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BDD

all the way down

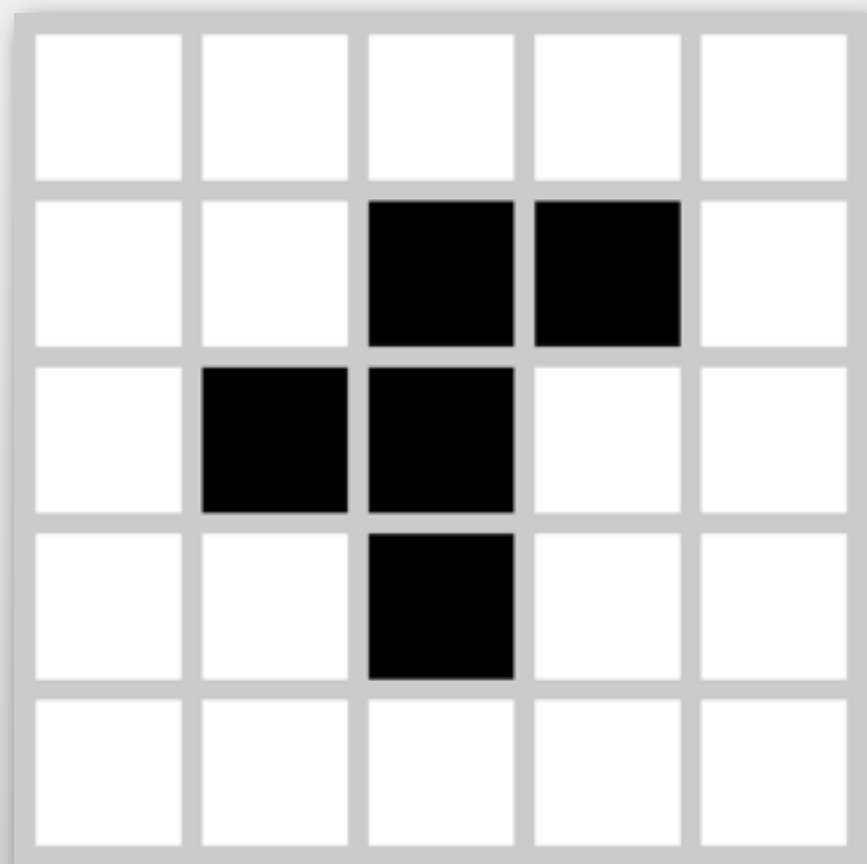
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How to apply the principles and techniques
of **Behavior Driven Development**
in **practice** while using **.NET**

By implementing the first rule of
Conway's **Game of Life** as a web API
using .NET and C#

Conway's Game of Life



An implementation of
Conway's Game of Life as a
web app built in .NET

What is BDD?

BDD is a **software development technique** that evolves from **TDD** and aims to bridge the **gap** between business stakeholders and programmers.



Why?

Because TDD doesn't say **where** to start,
what to test, how the tests should be **named**
and understand **why** they fail.

and...

Because everyone in the team needs a **common language** to understand each other about the **requirements** of the software.

How?



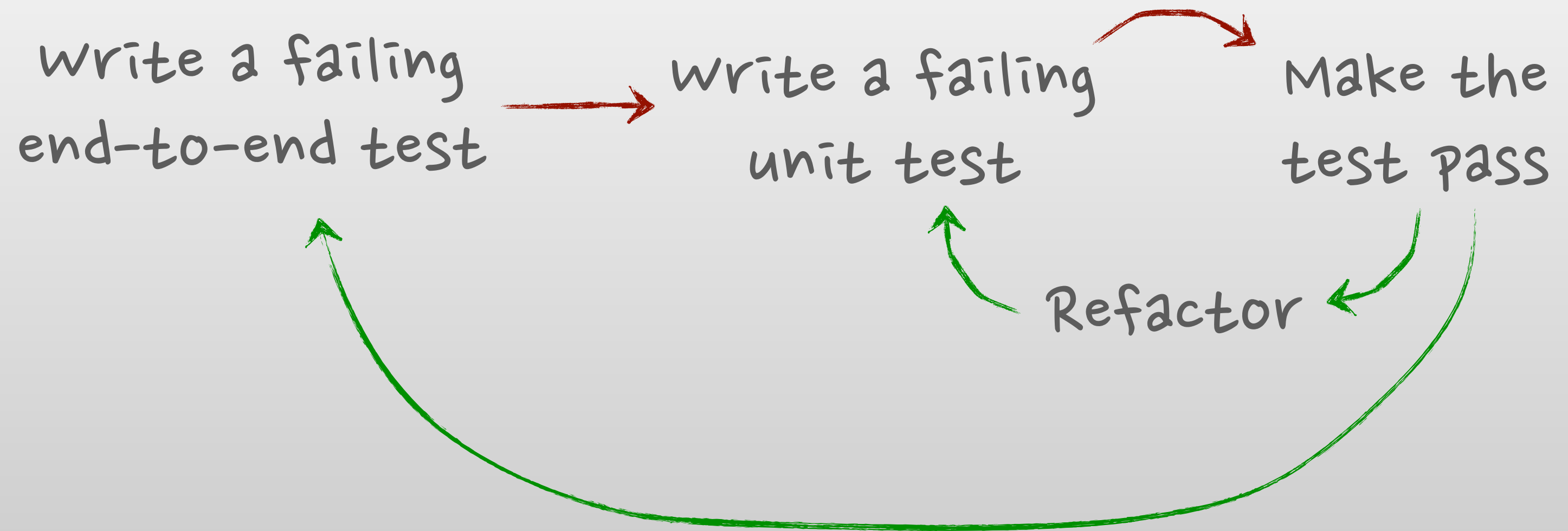


We **grow** the system **incrementally**
from performing simple **end-to-end** functions
to more complex ones
while keeping everything **working**.

The Walking Skeleton

The **thinnest** slice of functionality that can be implemented while setting up the necessary **infrastructure** that enables the system to grow.

The Development Cycle



Takeaways

- + Focus on the expected **behavior** of the system in a given scenario
- + Define a common **vocabulary** for the project's domain
- + Name your tests as **phrases** the read like specifications

Learn **more**

+ Introducing BDD by Dan North

<http://bit.ly/bddintro>

+ Growing Object-Oriented Software Guided by Tests

<http://bit.ly/goosbook>

+ Demo: Conway's Game of Life

<http://bit.ly/bddgameoflife>

Contact me



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