

Behaviour Driven Development

Tools and Techniques

Robert Lewis

Spacelabs Healthcare

rablewis@garnethill.co.uk

@rablewis

<http://code-rant.com>

BDD – What is it?

- Refinement of Test Driven Development
- Focus is on the behaviour of the software, not the structure of the code
- Starts with tests that express scenarios related to user stories
- Scenarios can be written (or at least understood) by non-programmers

BDD – Refinement of TDD

- Start with a failing scenario
- Red-Green-Refactor
- Develop the system Outside-In
- Drop down to traditional TDD for system implementation

BDD Framework Features

- Given-When-Then syntax
- Scenario-based test reports
- Natural language scenario definitions
- Example driven tests

Writing Software That Matters

- Enough is Enough
- Deliver Stakeholder Value
- It's All Behaviour

BDD Practices

- Acceptance Test Driven Planning
- Domain Driven Design
- Test Driven Development

BDD References

Introducing BDD (Dan North)

<http://dannorth.net/introducing-bdd>

A New Look at Test-Driven Development (Dave Astels)

http://blog.daveastels.com/files/BDD_Intro.pdf

What's in a Story? (Dan North)

<http://dannorth.net/whats-in-a-story>

The RSpec Book (Chelimsky, et. al.)

<http://www.pragprog.com/titles/achbd/the-rspec-book>

Behaviour-Driven Development (Dan North's talk at Oredev 2007)

<http://www.viddler.com/explore/kvarnhammar/videos/4/>

BDD Tools

NBehave

<http://www.codeplex.com/NBehave>

IronRuby + Cucumber

<http://wiki.github.com/aslakhellesoy/cucumber/ironruby-and-net>

Code to be posted on my (new) blog...

<http://code-rant.com>

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