**Week 6 Research**

**What is the difference between TDD and BDD?**

TDD stands for Test-driven Development, BDD stands for Behavior-driven development. TDD came first, and is a coding practice built around creating test cases and testing code repeatedly during the development process. It is often performed with two people, one who writes the test code, and one who writes the program code to satisfy and pass the test conditions. TDD is sometimes referred to as “Red, Green, Refactor.” BDD is results-based, and typically is testing for functionality. Because of this, BDD is usually testing larger groups of code at a time, and ultimately results in fewer instances of test code.

**What does mocking a class allow you to do?**

Mocking allows the tester to remove external dependencies in a unit test, which creates a controlled environment. Common examples are database connections, slow external classes, classes with side effects, etc. When mocking, a “fake” class is created and populated with the expected behaviors of the class being mocked.

https://semaphoreci.com/community/tutorials/stubbing-and-mocking-with-mockito-2-and-junit