



# Behavior Driven Development



How it can open your eyes

# Jamie Wright




Brilliant Fantastic

| [jamie@brilliantfantastic.com](mailto:jamie@brilliantfantastic.com)

| @jwright





## Feature: An Introduction to BDD

In order to introduce people to behavior driven development

As a presenter

I will discuss why BDD is important

And I will demonstrate behavior driven development tools

## Scenario: Demonstrate how to use Cucumber

Given a desire to create higher quality software

And a tool that executes feature documentation written in plain text

When you watch this presentation

Then you will gain an understanding of behavior driven design

And see examples of behavior driven development with Cucumber

And be equipped to integrate Cucumber into your development process



# Disclaimer

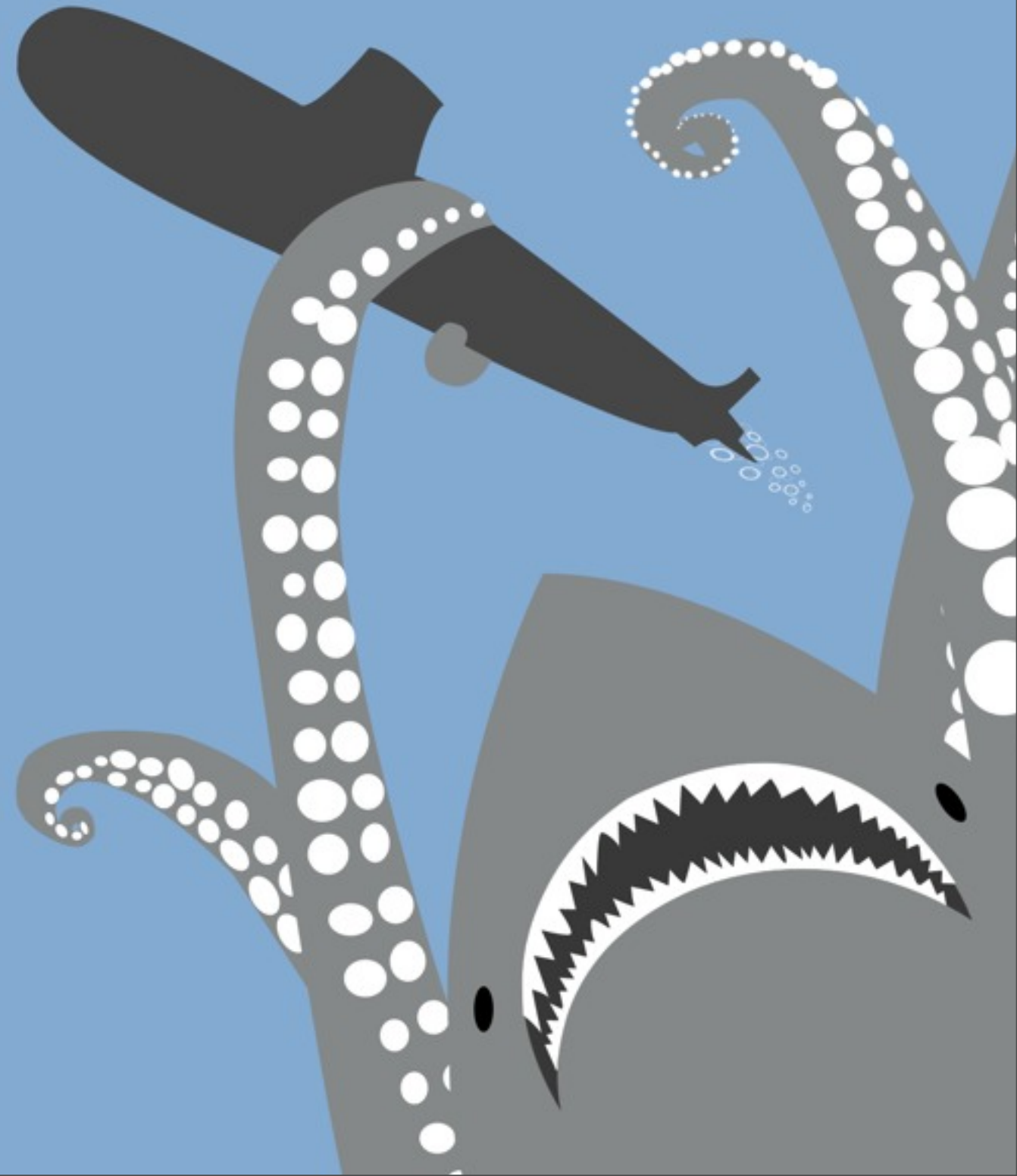
It works on my machine





# Jeez

Not another \*DD Process





# How do you verify

what you are building is the thing that the customer wants?



“ ”

**56% of all bugs can be traced to errors  
made during the requirements stage**



-- Tom DeMarco



# Minimizing



The Feedback Loop







Get Requirements



Analyze



Design



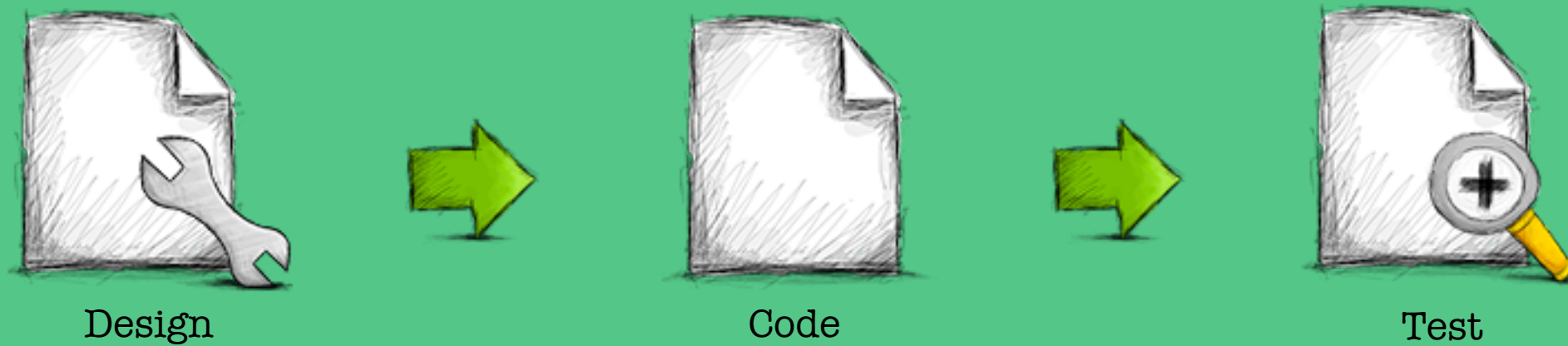
Code



Test



# Test Driven Development



“Test Eventually” / “Test While”



# It's not about testing

It's about design



“ ”

Inspection to find defects is a  
waste



-- Shingeo Shingo



Inspection to prevent defects  
is essential



-- Shingeo Shingo

# Test Driven Development



Design



Test

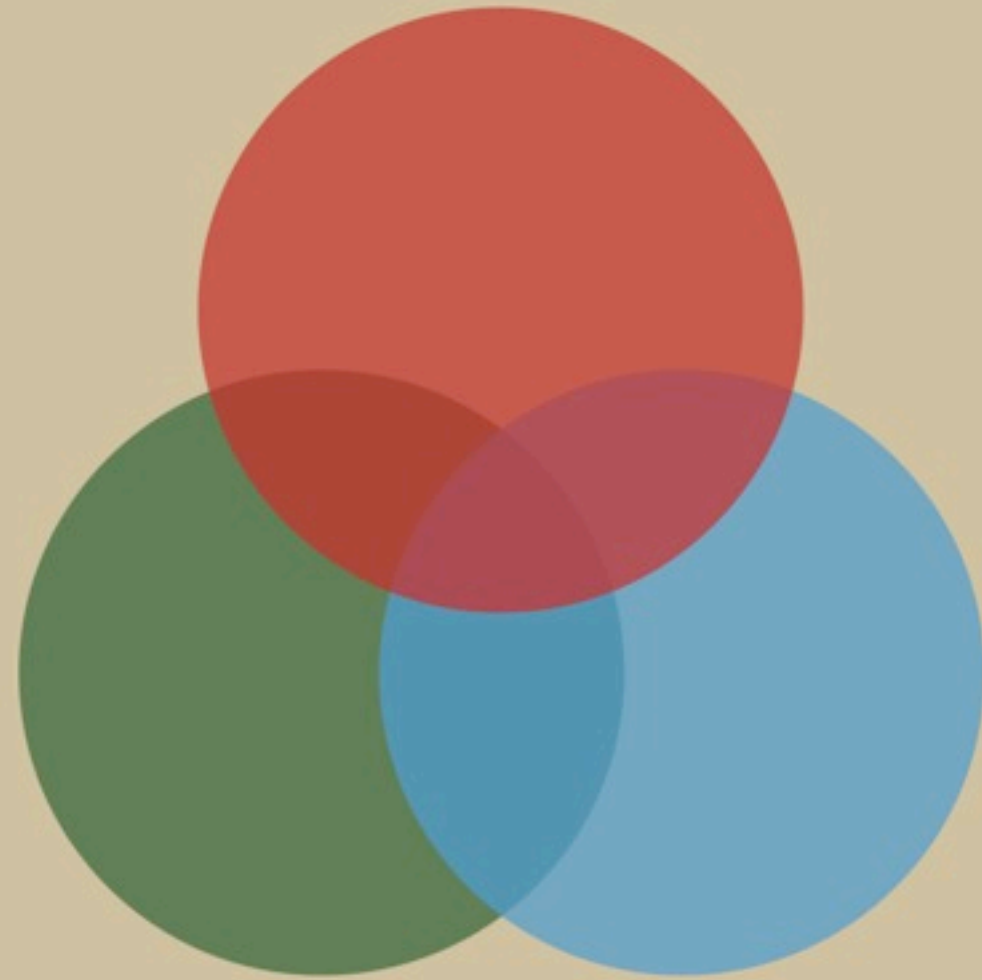


Code

“Test First”



# Red > Green > Refactor

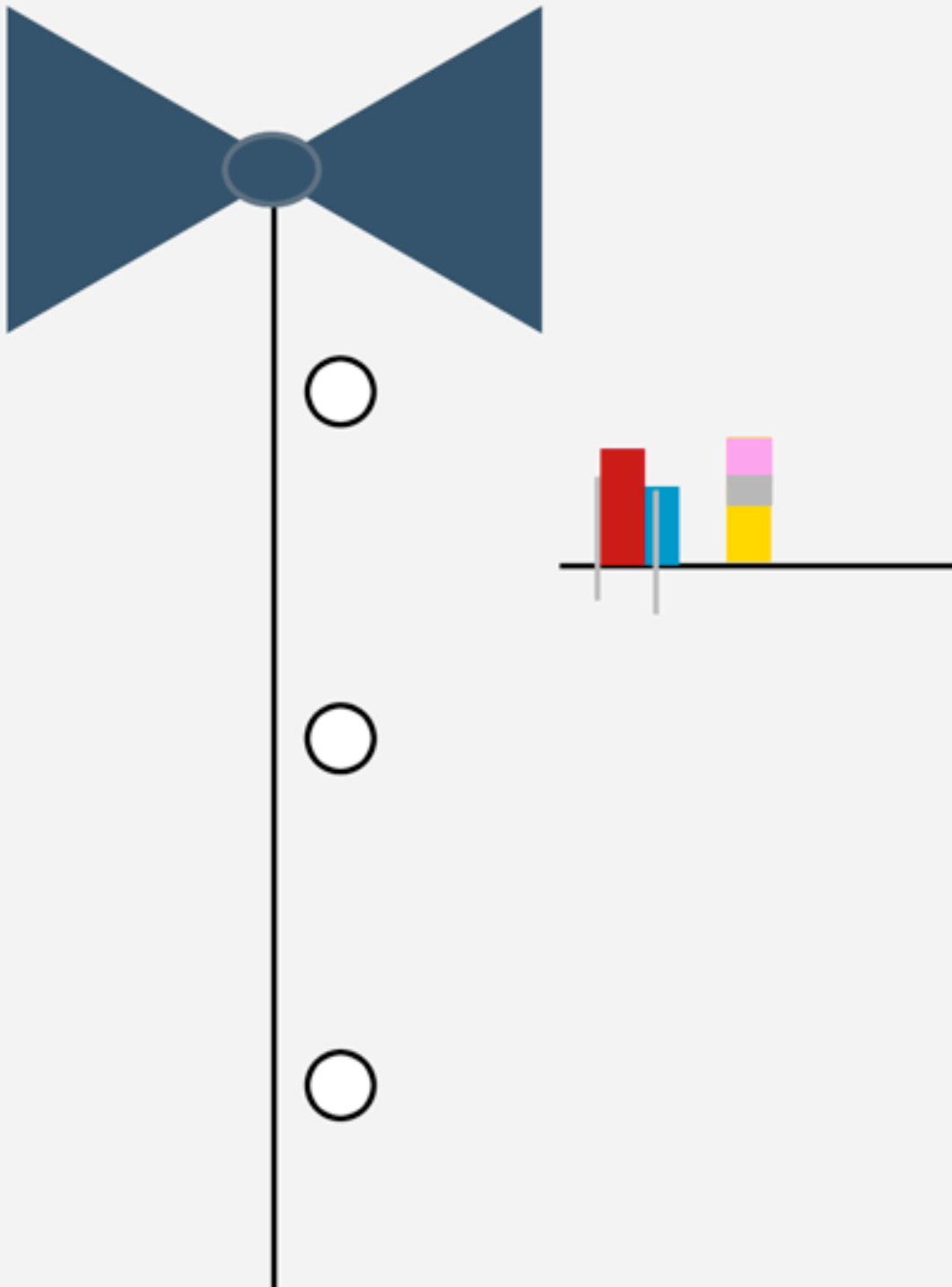




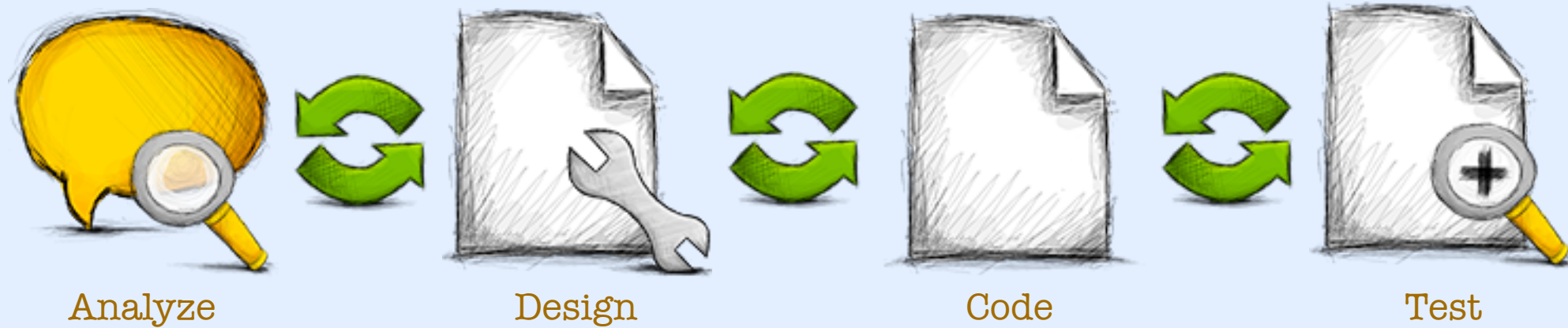
# Design is a process



not a phase



# Behavior Driven Development



# Extends



TDD

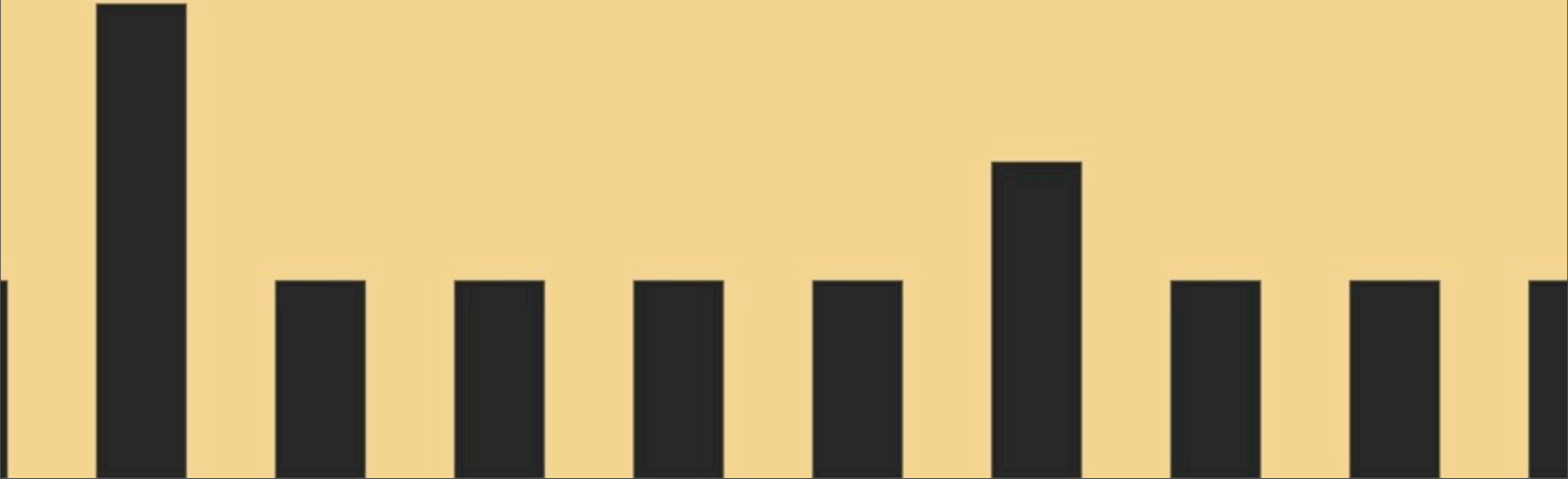


# Common Language



between developers & customers

# 1



# Gives You



a starting point





# Gherkin

The Common Language





Feature:

Feature name / identifier

In order to

Value proposition

As a

Role / Actor

I want to

Feature description

Feature: Add an item to my cart

In order to purchase an item

As an online shopper

I want to place something in my cart to show intent that I plan on purchasing it





Scenario:

Acceptance criteria

Given

Setup (arrange)

When

User action / change occurs (act)

Then

Outcome (assert)

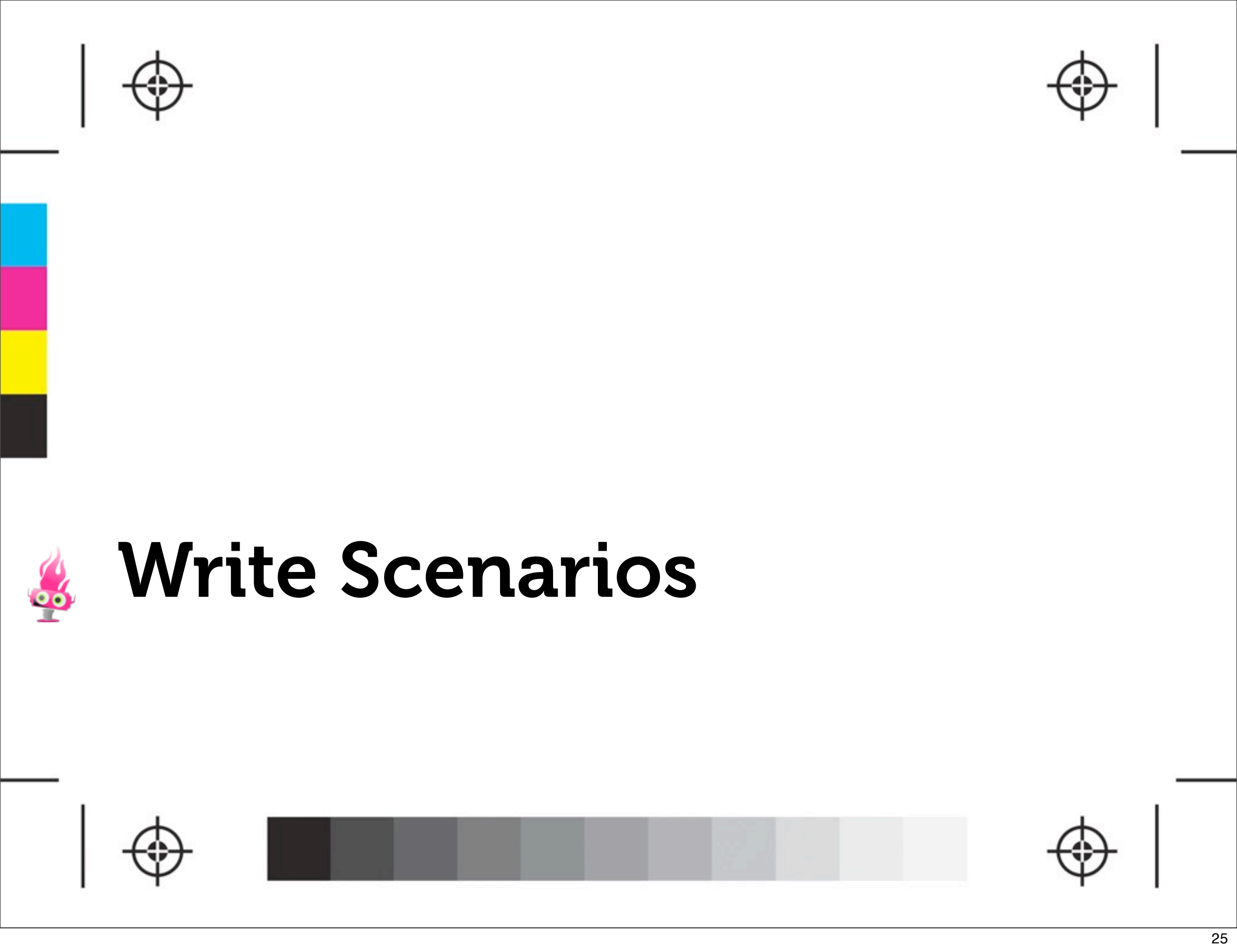
Scenario: A user without an account can add items to their cart  
Given I do not have an account  
And a product exists with name: “Ton-Ton Sleeping bag”  
When I browse to the product’s detail page  
And I click “Add to Cart”  
Then I should be on the cart page  
And I should have an item in my cart with name: “Ton-Ton Sleeping bag”



# Outside-in

Development





# Write Scenarios



**Steps are pending**





# Write steps definitions



# Go down to RSpec





# Write code example







# Make example pass

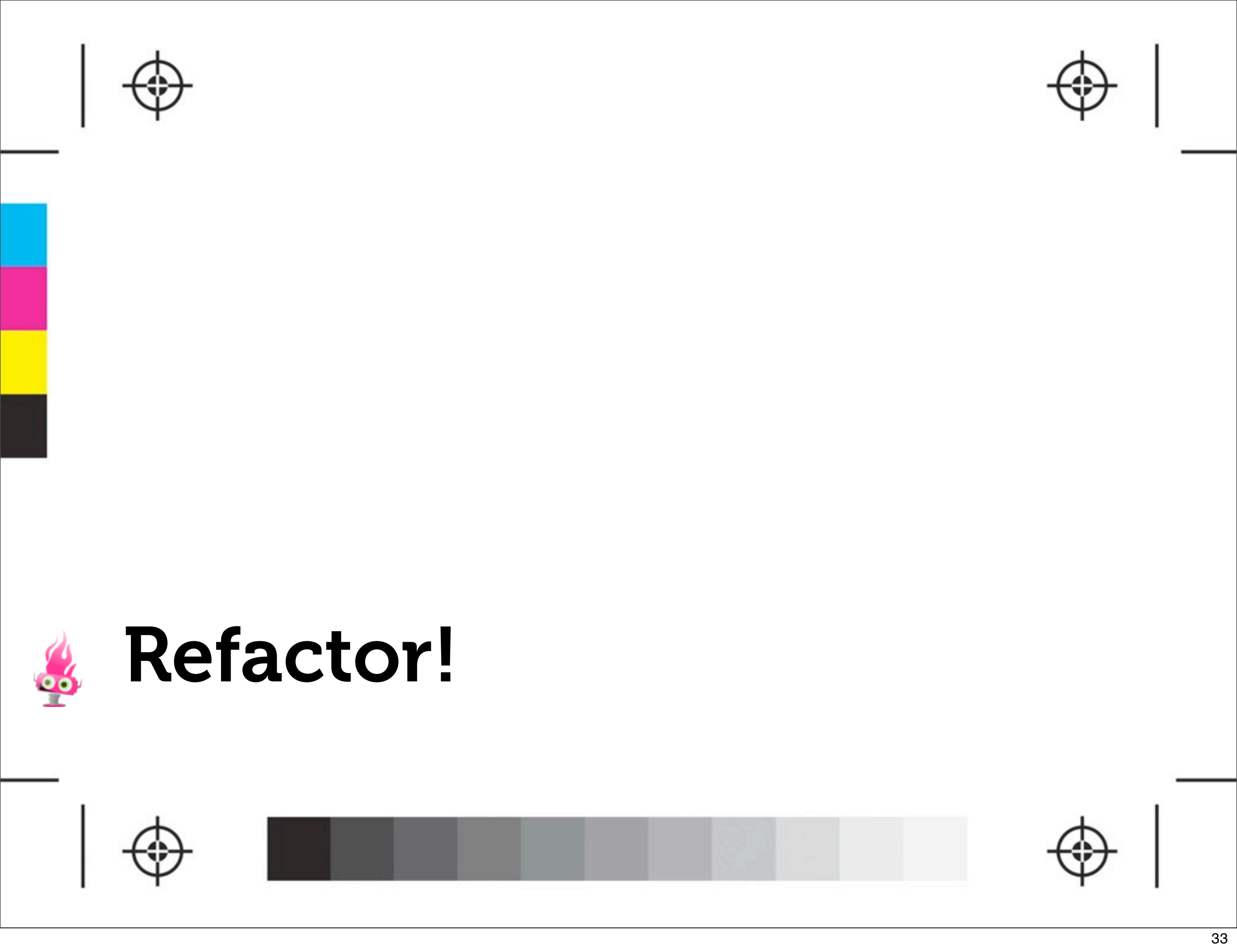




**Go back up to Cucumber**



 **Make steps pass**



**Refactor!**

# Mindsets



Not Toolsets





Tools are just tools....using them doesn't automatically mean you're doing BDD



-- The RSpec Book



# Tools

for Ruby





# RSpec



<https://github.com/dchelimsky/rspec>





# Cucumber



<https://github.com/cucumber/cucumber>



# Friends

<https://github.com/jnicklas/capybara>

<https://github.com/ianwhite/pickle>

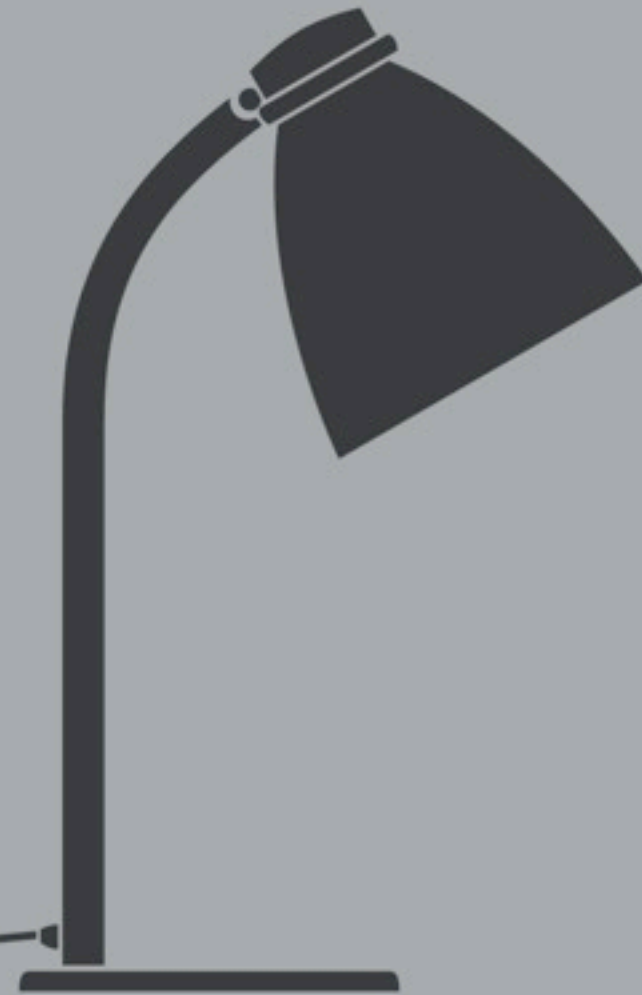
I got nothing...

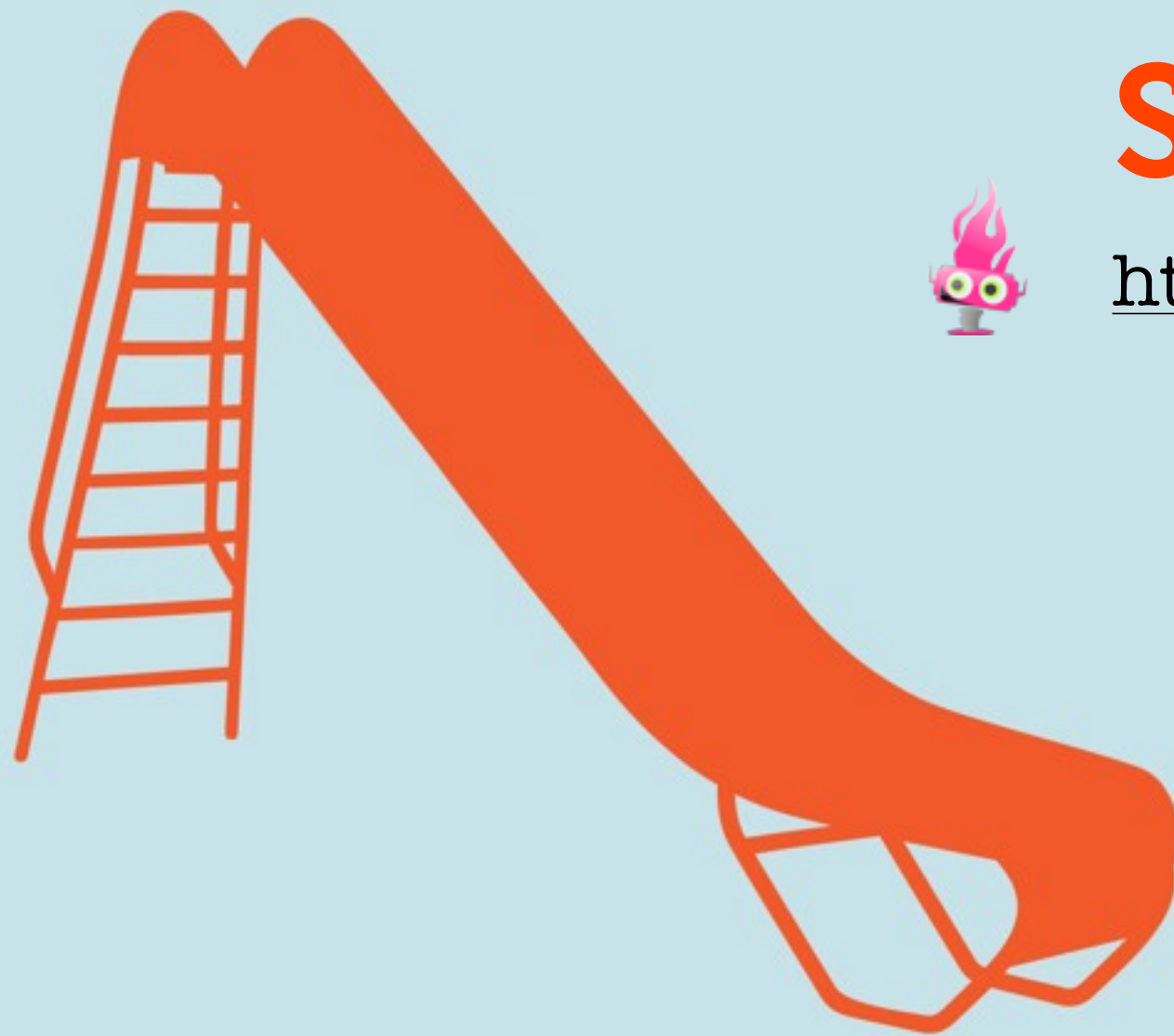




# Tools

for .NET





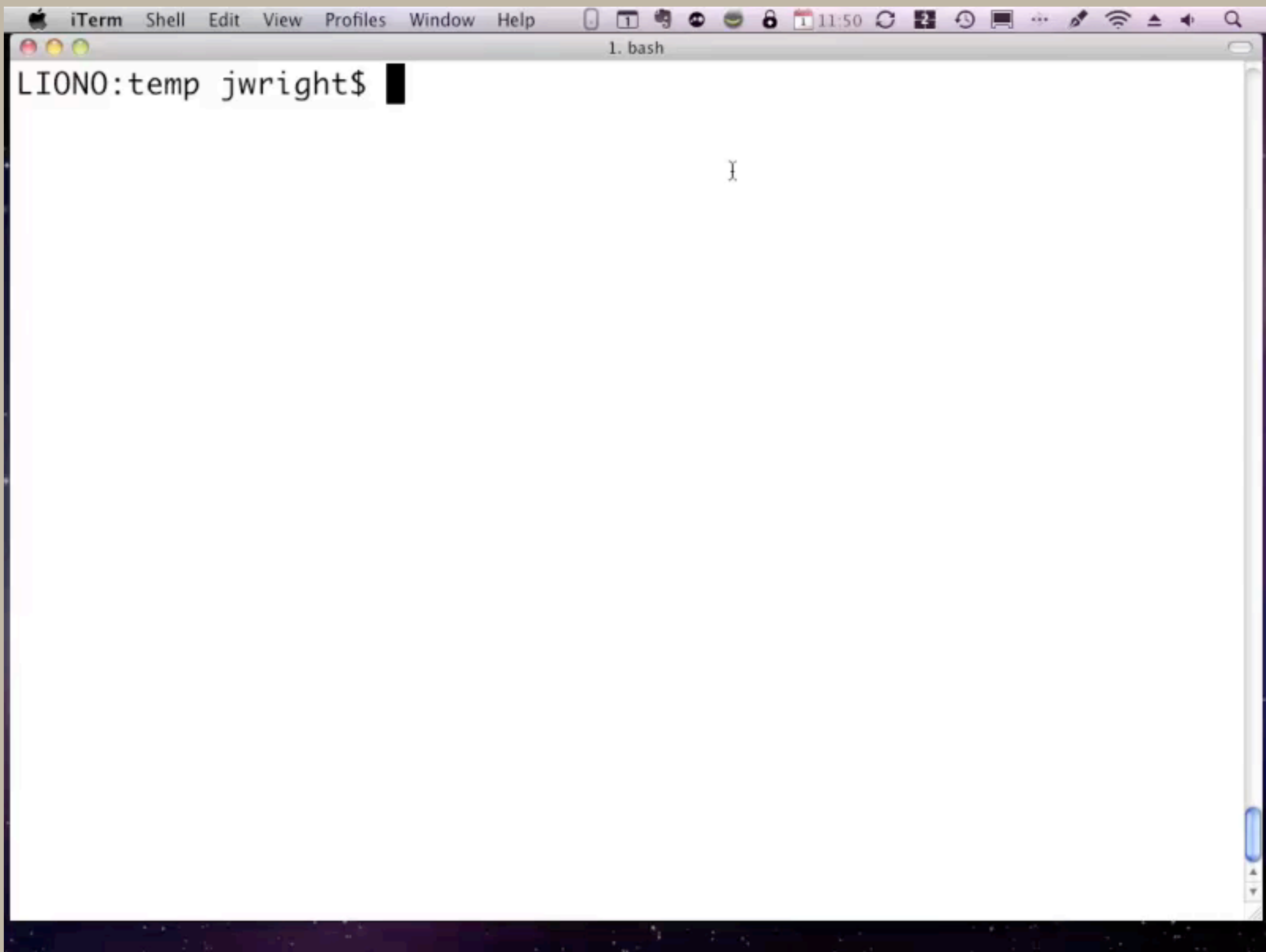
# SpecFlow

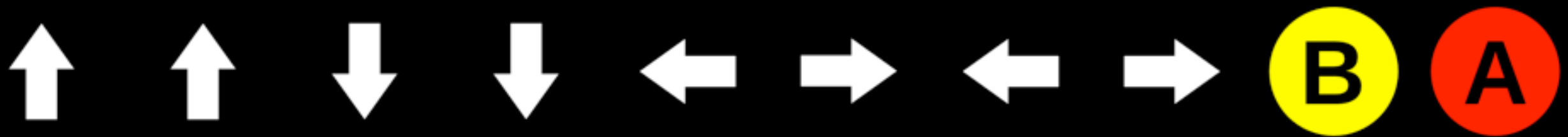
<http://www.specflow.org/>



# Example

use case





# Backgrounds



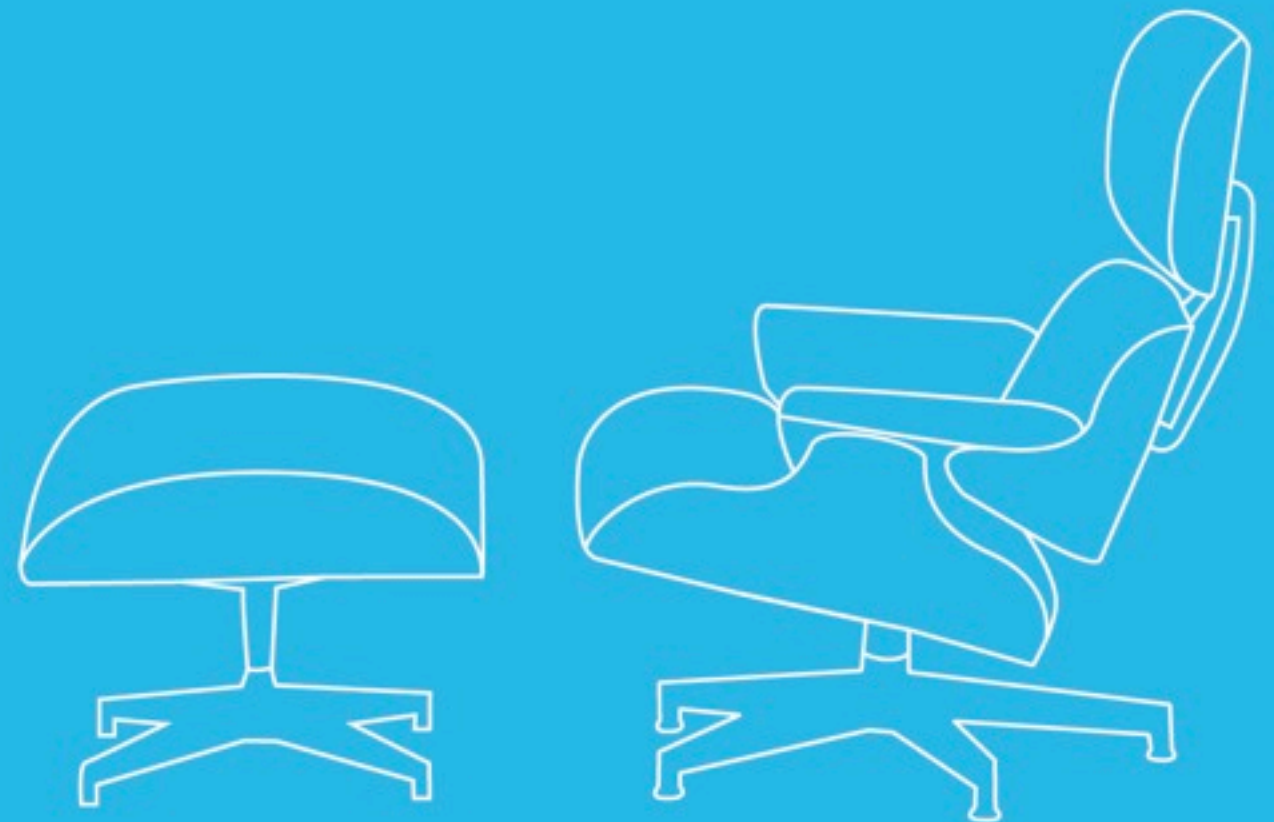
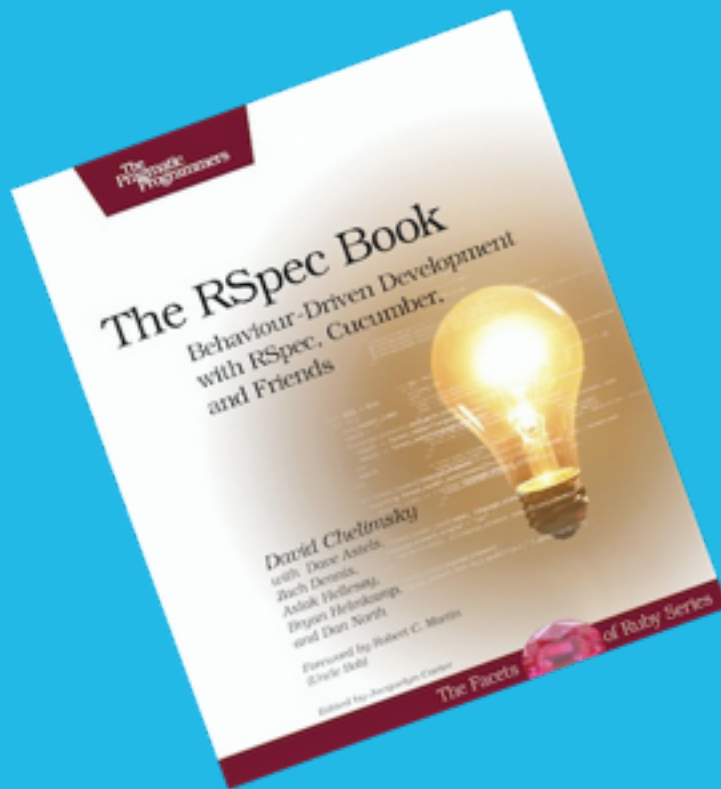
provided by <http://simpledesktops.com>



# A Must Read



The RSpec Book: BDD with RSpec, Cucumber, & Friends



# Jamie Wright



Brilliant Fantastic

| [jamie@brilliantfantastic.com](mailto:jamie@brilliantfantastic.com)

| @jwright

