

Behavior Driven Development / Acceptance Test-Driven Development

Better Software through Collaboration

Built-in quality allows quicker delivery of business value. A key practice to realize built-in quality is using Behavior Driven Development (BDD) / Acceptance Test-Driven Development (ATDD). This workshop describes how the Triad (customer, tester, and developer perspectives) collaborates to create a shared understanding of the desired behavior of an application. It shows how to define scenarios which specify that behavior and use these scenarios as a communication and verification tool. Applying BDD/ATDD helps to decrease rework, raise customer satisfaction, and promotes trust.

APPROACH

This immersive workshop uses your team's actual stories for the exercises during the interactive lecture and individual team sessions. For maximum effectiveness, the entire team (product owner, scrum master, developers, testers, business analysts, subject matter experts) should attend the training together. One of the outcomes will be scenarios that are ready for implementation.

OBJECTIVES

By the end of this workshop, participants will know and have experienced:

- The benefits of Behavior Driven Development / Acceptance Test-Driven Development
- Decreasing misunderstanding by forming a shared customer / business domain language
- Specifying behavior in stories using scenarios to create a shared understanding
- Turning scenarios into acceptance tests
- Using scenarios as a communication vehicle
- Understanding scenarios in their context
- Transitioning to BDD/ATDD
- How BDD/ATDD embodies Built-In Quality and Shift Left

INSTRUCTOR / FACILITATOR

Ken Pugh is the author of *Lean-Agile Acceptance Test-Driven Development: Better Software Through Collaboration*, an international speaker, and a recognized expert in BDD/ATDD. He has helped clients in the financial, energy, electronics, process control, manufacturing, transportation, and retail industries to build in quality with BDD/ATDD, Test-Driven Development (TDD), and design quality. He is a certified Back of the Room Trainer and applies those techniques in his training.

OUTLINE

- Software Development
 - What is BDD/ATDD
 - Benefits of BDD/ATDD
 - The process and the perspectives
- Examples of Behavior
- User Stories and Scenarios
- Discovery of Behavior
 - Example Mapping
 - Other approaches

- Creating the shared terminology – the ubiquitous language
- Formulating Behavior
 - Given/When/Then Scenarios (Gherkin)
 - Other formats
- Turning Scenarios into Acceptance Tests
 - Manual
 - Automatable
- Using Tables to Decrease Duplication
- Scenario / Test Evaluation
 - Common pitfalls and how to avoid them
 - Maintainability, scalability
 - Sustainability
- Cross-functional / Non-functional Behavior
- Retrospective
 - Transition Issues
 - Motivation issues

WHEN AND WHERE

This workshop is offered remotely and in-person. It can be incorporated into any iteration using the stories that are on the backlog or between iterations. The workshop consists of:

- Interactive lecture / exercises (1 ½ days)
- Individual team sessions (½ day)

For one team, the workshop is 2 days long; for three teams, it is 3 days long.

For remote workshops, the workshop can be scheduled over a longer period.

FOLLOWUP

Post-workshop coaching is available.

CONTACT

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