Don’t you trust me?

Seb Rose
@sebrose
www.claysnow.co.uk

Test Automation Day 2014
Building trust using BDD and Cucumber
Business Driven Development
Beard Driven Development

Thursday, 17 July 14
Behaviour Driven Development
What’s the difference between TDD, ATDD, BDD and SbE?

They’re called different things

So, what exactly IS the problem?
Trust is easily lost
Who understands what you’re delivering?
Do you know how your organisation works?
The automated tests take longer to run.
Reduce scope?
Remove acceptance tests?
Feature: GPS usage

Scenario: Start navigation to new destination

Given I enter a new destination
When I start navigation
Then I should be given first direction
@Given("I enter a new destination")
public void I_enter_a_new_destination() {
    // Do whatever it takes to enter new destination
}
• What if there is no GPS signal?

• What if the destination provided is unknown?

• How will errors be communicated to the user?
Scenario: No GPS signal
  Given I enter a new destination
  And it there is no GPS signal
  When I start navigation
  Then I should see the correct error message

Scenario: Unknown destination
  Given I enter a new destination
  And the destination is unknown
  When I start navigation
  Then I should see the correct error message
Scenario Outline: Display correct error message

When the navigation component returns an `<error>`

Then the correct `<message>` should be returned

Examples:

<table>
<thead>
<tr>
<th>error</th>
<th>message</th>
</tr>
</thead>
<tbody>
<tr>
<td>no-gps-signal</td>
<td>&quot;No GPS signal&quot;</td>
</tr>
<tr>
<td>unknown-destination</td>
<td>&quot;Unknown destination&quot;</td>
</tr>
</tbody>
</table>
Scenario: No GPS signal
  Given I enter a new destination
    And it there is no GPS signal
  When I start navigation
  Then I should see the no-gps-signal message

Scenario: Unknown destination
  Given I enter a new destination
    And the destination is unknown
  When I start navigation
  Then I should see the unknown-destination message
Scenario: No GPS signal
   Given I enter a new destination
   And it there is no GPS signal
   When I start navigation
   Then I should see “No GPS signal”

Scenario: Unknown destination
   Given I enter a new destination
   And the destination is unknown
   When I start navigation
   Then I should see “Unknown destination”
@without_ui

Scenario: No GPS signal
   Given I enter a new destination
   And it there is no GPS signal
   When I start navigation
   Then I should see “No GPS signal”
private boolean without_ui = false;

@Before("@without_ui")
public void beforeScenario() {
    without_ui = true;
}

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@Given("^I enter a new destination$")
public void I_enter_a_new_destination() {
  if (without_ui){
    // Call navigation component directly
  }
  else {
    // Drive UI directly using Selenium or similar.
  }
}
Service manual

- Exercise full application stack to build trust
- Reduce thickness as trust grows
- A few end-to-end scenarios is often all you need
- Keep living documentation comprehensive
Seb Rose

Twitter:  @sebrose
Blog:      www.claysnow.co.uk
E-mail:   seb@claysnow.co.uk