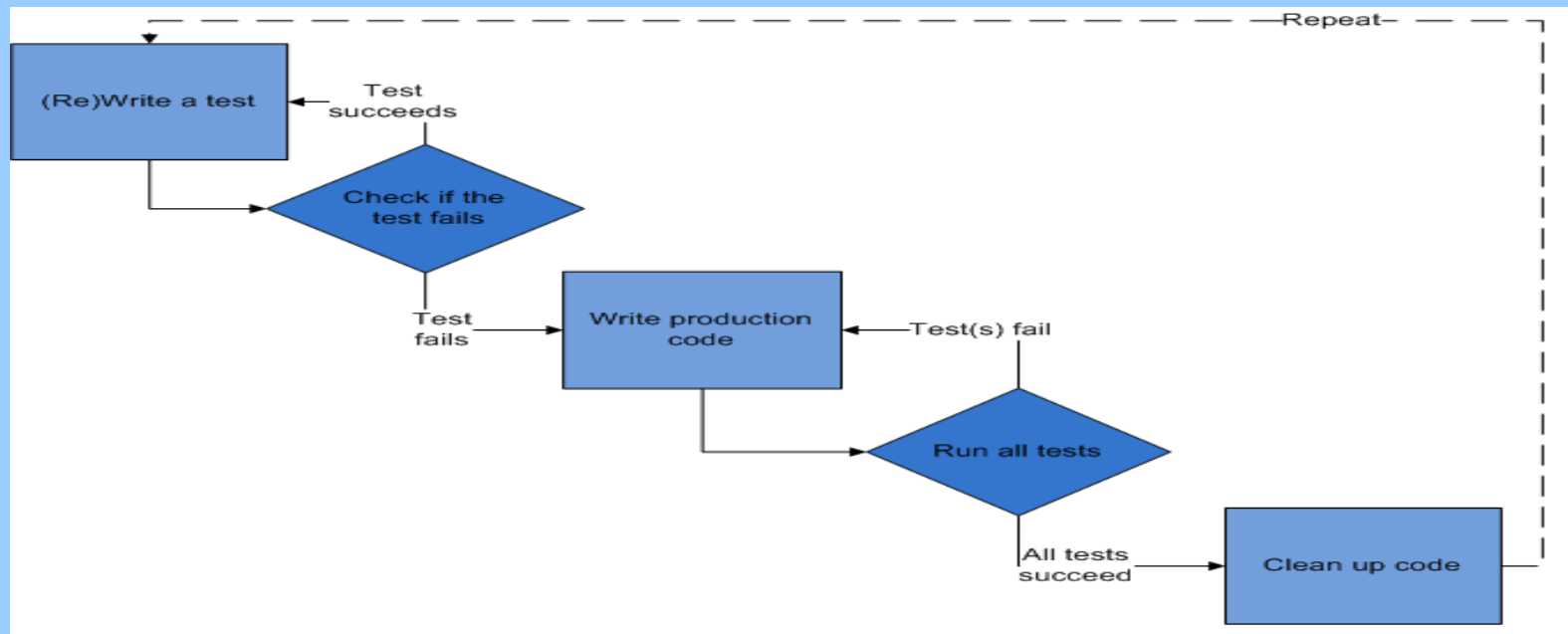


# Agenda

- TDD & BDD
- Groovy
- Spock

# TDD

Test-driven development (TDD) is a software development process that relies on the repetition of a very short development cycle:



# TDD

Test-driven development (TDD) is a software development process that relies on the repetition of a very short development cycle:

# Acceptance Test-Driven Development (ATDD)

A development methodology based on communication between the business customers, the developers, and the testers:

- User's point of view
- They examine externally visible effects
- Tests are specified in business domain terms

# Acceptance Test-Driven Development (ATDD)

## Test Format

Acceptance tests usually follow this form:[\[1\]](#)

- |                     |  |
|---------------------|--|
| Given (Setup)       | - A specified state of a system  |
| When (Trigger)      | - An action or event occurs  |
| Then (Verification) | - The state of the system has<br>changed or an output has been<br>produced |

# Behaviour Driven Development

Behavior-driven development specifies that tests of any unit of software should be specified in terms of the desired behavior of the unit.

# Behaviour Driven Development

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

# Behaviour Driven Development

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