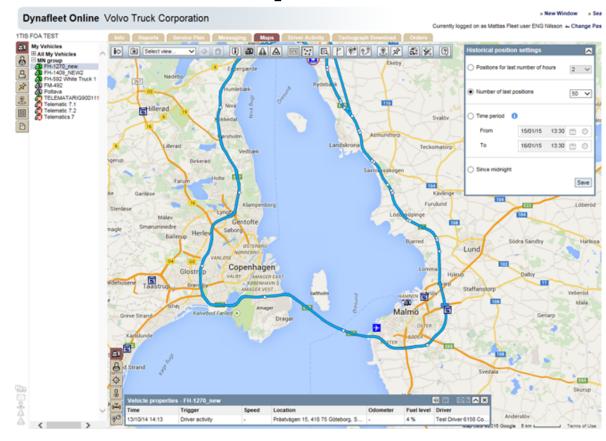
Behavior Driven Development (BDD)

Pavel Rabetski



Volvo Group Telematics





Agenda

- Introduction to BDD
- Cucumber BDD framework
- Live demo
- Pros/cons of BDD
- Questions?

Test Driven Development



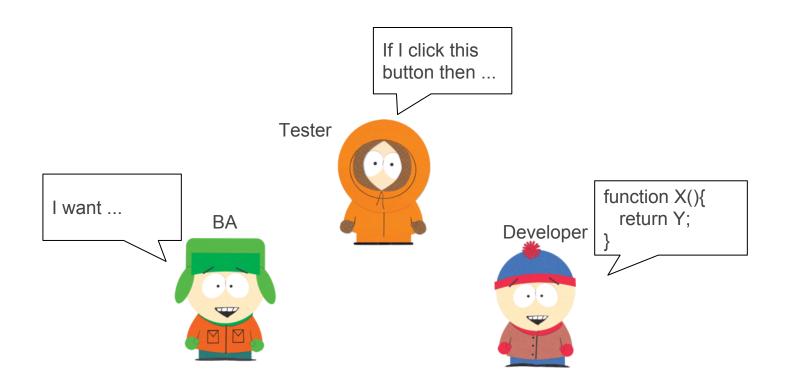
Dan North

```
public class TestJAccount {
  @Test
public void testWithdraw(){
    //...
}

@Test
public void testWithdrawWithException(){
    //...
}
}
```

```
public class MoneyWithdrawTest {
agiledox >
                @Test
                public void testSuccessWhenEnoughMoneyOnAccount(){
                   //...
                @Test
                public void testFailsWhenLackOfMoneyOnAccount(){
                   //...
                     MoneyWithdraw
                      - success when enough money on account
                      - fails when lack of money on account
```

Behavior Driven Development





How the customer explained it



How the Project Leader understood it



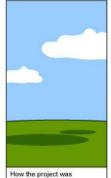
How the Analyst designed it



How the Programmer wrote it



How the Business Consultant described it



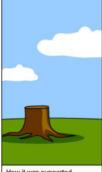
How the project was documented



What operations installed



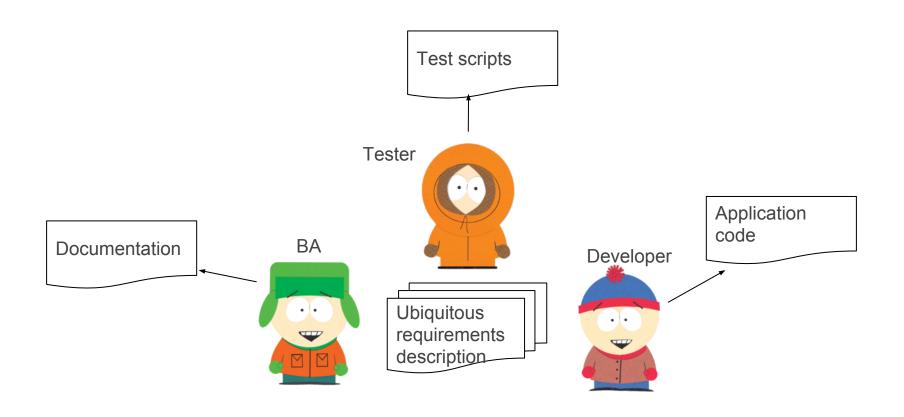
How the customer was billed



How it was supported



What the customer really needed





How the customer explained it



How the Project Leader understood it



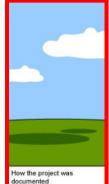
How the Analyst designed it



How the Programmer wrote it



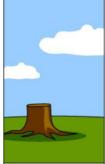




What operations installed



How the customer was billed



How it was supported



What the customer really needed

Behavior Driven Development

(how we write and test requirements)

Story (feature):

As a [role] I want [feature] so that [benefit]

Example: As a customer I want to withdraw money from an ATM so that I don't have to go to the bank

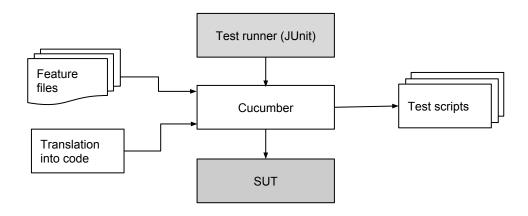
Story acceptance criteria (scenario):

Given [initial context] when [event] then [outcomes]

Example: Given there is enough money on my account when I make a withdrawal then I get the expected amount of money from the ATM

Cucumber BDD framework

Cucumber BDD framework



Cucumber: Gherkin logic

Gherkin logic

Feature: Withdraw money
In order to avoid going to the bank
As a customer
I want to withdraw money from an ATM

Scenario: Withdraw less money than the account has
Given there is enough money on my account
When I make a withdrawal
Then I get the expected amount of money from the ATM
And receipt is printed

Cucumber: parametrization

Gherkin logic

Scenario: Withdraw less money ...

Given I have 200 SEK on my account

When I withdraw 100 SEK

Then I get 100 SEK from the ATM

Scenario: Withdraw more money ...

Given I have 50 SEK on my account

When I withdraw 100 SEK

Then I get 0 SEK from the ATM

Given I have <balance> SEK on my account
When I withdraw <withdraw> SEK
Then I get <received> SEK from the ATM

Examples:

```
| balance| withdraw | received | | 200 | 100 | 100 | | | 50 | 100 | 0 | |
```

Cucumber: annotations

Gherkin logic

@prod

Scenario: Withdraw less money ...

Given I have 200 SEK on my account

When I withdraw 100 SEK

Then I get 100 SEK from the ATM

@test

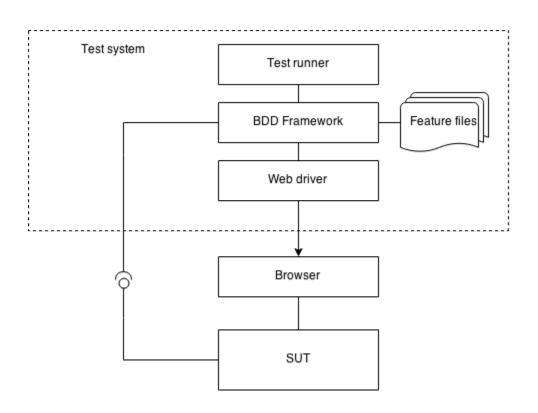
Scenario: Withdraw more money ...

Given I have 50 SEK on my account

When I withdraw 100 SEK

Then I get 0 SEK from the ATM

BDD for complex systems



Live demo: OEM portal

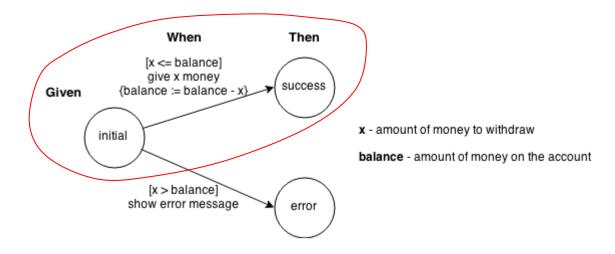
Live demo: ATM

Pros/cons of BDD

- Level of abstraction for steps?
- Becomes complex for complex systems
- Lack of tool support

P.S. BDD in a context of FSM

Given I have 200 SEK on my account **when** I withdraw 100 SEK **then** I get 100 SEK from the ATM



Questions?

References

Cucumber framework:

https://cucumber.io/

Gherkin language:

http://docs.behat.org/en/latest/guides/1.gherkin.html

Dan North about BDD:

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

How BDD can be misused:

https://cucumber.io/blog/2014/03/03/the-worlds-most-misunderstood-collaboration-tool