

Agile Acceptance Testing with Fitnesse

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▶ Download material:

- On google code: <http://code.google.com/p/agileacceptancetesting/>

- Checkout in svn: <http://agileacceptancetesting.googlecode.com/svn/trunk>

Agile Acceptance Testing with Fitness

- ▶ *Introduction (10')*
- ▶ Iteration 1 (35')
- ▶ Iteration 2 (35')
- ▶ What's in it for you? (5')
- ▶ Retrospective (5')




A wonderful opportunity

Mr W. Fall, CEO of BDUF Development:

“Our developers are working 14 hours a day to get our latest project delivered on time.”

“We need an application where they can order pizza’s, beverages, snacks,... as their evening dinner! So they can work longer!”



An agile Approach

- ▶ We agree with Mr W. Fall to make a very basic implementation and put it into production as soon as possible.
- ▶ A little sketch 😊

Manage Users & Credits

A Web Page

http://intranet.bduf.be

SNACKS-R-US

Account Information

Username

Password

☐ Remember me?



A Web Page

http://intranet.bduf.be/snacks/users

SNACKS-R-US

Welcome Nancy [Log Off](#)

You have €5 in your account

Manage Users & Credits

Name	Email	Credit
Nancy	Nancy.The.Secretary@bduf.com	€ 5 Add
Joe	Joe.Developer@bduf.com	€10 Add

[Create new User](#)

Order a snack & show orders

A Web Page

http://intranet.bdi

SNACKS-R-US Welcome Joe [Log Off](#)
You have €2.0 in your account

Order a new snack

Tiramisu (€ 4,5)

Current Orders

Qty	Snack	Unit	Total
1	Club Sandwich	€ 3.5	€3.5
1	Tiramisu	€ 4.5	€4.5

Total €8.0



A Web Page

http://intranet.bdi


SNACKS-R-US Welcome Nancy [Log Off](#)
You have €5.0 in your account

Orders placed today

Qty	Snack	Unit	Total
1	Club Sandwich	€ 3.5	€3.5
1	Tiramisu	€ 4.5	€4.5

Total €8.0

An agile Approach

- ▶ We define a product backlog with estimated user stories for planning purposes.
 - ▶ We prioritize the product backlog together with Mr W. Fall.
 - ▶ An agreement is made to develop the 2 user stories, which provide the highest business value, in 2 iterations.
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- ▶ Introduction (10')
- ▶ *Iteration 1 (35')*
- ▶ Iteration 2 (35')
- ▶ What's in it for you? (5')
- ▶ Retrospective (5')



As a developer I want to order a snack because I need more energy to write code in the evening

Backlog Nr

3

XP DAYS
2009
BENELUX

Estimation

8

Business value

800

Check DoD

How to demo:

Order snacks as 'Joe' until he runs out of credits.
Then get the list of ordered snacks.

Acceptance criteria:

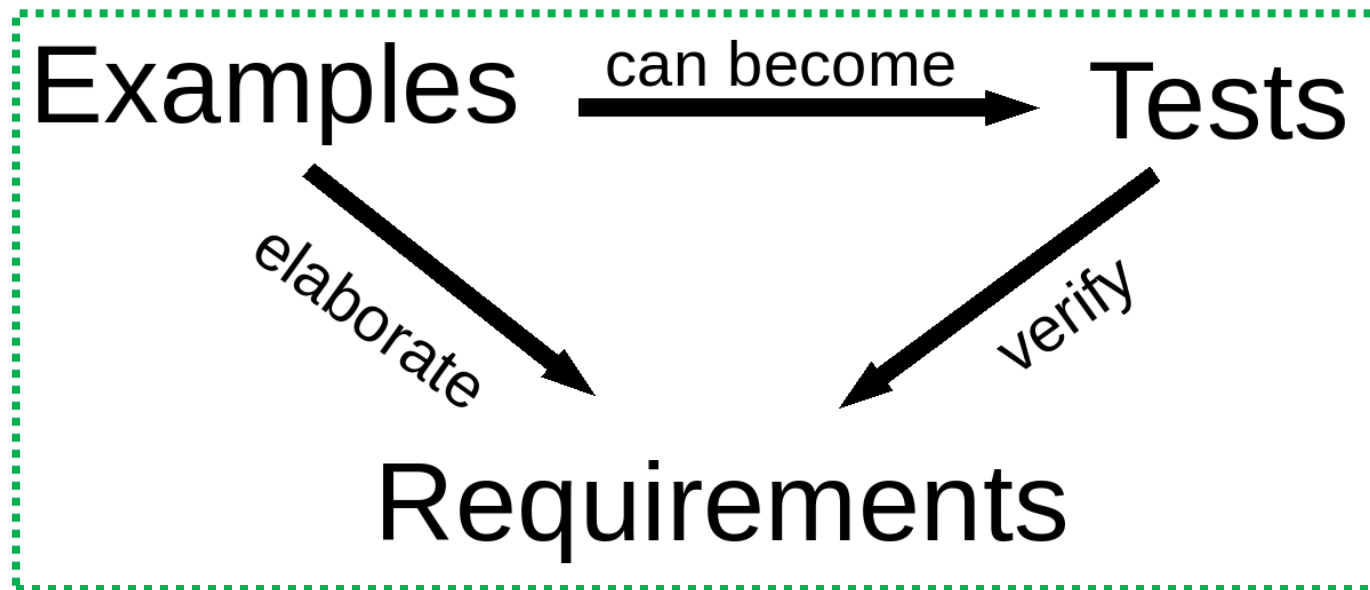
Developers who have enough credits can order a snack. The price of the snack is deducted from their credit. Credits can't be negative.

Specification Workshop (5')

- ▶ Goal: Nail down the scope of the user stories with real world examples, which we all agree on.
- ▶ Workshop Outputs:
 - Enough realistic examples to start working
 - Shared understanding of the domain
- ▶ Some tips:
 - Involve the whole team
 - Don't over complicate things
 - Also identify edge cases and negative paths
 - Stay focused on the user story!
 - Describe what, not how
 - Communicate intent, explain why

Executable specifications

- ▶ Scope of the user story is nailed down with real world examples



Implement iteration 1 tests...



30'

Agile Acceptance Testing with Fitness

- ▶ Introduction (10')
- ▶ Iteration 1 (35')
- ▶ *Iteration 2 (35')*
- ▶ What's in it for you? (5')
- ▶ Retrospective (5')



As a secretary I want to manage the credits of our developers because they need credits to order snacks

Backlog Nr

12

XP DAYS
2009
BENELUX

How to demo:

Nancy adds €10 to Joe's account.

Acceptance criteria:

Credits can't be negative. The saldo should always be correct when adding, deducting credits.

Estimation

3

Business value

400

Check DoD

Specification Workshop (5')

- ▶ Goal: Nail down the scope of the user stories with real world examples, which we all agree on.
- ▶ Workshop Outputs:
 - Enough realistic examples to start working
 - Shared understanding of the domain
- ▶ Some tips:
 - Involve the whole team
 - Don't over complicate things
 - Also identify edge cases and negative paths
 - Stay focused on the user story
 - Describe what, not how
 - Communicate intent, explain why

Implement iteration 2 tests...



30'


Agile Acceptance Testing with Fitness

- ▶ Introduction (10')
- ▶ Iteration 1 (35')
- ▶ Iteration 2 (35')
- ▶ *What's in it for you? (5')*
- ▶ Retrospective (5')




What's in it for you?

ScrumMaster / Product Owner

- ▶ Developers will actually read the specifications
 - ▶ They will understand the stuff correctly
 - ▶ They will not skip parts of the spec
 - ▶ You can track the development progress
 - ▶ Save time on acceptance/smoke testing
- 


What's in it for you?

Developer


- ▶ Requirements will be unambiguous and without functional gaps
 - ▶ Business analysts will really understand those special cases you mentioned
 - ▶ You will have automated tests to guide development
 - ▶ It will be easier to take-over and hand-over code
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What's in it for you?

Tester / Business Analyst

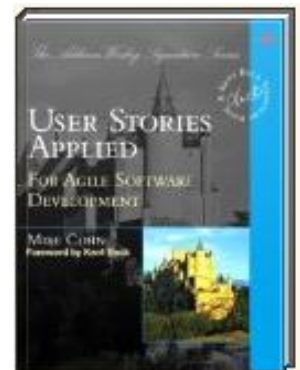
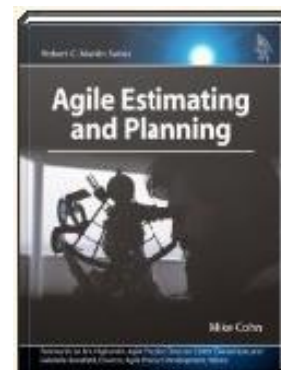
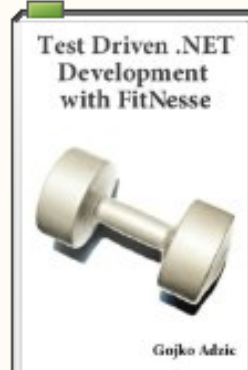
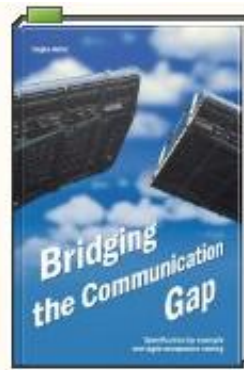
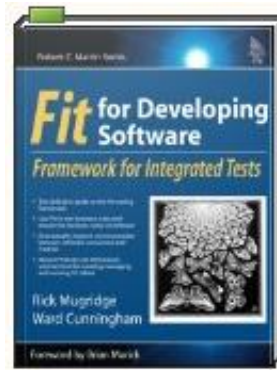
- ▶ Finally stop those guys from making the same mistakes over and over
 - ▶ Avoid doing the same stuff all the time
 - ▶ Build quality in from the start
 - ▶ Verify business rules by a click on a button
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Involve different roles for the best results

- ▶ **Customers** or functional analysts typically think about the happy path
 - ▶ **Developers** focus on edge cases and alternative scenarios
 - ▶ **Testers** want to break / cheat the system
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Resources

▶ Books



▶ On the web

- <http://fitnesse.org/>
- <http://sourceforge.net/projects/fitlibrary/>
- <http://gojko.net/>
- http://codebetter.com/blogs/ian_cooper/archive/2008/10/13/fitnesse-and-the-three-way.aspx
- <http://gojko.net/2008/09/17/fitting-agile-acceptance-testing-into-the-development-process/>

▶ Yahoo Group

- <http://tech.groups.yahoo.com/group/fitnesse/>

