

# Behaviour Driven Development

Liz Keogh  
@lunivore

**BDD**

**uses examples  
to illustrate behavior**

# An Example of an Example

**Given** Fred has bought a microwave

**And** the microwave cost £100

**When** we refund the microwave

**Then** Fred *should* be refunded £100.

# Examples

Given a context

When an event happens

Then an outcome *should* occur

# “Given Scenario” – an antipattern

**Given** Fred puts a microwave in the basket

**And** the microwave cost £100

**When** Fred buys the microwave

**Then** he should be charged £100

**When** we refund the microwave

**Then** Fred should be refunded £100.

# Cucumber

Feature: Addition

In order to avoid silly mistakes

As a math idiot

I want to be told the sum of two numbers

Scenario: Add two numbers

Given I have entered 50 into the calculator

And I have entered 70 into the calculator

When I press add

Then the result should be 120 on the screen

# Cucumber

Feature: Addition

In order to avoid silly mistakes

As a math idiot

I want to be told the sum of two numbers

Scenario: Add two numbers

Given I have entered 50 into the calculator

And I have entered 70 into the calculator

When I press add

Then the result should be 120 on the screen

This is what most people  
associate with BDD

Having conversations



Having conversations  
is more important than  
capturing conversations

Having conversations

is more important than  
capturing conversations

is more important than  
automating conversations

Make sure you get it right

~~Make sure you get it right~~

Assume you got it wrong

# Examples

Given a context

When an event happens

Then an outcome *should* occur

Should it?

Is there a **context** in which  
this event will create  
a different **outcome**?

# Examples

**Given** Fred has bought a microwave

**And** the microwave cost £100

**And** the microwave was on 10% discount

**When** we refund the microwave

**Then** Fred *should* be refunded £90.



Is this the only outcome  
that matters?

If we could achieve it with pixies,  
would it be enough?

# Examples

**Given** Fred has bought a microwave

**And** the microwave cost £100

**When** we refund the microwave

**Then** the microwave should be  
added to the stock count.

# Scenarios vs. Acceptance criteria

**Given** Fred has bought a microwave

**And** the microwave cost £100

**And** the microwave was on 10% discount

**When** we refund the microwave

**Then** Fred *should* be refunded £90.

# Scenarios vs. Acceptance criteria

**Given** an item was sold  
with a discount

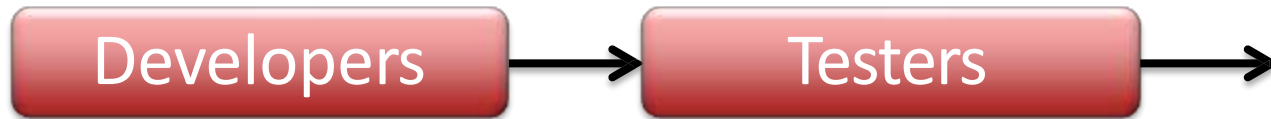
**When** a customer gets a refund

**Then** he should only be refunded  
the discounted price.

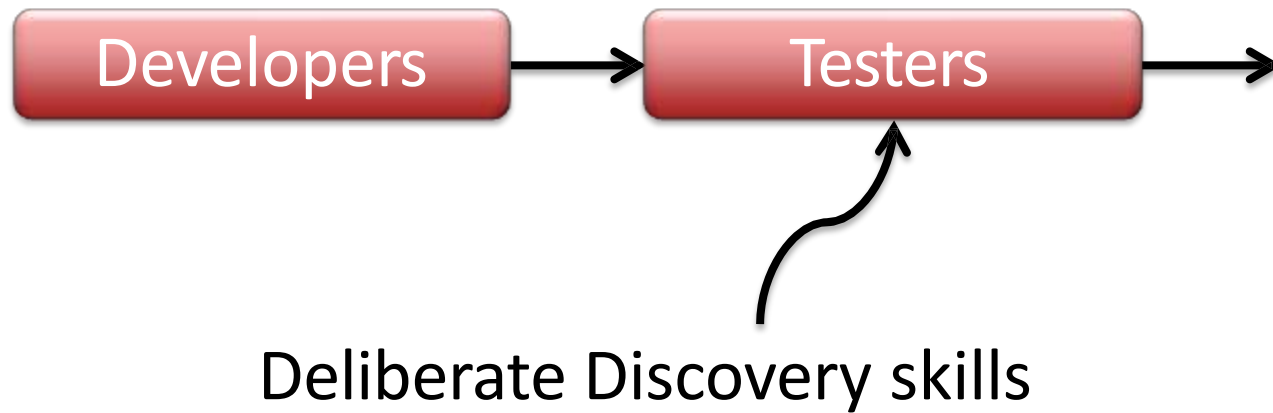
# Acceptance criteria vs. Scenarios

Items should be refunded  
at the price at which they were sold.

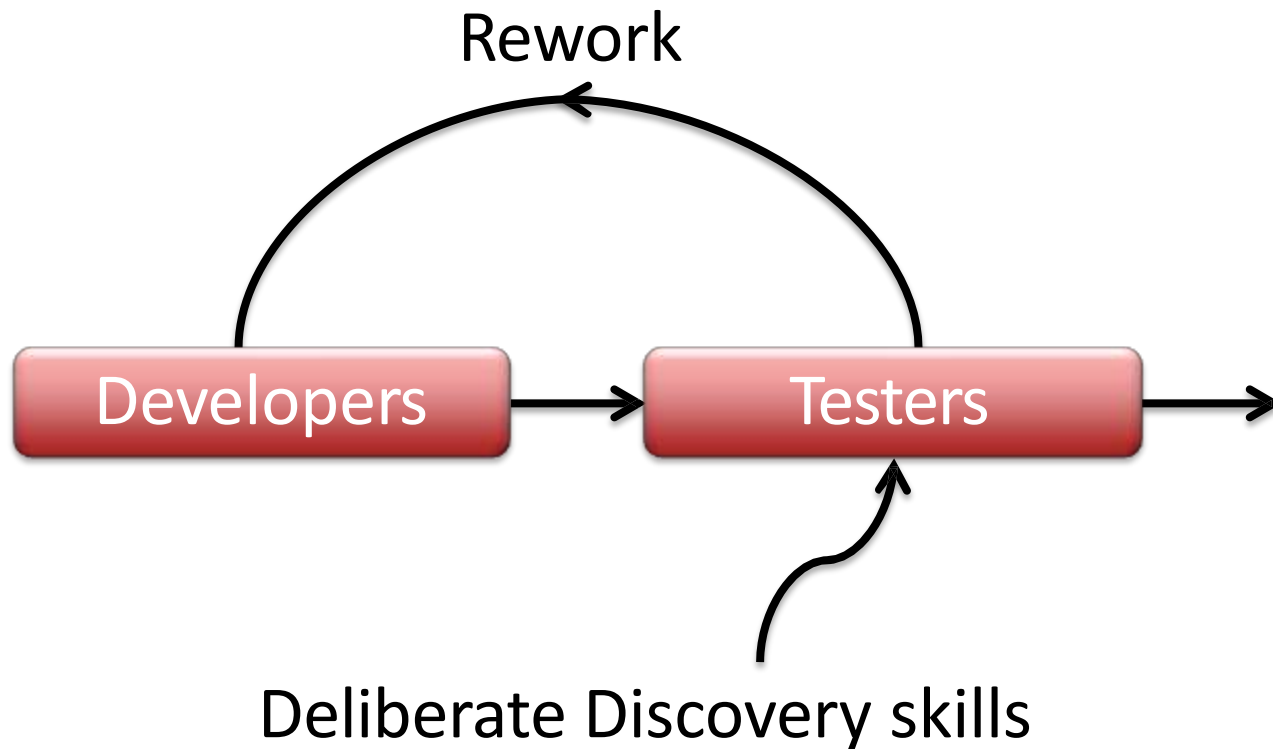
# Traditional



# Traditional



# Traditional

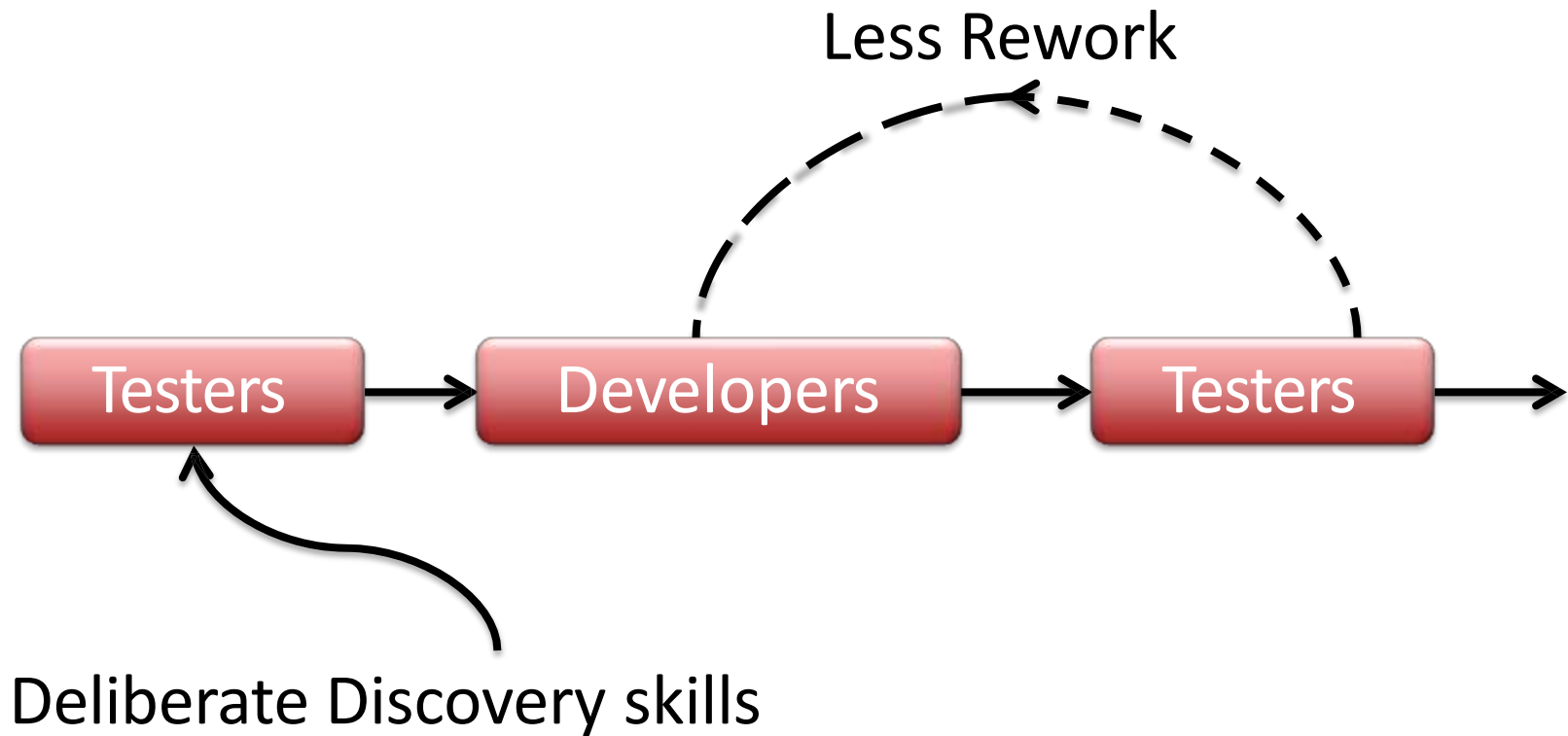




# BDD



# BDD



Examples can help you  
**discover**  
things early

Liz Keogh

<http://lizkeogh.com>

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