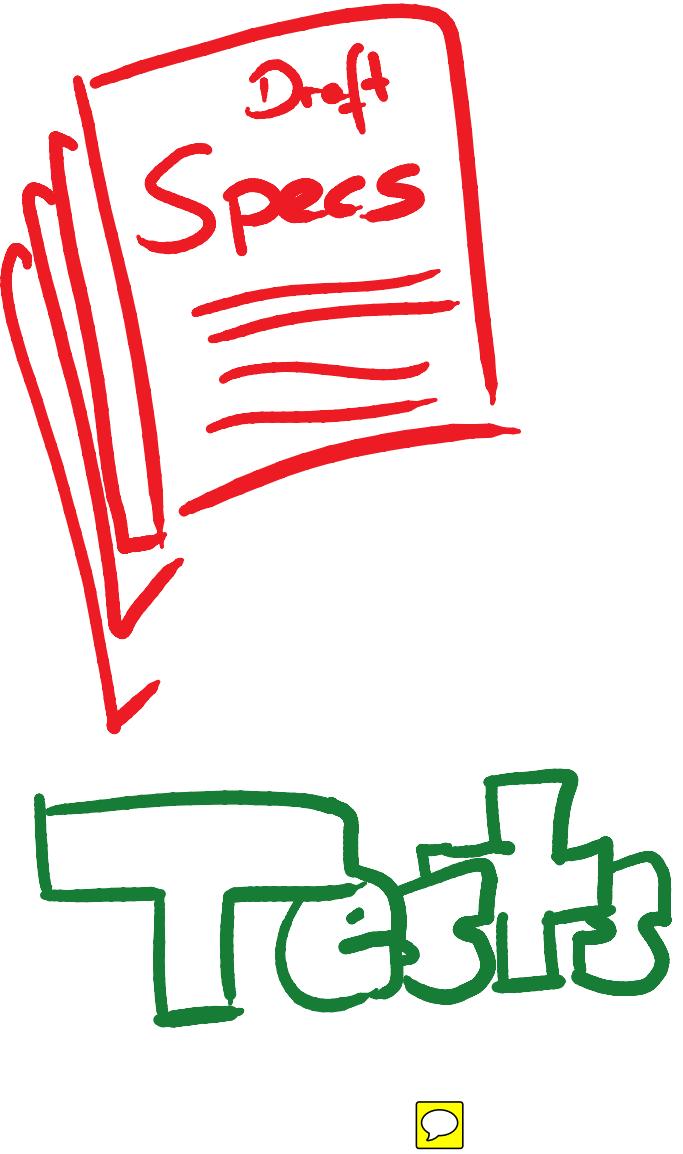


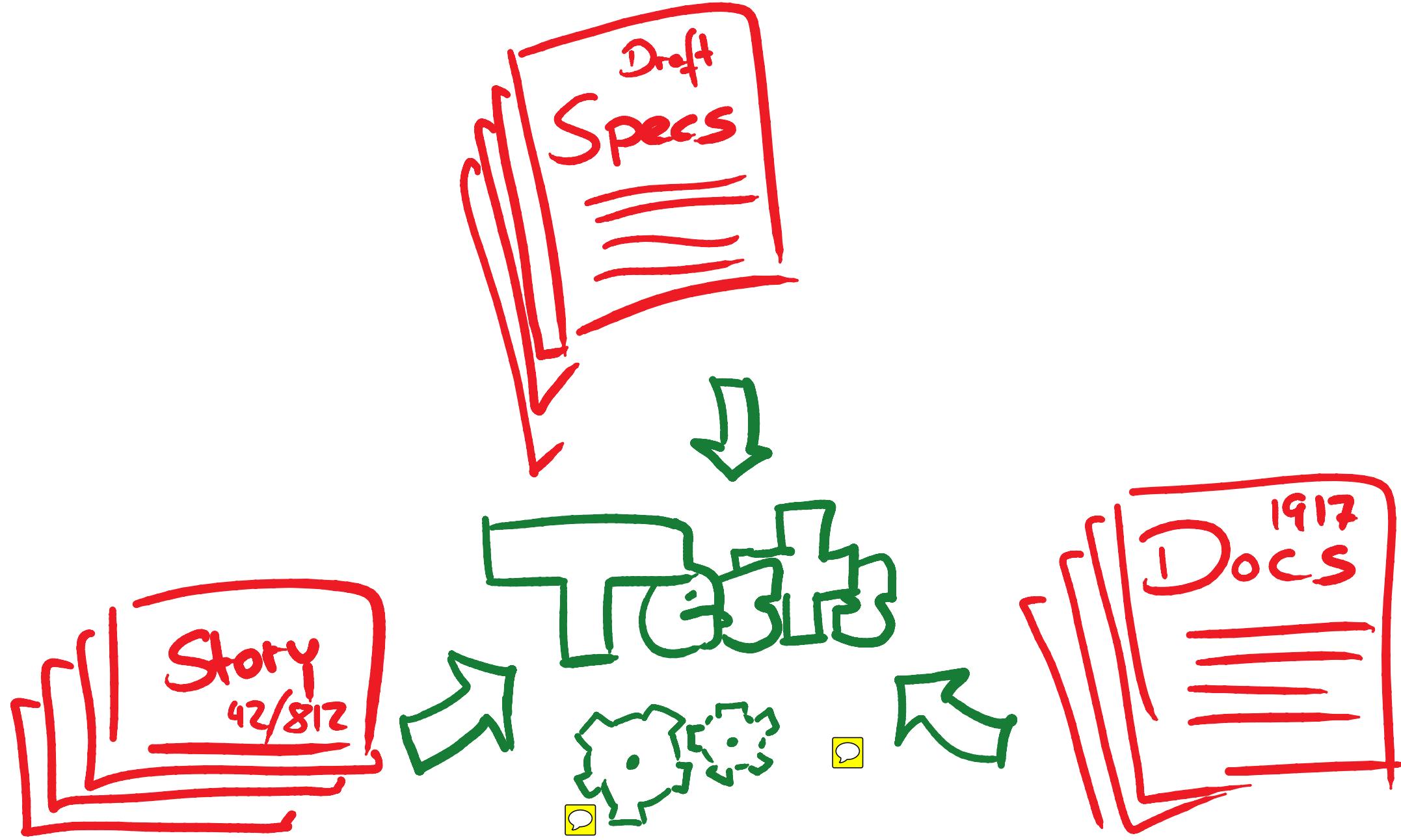


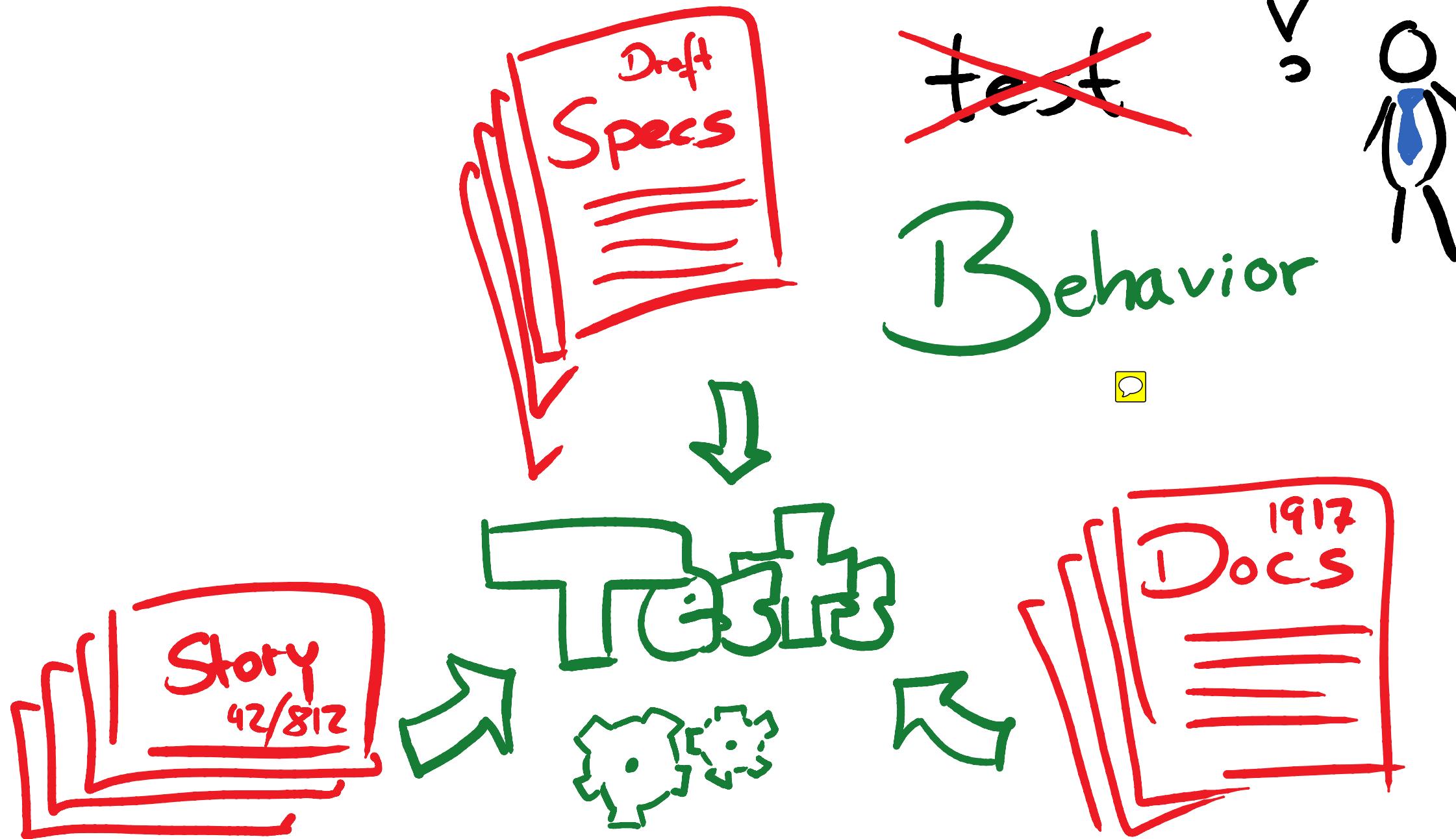










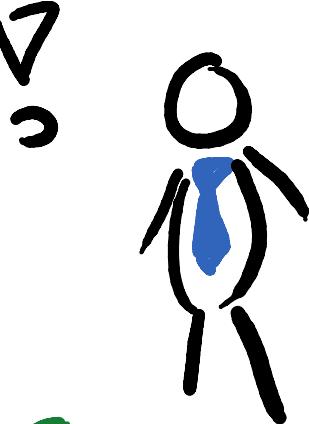


~~PHP~~ ~~JAVA~~ ~~C#~~

Domain  
language



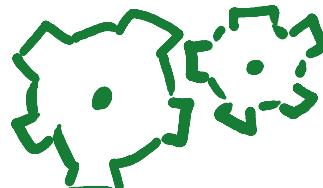
~~test~~



Behavior



Tests



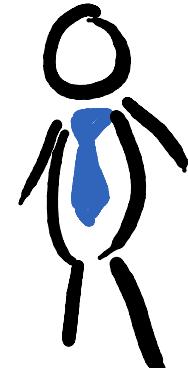
~~PHP~~ ~~JAVA~~ ~~C#~~

Domain  
language

Draft  
Specs

~~test~~

?

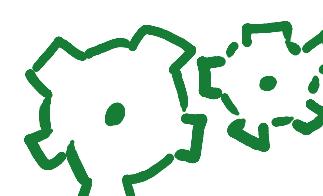


Behavior

BDD

Story  
42/812

Design



1917  
Docs

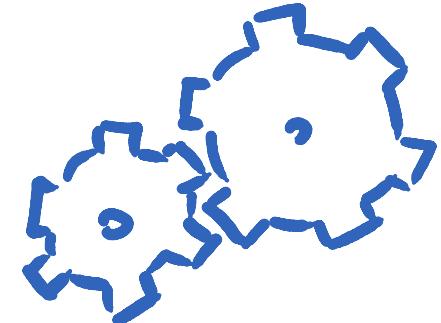
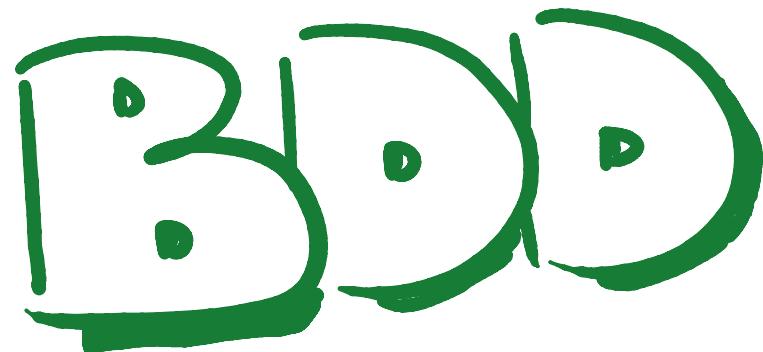
What again?



Domain language

~~Old school  
test~~

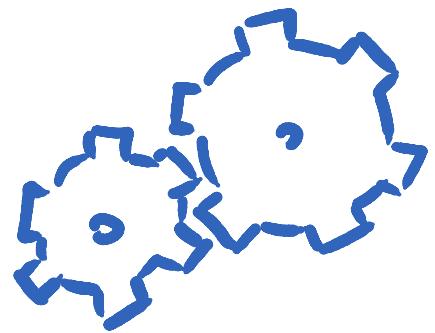
Behavior test



Executable

Domain language

Behavior

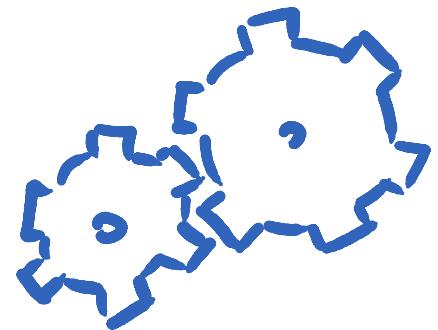


Executable

## Domain language

- everybody understands
- clarifies intentions 
- improves discussion

## Behavior



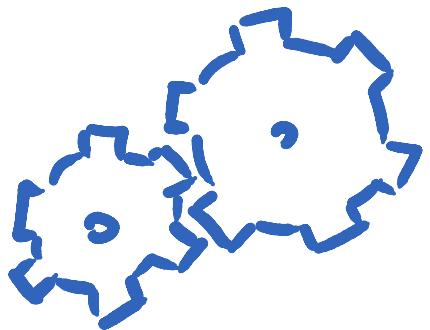
Executable

## Domain language

- everybody understands
- clarifies intentions
- improves discussion

## Behavior

- less technical
- focus on behavior not implementation
- maps business values



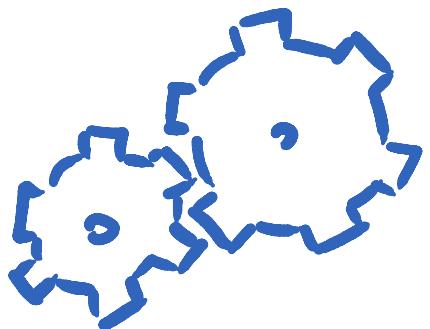
Executable

## Domain language

- everybody understands
- clarifies intentions
- improves discussion

## Behavior

- less technical
- focus on behavior not implementation
- maps business values



Executable

- always up-to-date
- single source of truth
- self-validating

Sounds nice,  
but how...?

Sounds nice,

but how...?

With structure!

Sounds nice,

but how...?

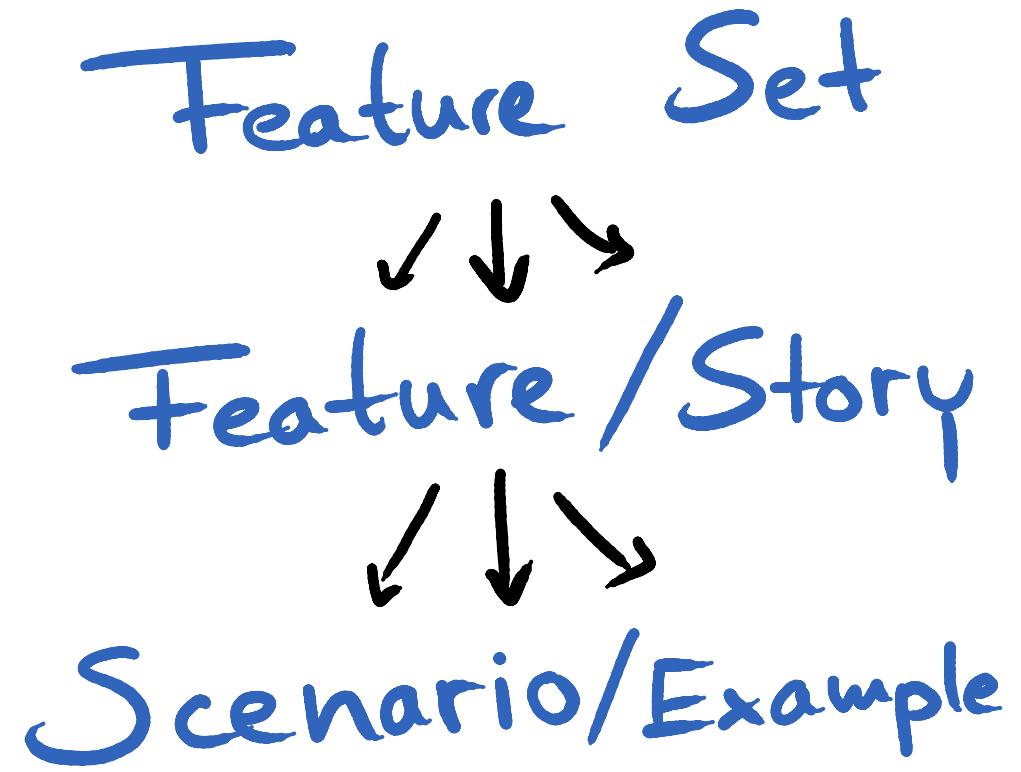
With structure!

Feature Set

Sounds nice,  
but how...?  
With structure!

Feature Set  
↓  
Feature / Story

Sounds nice,  
but how...?  
With structure!



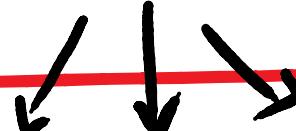
Sounds nice,  
but how...?  
With structure!

business  
cares until  
here

Feature Set

Feature / Story

Scenario / Example



Sounds nice,  
but how...?  
With structure!

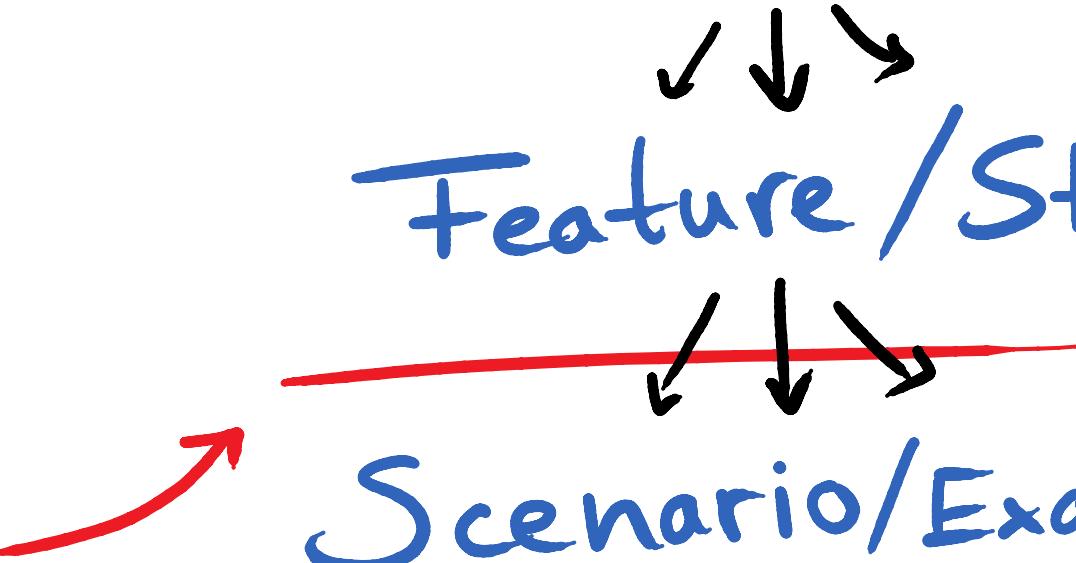
business  
cares until  
here

Feature Set

Feature / Story

Scenario / Example

Step



Sounds nice,  
but how...?  
With structure!

business  
cares until  
here

automate here

Feature Set

Feature / Story

Scenario / Example

Step



Feature Set

Feature / Story

Scenario / Example

Step

Story: Returns go to stock

In order to keep track of stock

As a store owner

I want to add items back to stock when they're returned

Scenario 1: Refunded items should be returned to stock

Given a customer previously bought a black sweater from me

And I currently have three black sweaters left in stock

When he returns the sweater for a refund

Then I should have four black sweaters in stock

Scenario 2: Replaced items should be returned to stock

Given that a customer buys a blue garment

And I have two blue garments in stock

And three black garments in stock.

When he returns the garment for a replacement in black,

Then I should have three blue garments in stock

And two black garments in stock

# Feature Set

## Feature / Story

## Scenario/Example

## Step

**Story:** <short title>

**In order** <business value>  
**As a** <role>  
**I want** <some feature>

Feature Set

Feature / Story

Scenario/Example

Step

**Scenario:** <one sentence  
describing a specific  
example>

Feature Set

Feature / Story

Scenario/Example

Step

Feature Set

Feature / Story



**Given** <context>

**When** <action>

**Then** <assertions>

Scenario/Example

Step

Look, Ma!

No tools!



Feature Set

Feature / Story

Scenario / Example

Step

Package ← Feature Set

Feature / Story

Scenario/Example

Step

Package ← Feature Set

Class ← Feature / Story

Scenario/Example

Step

Package ← Feature Set

Class ← Feature / Story

Method ← Scenario/Example

Step

Package ← Feature Set

Class ← Feature / Story

Method ← Scenario/Example

Method/class ← Step

for real?

for real?



github.com/  
rtens/lacarte

→ spec folder

```
--  
24 class CreateUserTest extends ComponentTest {  
25  
26     public function setUp() {  
27         parent::setUp();  
28         $this->given->theGroup('test');  
29         $this->given->theNextGeneratedKeyIs('myKey');  
30     }  
31  
32     function testSuccess() {  
33         $this->given->theName('Marina');  
34         $this->given->theEmail('M@gnz.es');  
35  
36         $this->when->iCreateANewUserForTheGroup();  
37  
38         $this->then->theUserShouldBeCreated();  
39         $this->then->thereShouldBeAUser('Marina', 'm@gnz.es');  
40         $this->then->theUserShouldHaveAKey();  
41     }  
42  
43     function testEmptyName() {  
44         $this->given->theEmail('some@mail.com');  
45  
46         $this->when->iTryToCreateANewUserForTheGroup();  
47  
48         $this->then->anExceptionShouldBeThrownContaining('name');  
49     }  
50 }
```

mooooore ...

the inventor

<http://dannorth.net/introducing-bdd/>

<http://specificationbyexample.com/>

the book

<http://agilecoach.typepad.com/agile-coaching/2012/03/bdd-in-a-nutshell.html>

↑ short and nice drawings

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