

EXAMPLE  
MAPPING





# Agenda

- When and why map?
- Rules vs Examples
  - Exercise
- Example Mapping
  - Intro
  - Let's try it out

## EXIT CRITERIA

- NO KNOWN UNKNOWN
- NO OUTSTANDING QUESTIONS
- BACKGROUND KNOWN AND WRITTEN.
- MONITORING

## EXIT CRITERIA

- EXAMPLE MAPPING COMPLETE
- ACCEPTANCE CRITERIA AND SCENARIOS DOCUMENTED
- NO BLOCKING QUESTIONS

## EXIT

- ALL TESTS
- PEER REVIEW
- PASSING TO STAGE
- MONITORING

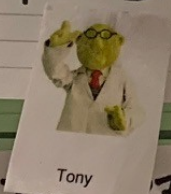
ANALYSIS

3 AMIGOS

READY FOR  
DEV

10-1037

Merge build &  
deploy pipeline



Tony

10-1078

DISCHARGE BROKER  
SHOULD HANDLE  
POSTAL DDS REQUESTS



Alan

CONFIGURE KAS TO AUDIT  
LSAC INTAKE FAILED  
REASON CODES



# Examples vs Rules

Rules == Acceptance Criteria

Examples == Scenarios

# Example or Rule?

Given a rabbit called Fluffy who is 1 1/2 months old

When we try to sell Fluffy

Then we should be told Fluffy is too young.

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## EXAMPLE

# Example or Rule?

Given a baby animal is younger than its recommended selling age

When we try to sell it

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RULE

# You don't have to use GWT

**Given** a baby animal is younger than its recommended selling age

**When** we try to sell it

**Then** we should be told it's too young

is the same as....

We should be prevented from selling animals younger than the recommended age.

# Tease out examples

- *“Can you give me an example?”*
- *“Can you give me a scenario where that happens?”*
- *“What happens if ...?”*

- We should be prevented from selling animals younger than the recommended age.



- We should be prevented from selling animals younger than the recommended age.
- Customers should be encouraged to return when the animal is old enough to sell.

Given rabbits can't be sold before they're 2 months old

Given Fluffy the rabbit is 1 1/2 months old

When we try to sell Fluffy

Then we should be prompted to tell the customer, "This pet is too young. Please come back in 15 days to collect your pet."

# Passwords Game

<https://speakerdeck.com/mattwynne/rules-vs-examples-bddx-london-2014?slide=3>

Story

Rule

Rule

Rule

Example

The one where...

Example

The one where...

Example

The one where...

Example

The one where...

Question

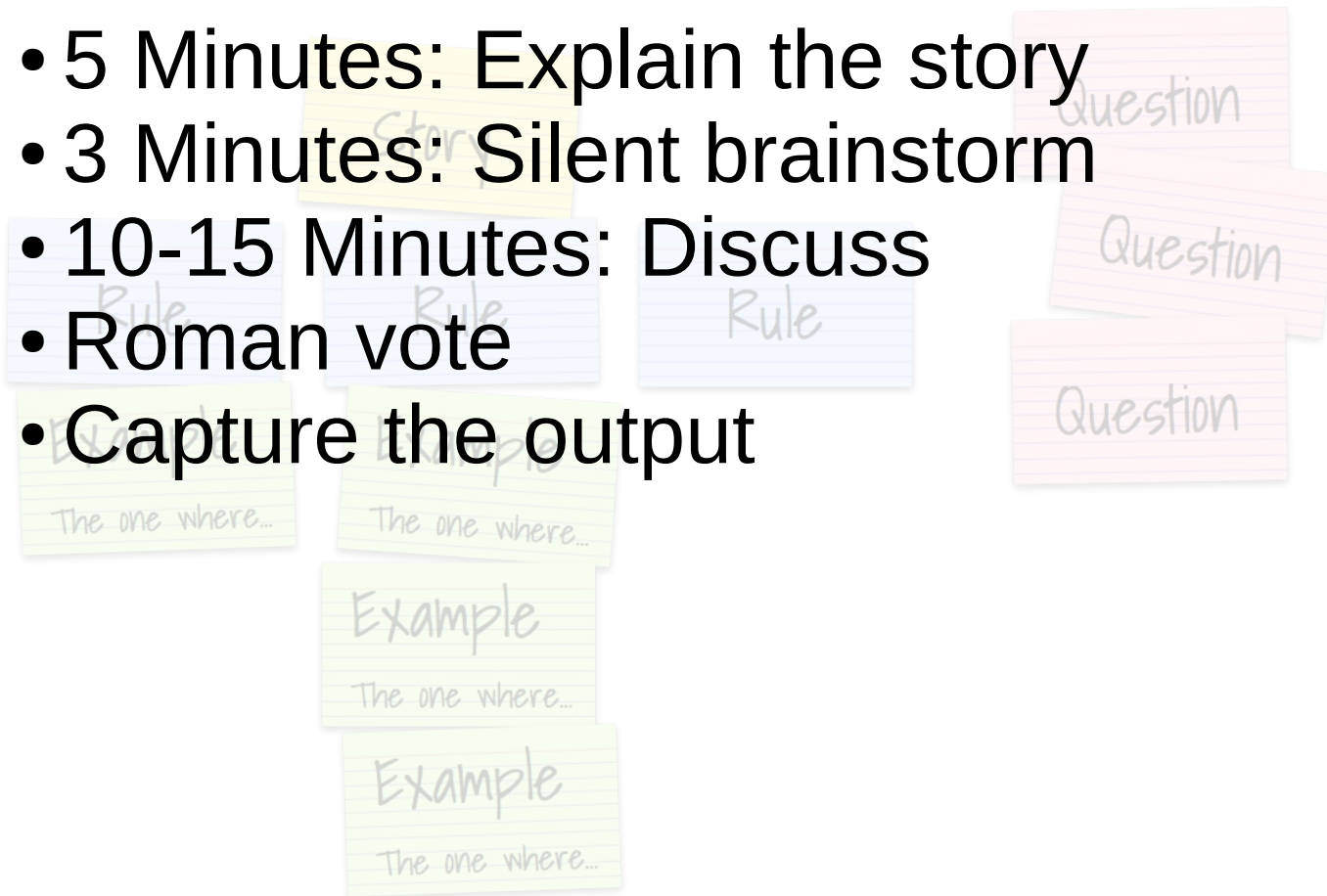
Question

Question



# How it works

- 5 Minutes: Explain the story
- 3 Minutes: Silent brainstorm
- 10-15 Minutes: Discuss
- Roman vote
- Capture the output



# Roman Vote

- PO: All the info you want to convey?
- Dev: All the info you need to start? Is it too big?
- Test: Enough info to test and verify it works?

Story

Question

Rule

Rule

Rule

The one where...

The one where...

Example

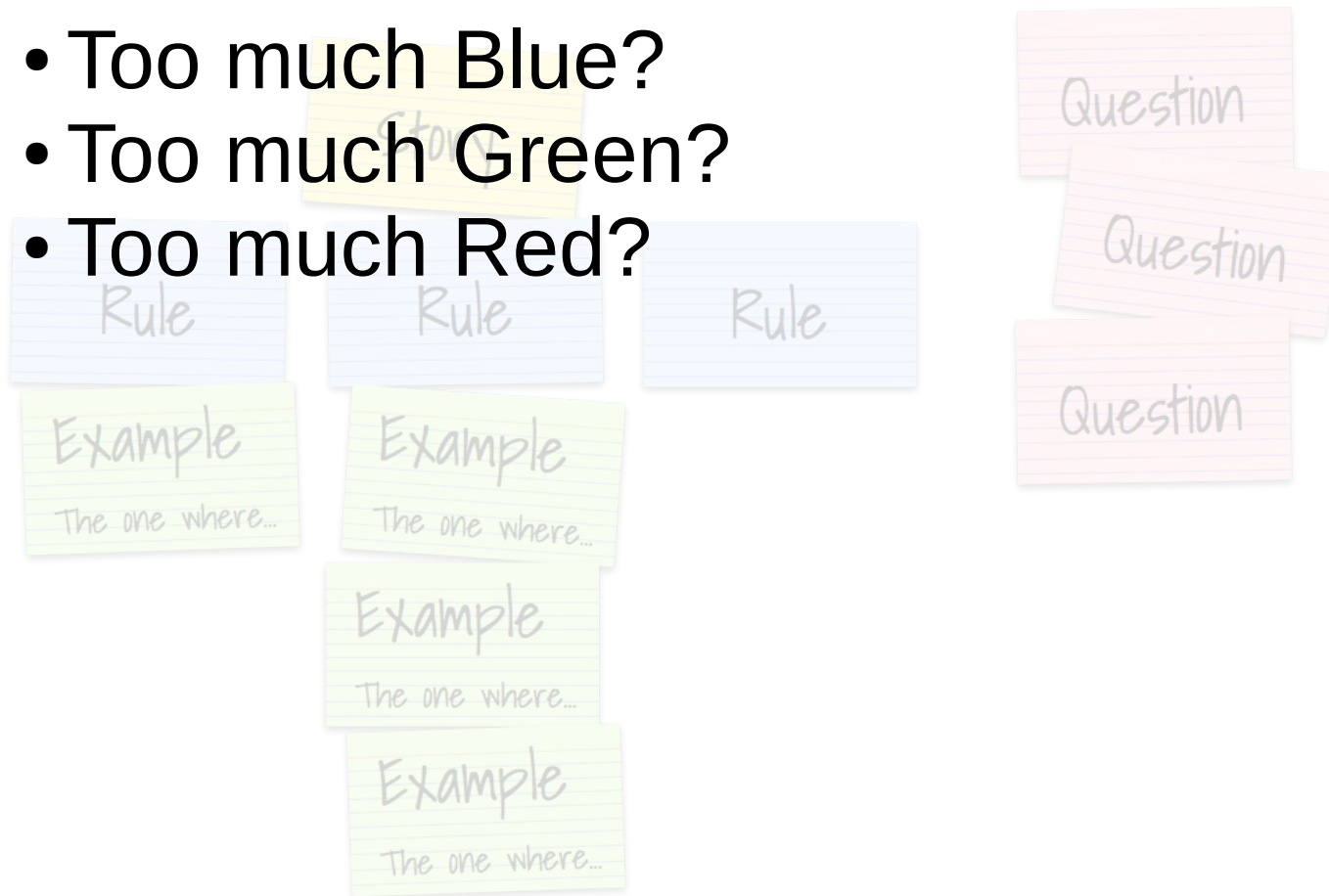
The one where...

Example

The one where...

# What your map is telling you

- Too much Blue?
- Too much Green?
- Too much Red?



Let's try it!



# Further Reading

- Introducing Example Mapping:  
<https://cucumber.io/blog/2015/12/08/example-mapping-introduction>
- Acceptance Criteria vs Scenarios:  
<https://lizkeogh.com/2011/06/20/acceptance-criteria-vs-scenarios/>
- Book: Explore behaviour using examples by Seb Rose & Gasper Nagy