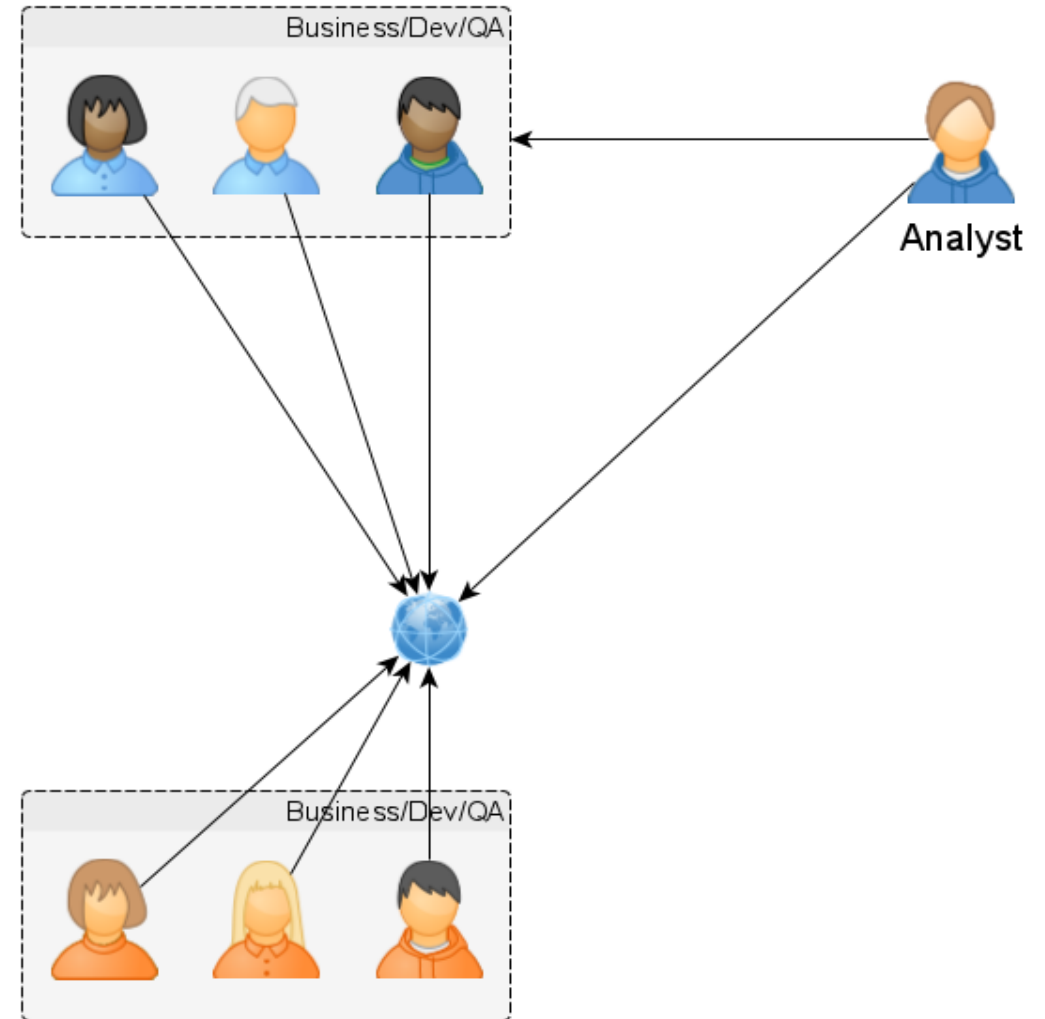
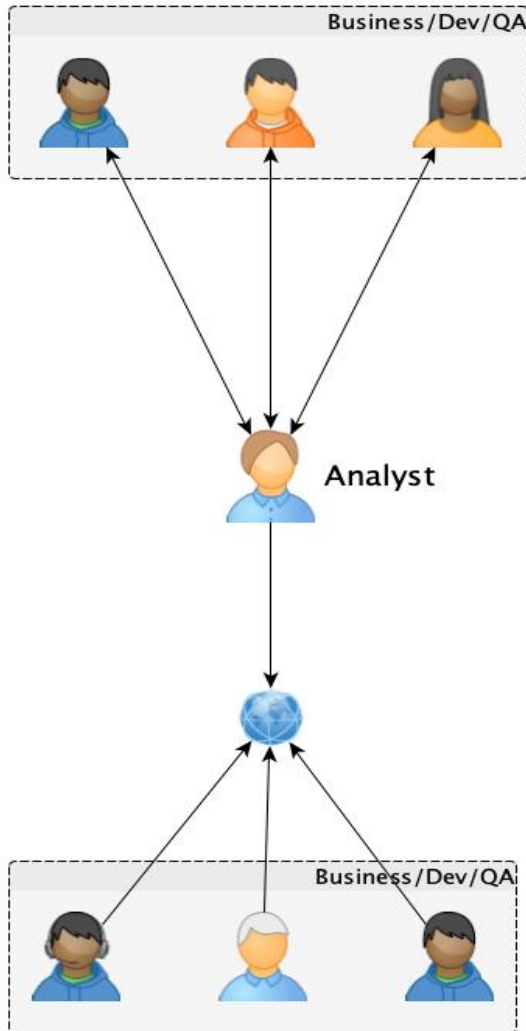


# Concept of Analysis

Pavel Ozerov

# Specification vs Living Documentation



# Disadvantages of Specification

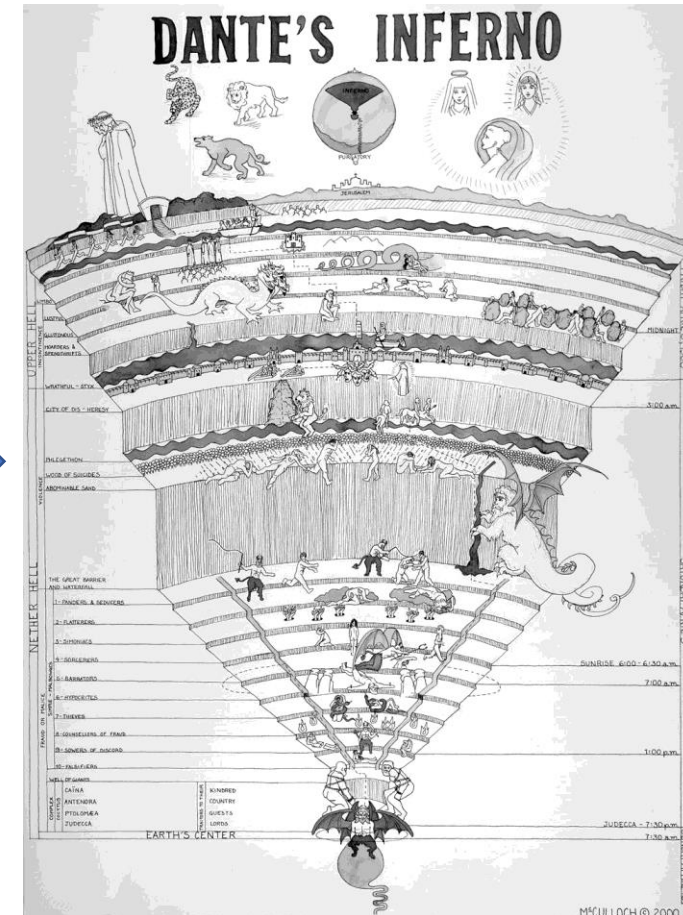
- Analyst is a bottleneck
- Slow speed of changes
- Two different queues that are always full of tasks. The one has TODO things, which can only be handled step-by-step. Another one with things-to-be-changed based on a late feedback from team

# Advantages of Living Documentation

- Instead of making changes by oneself, analyst collects all the needed information, structures it and creates a shared place, where all involved people can work
- Everybody is responsible for the documentation and knowledge sharing

Why BDD is a problem solver?

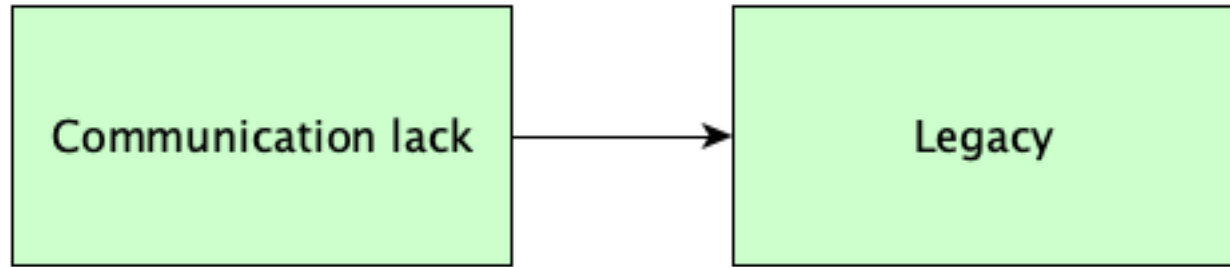
# Tower of Babel (DNA of Legacy)



If something is **not structured**, it's probably **not documented**, which means that it **does not exist**

What is the root cause of Legacy?





What is the root cause of communication lack?

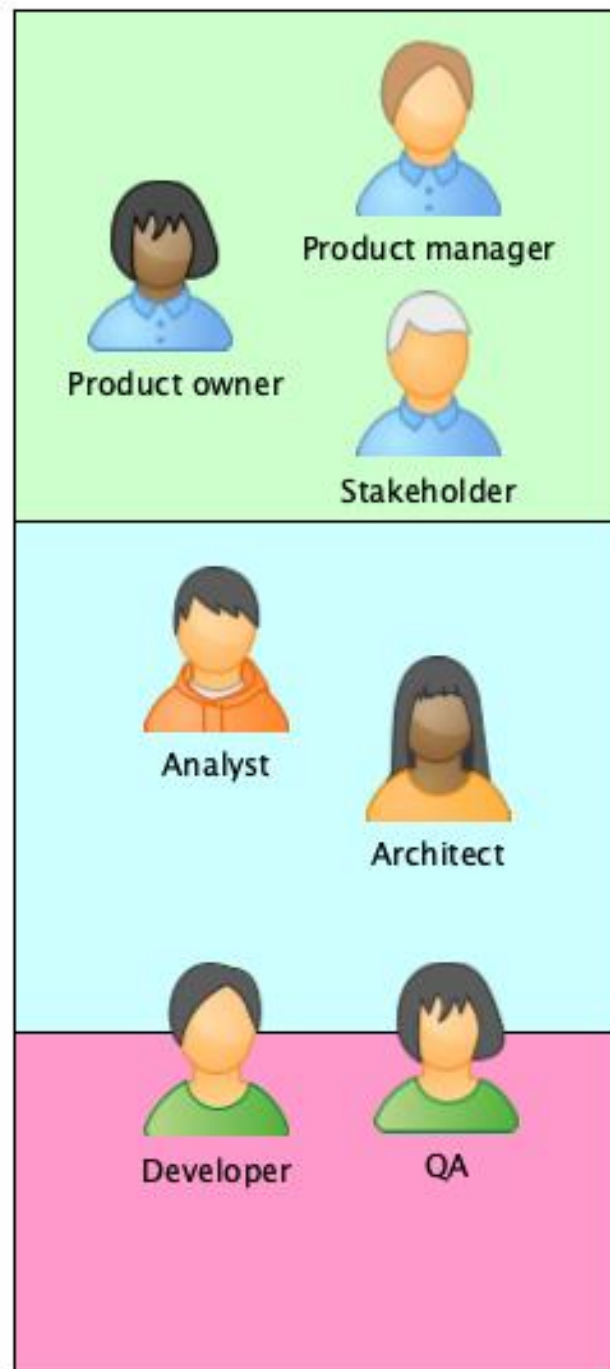
Different understanding

Communication lack

Legacy



Why people understand things differently?

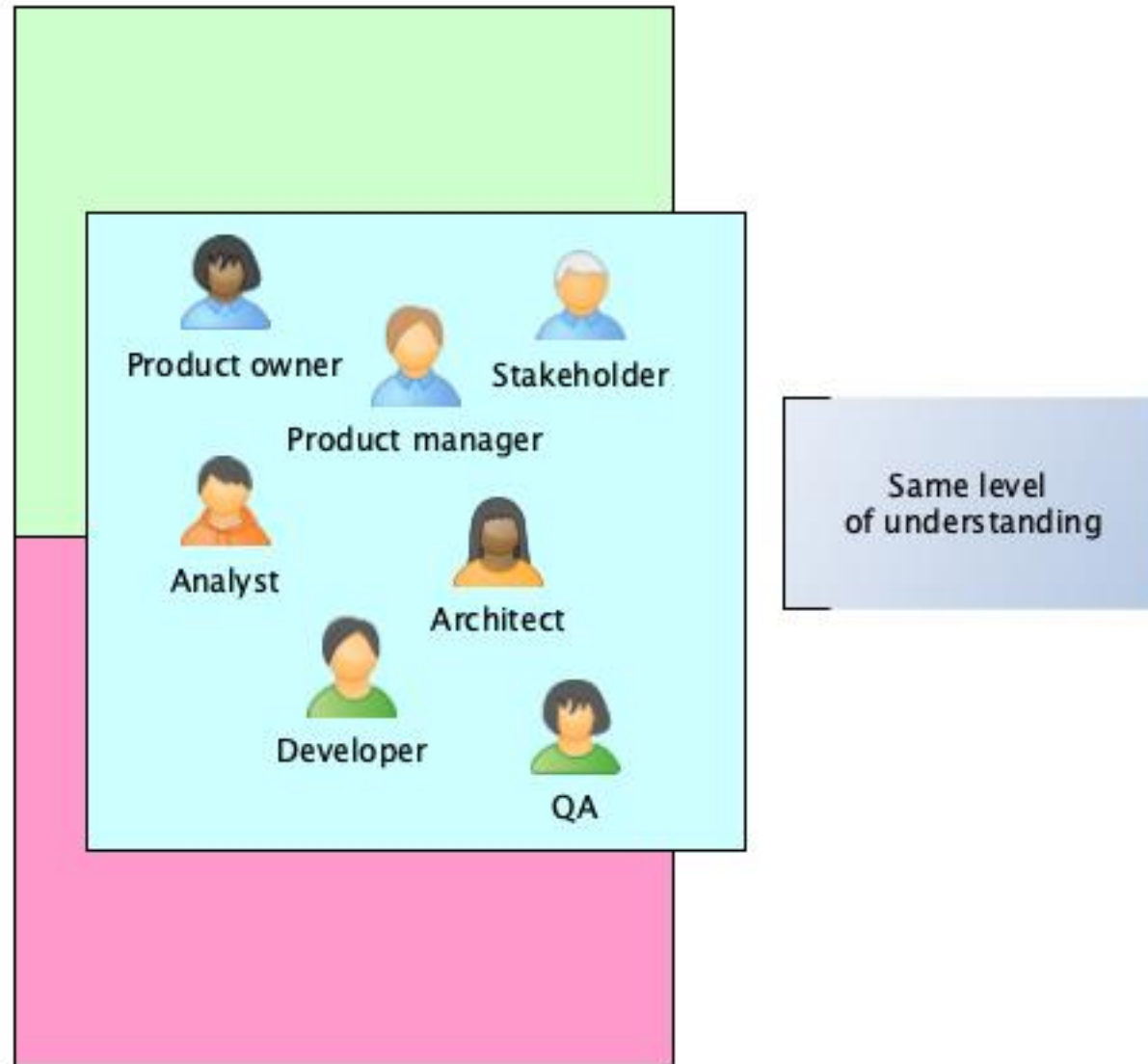


High-level

Technical level

Implementation level

Solution?

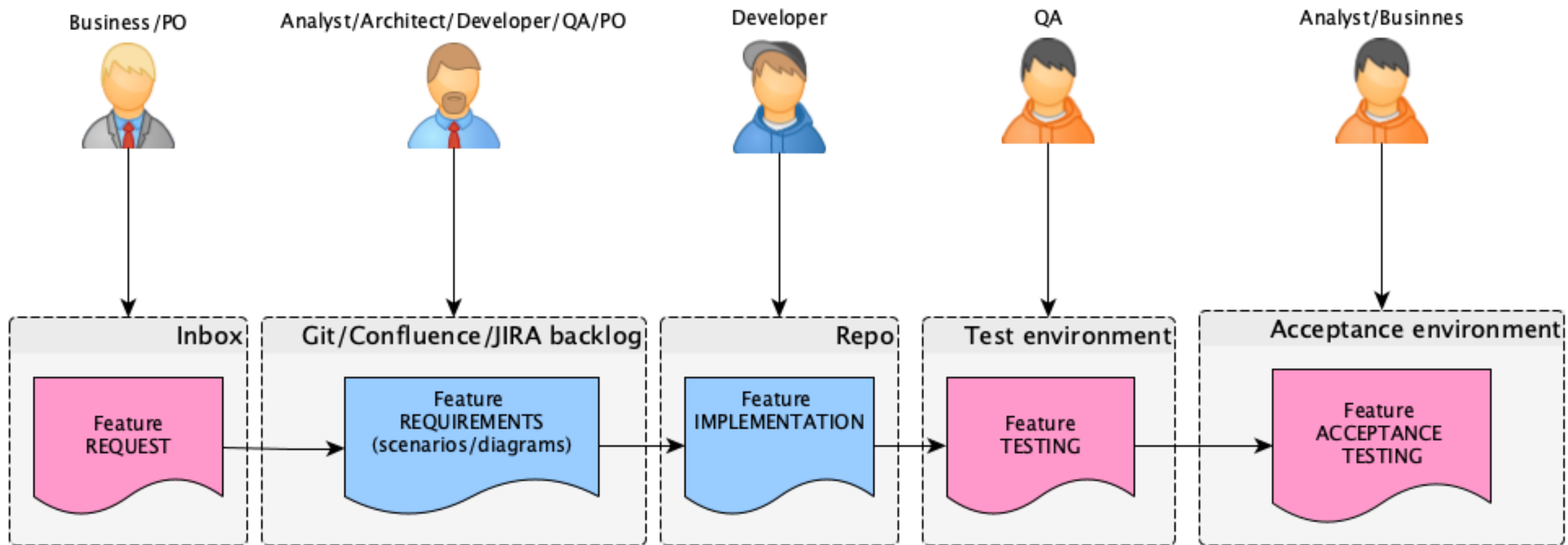


# BDD essentials

- BDD is all about working together when teams provide only what is valuable and really matters
- Agreement between all the related parties is very similar to a contract
- Allow to keep information constantly up-to-date as a living documentation



But still... how?



# Feature breakdown

- Acceptance criteria based on business requirements
- Sequence diagrams as a basis for scenarios
- Scenarios
- Development
- Testing
- Acceptance testing

# Feature essentials

**Feature:** Customer can return goods back to merchant's stock

As a customer

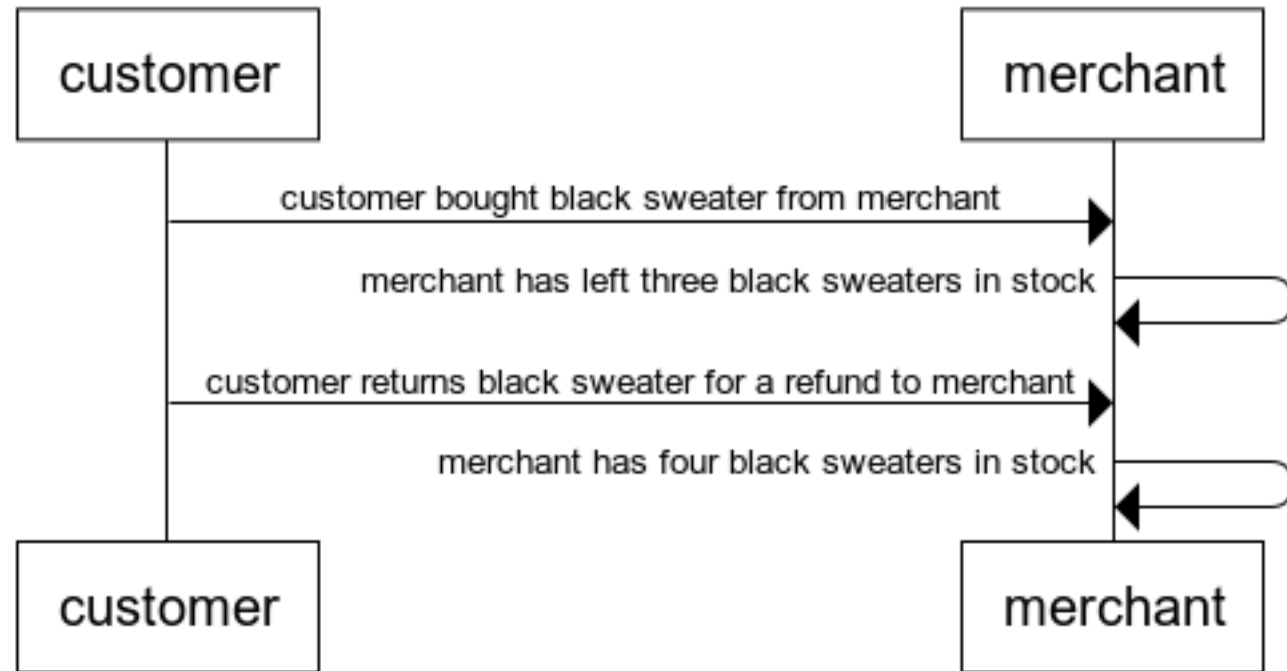
I want to be able to return goods

So that they will be returned back to merchant's stock

**And** I can get a refund

Acceptance criteria:

- Amount of items added to stock equals to the amount of items customer returns
- In case of return goods must be returned to merchant's stock
- Customer can get a refund



# Scenario essentials

```
@Returns
```

```
Scenario: Goods returned by customer should go back to merchant's stock
```

```
Given customer bought black sweater from merchant
```

```
And merchant has left three black sweaters in stock
```

```
When customer returns black sweater for a refund to merchant
```

```
Then merchant has four black sweaters in stock
```

Writing a good scenario

		AAA
AAA	Given	customer bought black sweater from merchant
AAA	And	merchant has left three black sweaters in stock
AAA	When	customer returns black sweater for a refund to merchant
AAA	Then	merchant has four black sweaters in stock



### Checklist

- ☐ **Testability** - expected result and acceptance criteria must be clear on all level of details
- ☐ **Consistency** - style/naming convention should be the same for all the scenarios
- ☐ **Granularity** - level of details should be balanced (not too technical, not very high-level)
- ☐ **Self-sufficiency** - scenarios should be simple and clear outside of a context (AAA)
- ☐ **Doable** - taken TODO tickets should fit into the time frame of development iteration

# The essence

- Contract. Such an agreement between all the involved parties. Like with a real contract people put own signatures, which means that they agree on conditions (requirements) that should be met. Otherwise deal (feature/product) will be failed.
- The essence of making BDD is like creation of a ship in a bottle; to assemble the model so that it cannot be removed without violating the integrity of either the model or the bottle. The same is here: if any part of the process will be missed/failed, then the whole setup will be broken and BDD will not work properly.



Source: [https://commons.wikimedia.org/wiki/File:Buddelschiff\\_2012\\_PD\\_06.JPG](https://commons.wikimedia.org/wiki/File:Buddelschiff_2012_PD_06.JPG)

Author: Bin im Garten

# Keynote

## **What is BDD?**

- BDD is not just the given-when-then syntax, scenarios, user stories, reports or acceptance criteria
- BDD is about seamless collaboration

## **What is the goal of BDD?**

- To teach people from different levels to speak on the same language, understand each other and to work in collaboration on living documentation

## **What are BDD essentials in a nutshell?**

- Output - scenarios
- Outcome - same understanding of a system behavior, which is automated in terms of testing

## **Why there is no chance to fail using BDD?**

- Because everything is connected. If you want to change business requirement, first of all an item in product backlog has to be created and prioritized. Then it has to be analyzed and new acceptance criteria with sequence diagrams should be clarified. Then scenarios should be updated. And only after that it's possible to change the code and related tests. This is a power of living documentation that is always in up-to-date state