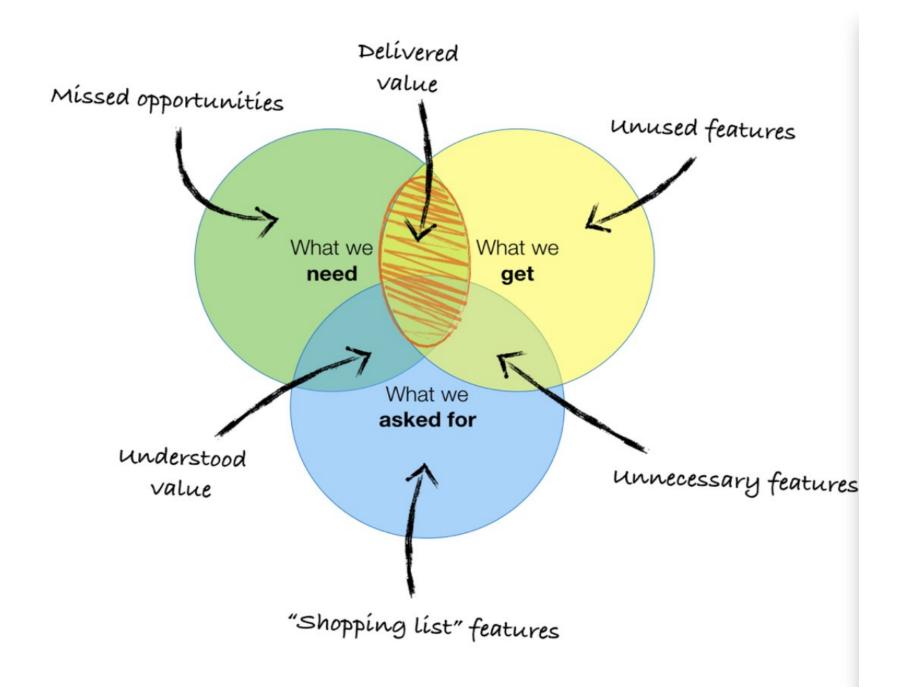
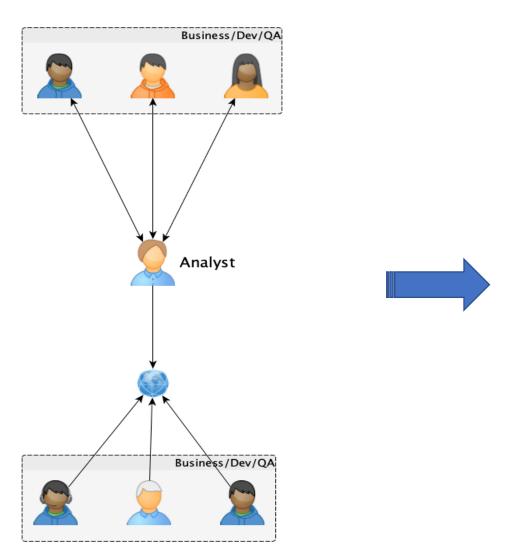
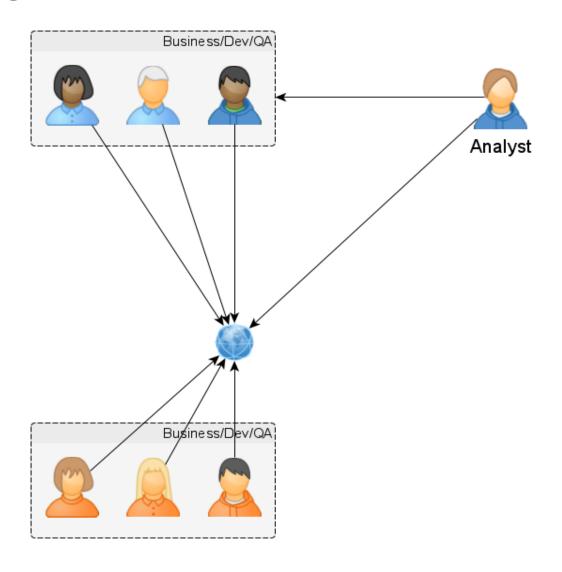
# Concept of Analysis

**Pavel Ozerov** 



# Specification vs Living Documentation





## Disadvantages of Specification

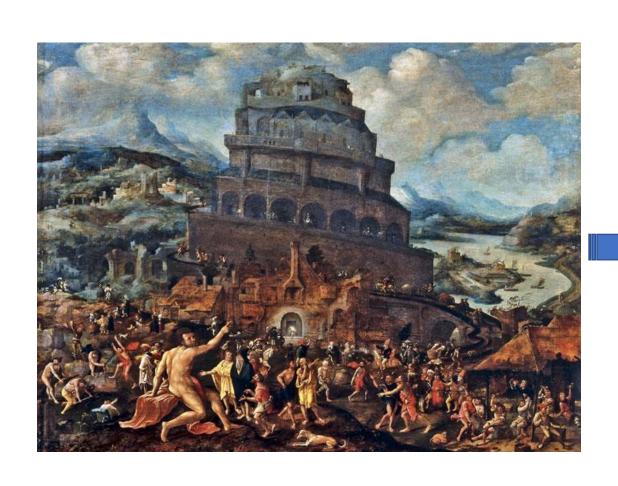
- ➤ Analyst is a bottleneck
- ➤ Slow speed of changes
- > Two different queues that are always full of tasks. The one has TODO things, which can only be handled step-by-step. Another one with things-to-be-changed based on a late feedback from team

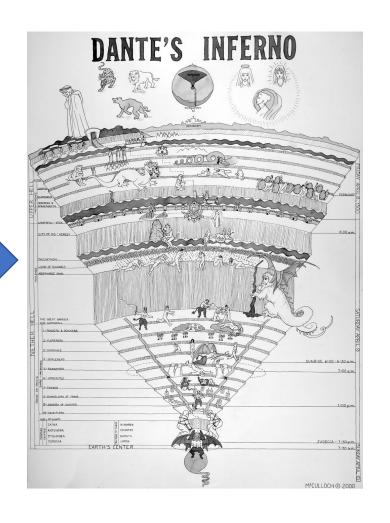
## Advantages of Living Documentation

- ➤ 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?

### **Tower of Babel**

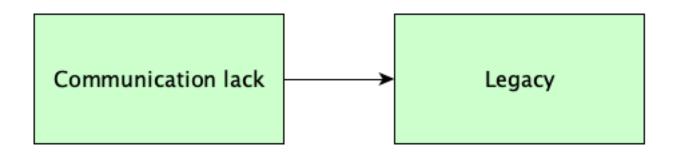


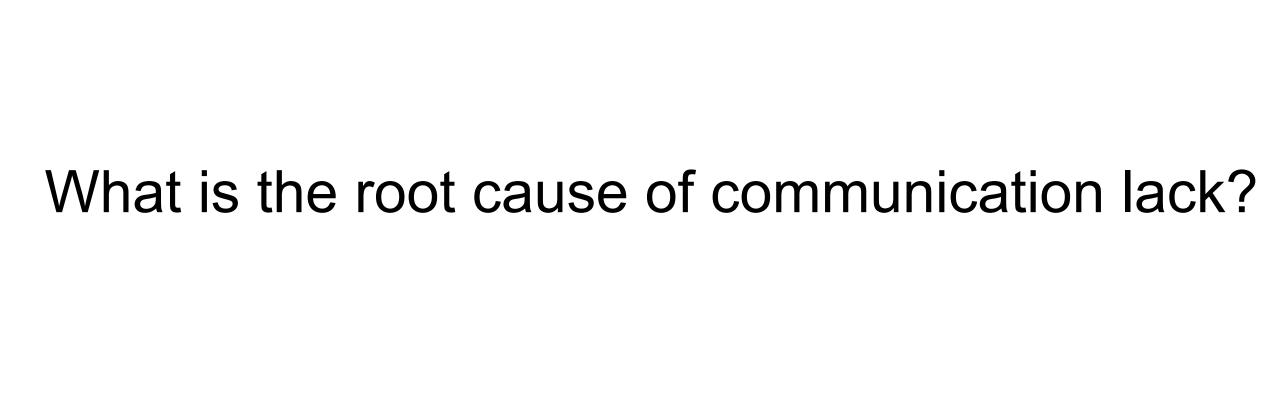


# Legacy

- ➤ No structure within specs
- > If something is not structured it's probably not documented, which means that it does not exist

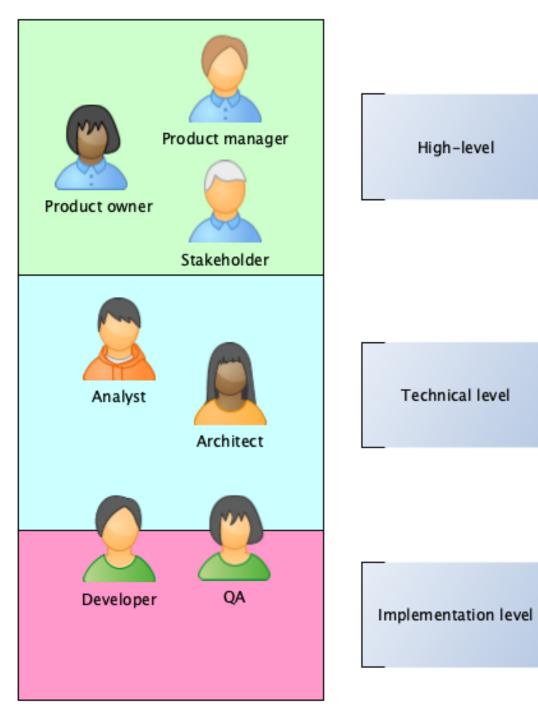
# What is the root cause of Legacy?





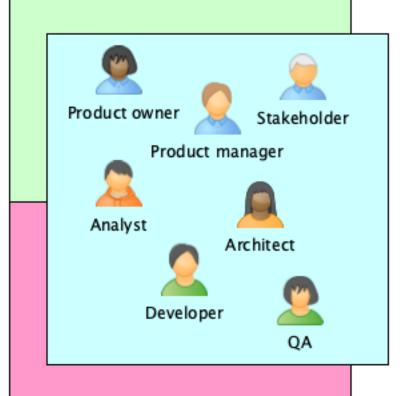


Why people understand things differently?



### **BDD** essentials

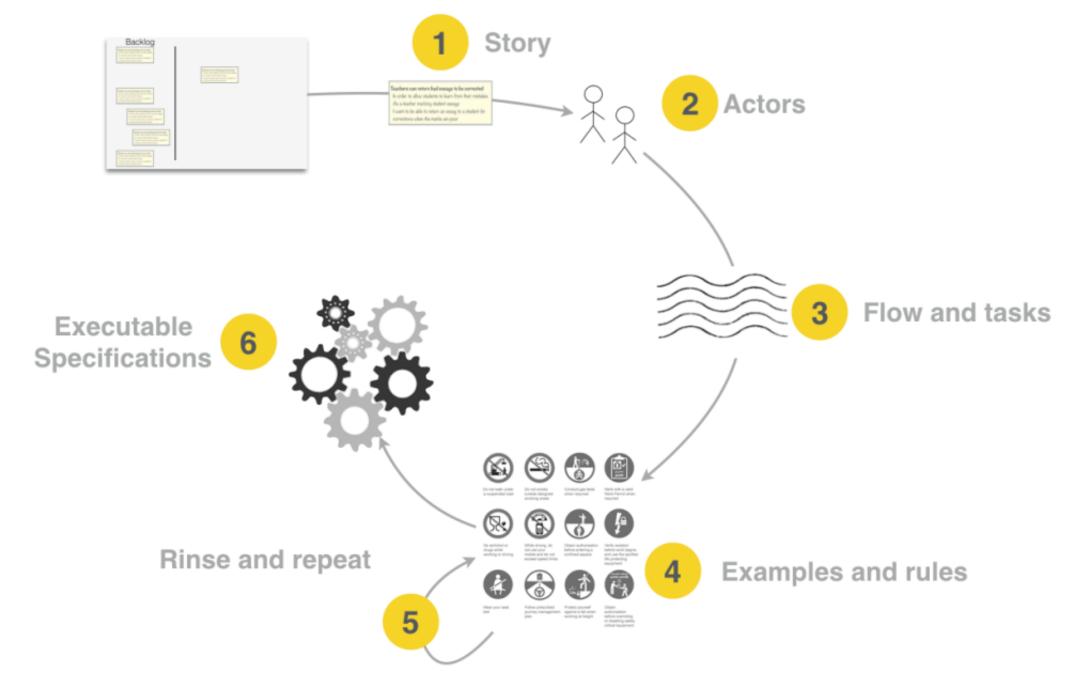
- > BDD is all about working together when teams provide only what is valuable and really matters
- > Agreement between all the related parties is very similar to a contract
- > Allow to keep information constantly up-to-date as a living documentation

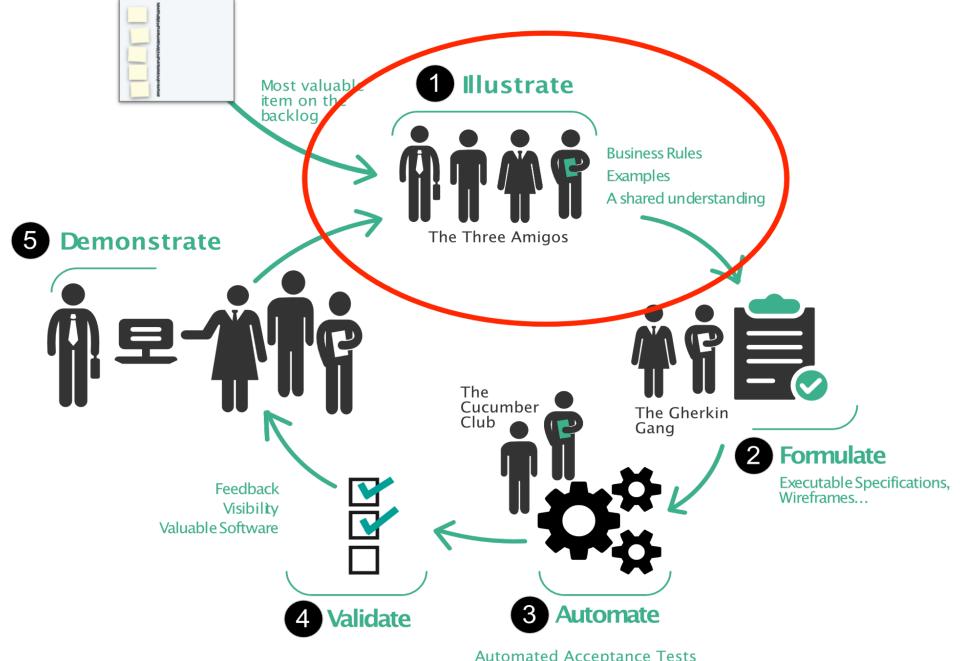


Same level of understanding

# **BDD** in Action

By John Ferguson Smart



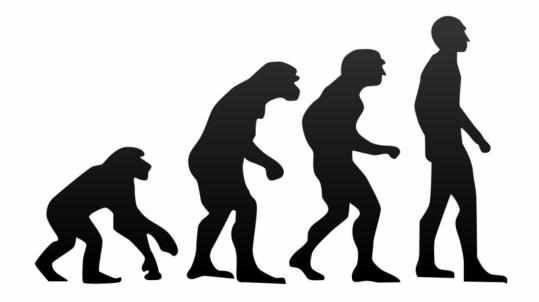


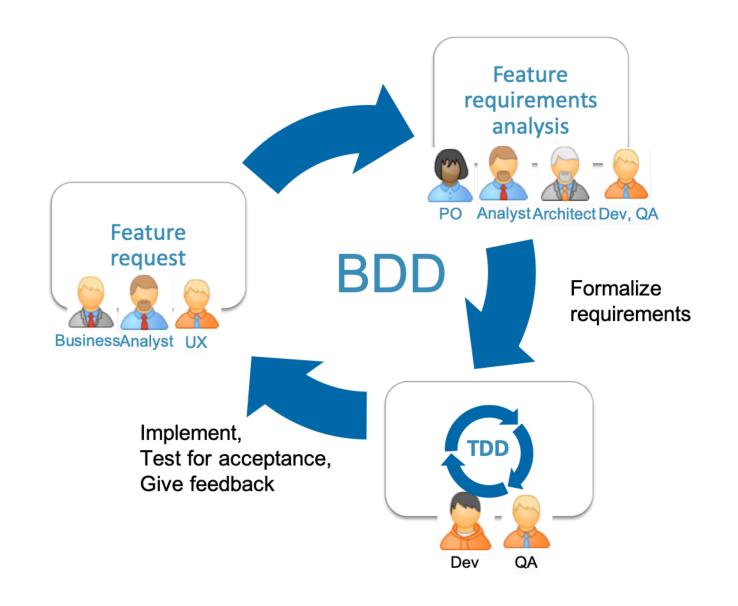
Automated Acceptance Tests Living Documentation

# But... how?

### Through collaboration to evolution







### Feature breakdown

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

### Feature essentials

- > Feature description in Gherkin notation
- ➤ Acceptance criteria (!)

### Scenario essentials

@Returns

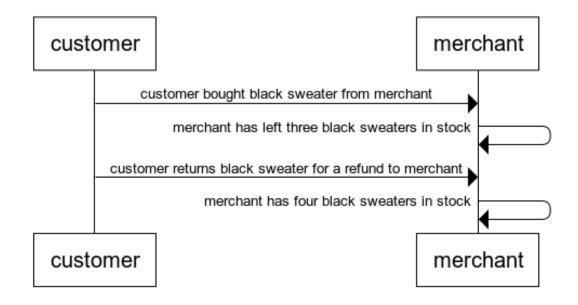
Scenario: Goods returned by customer should go back to merchant's stock

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

# Automated Acceptance Testing

## 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

#### 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