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Using Acceptance Test-Driven Development / Behavior Driven Development in Context with Domain Driven Design and Clean Architecture

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Objectives

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- Overview of Acceptance Test-Driven Development / Behavior Driven
 Development
- Learn how ATDD/BDD works with Domain Driven Design
- Learn how automating ATDD/BDD scenarios for testing works with Hexagonal / Clean Architecture



Helping teams deliver software

more effectively

- ATDD/BDD, TDD, BVDD, Lean, Scrum, Kanban, Technical Excellence
 Over 2/5 century of software development
- experience
- Co-author SAFe® Agile Software Engineering
 Author of seven books, including:
- Lean Agile Acceptance Test-Driven Development: Better Software Through Collaboration
 - Prefactoring: Extreme Abstraction, Extreme Separation, Extreme Readability
 - Interface Oriented Design

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Overall Rule









Definitions

- Acceptance criteria • General ideas
- Acceptance tests
 - Specific tests that either pass or fail
 - Implementation independent

















ATDD/BDD in Context with DDD and Clean Architecture

























Behavior

Types of behavior: • Flow



Main Flow - Outline

```
Scenario: Run a test successfully
Given test exists
When test is run
Then test is updated with results of the run
```

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Domain Term Type

```
Scenario: Domain Term Type IssueID
# Domain Term "Issue ID" is this type
* IssueID must be five characters and digits without
spaces
     | Value
             | Valid | Notes
                                   1
     | 12345 | Yes |
                                   Т
     | A1234 | Yes
                     1
                                   1
     | 1 123 | No
                    | Has spaces
                    | Too short
     | 1234 | No
                                   - 1
     | 123456 | No
                     | Too long
                                   I
```

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ATDD/BDD in Context with DDD and Clean Architecture







Other Examples

- A Coalesced View of Software Development
- Requirement Driven Development and Test-Driven Development
- <u>A Behavior Perspective on Development</u>
- <u>The Auction Sniper An ATDD/BDD Approach</u>
- <u>The Mars Rover Kata and BDD/ATDD</u>
- Building Collaboration with Visible Tests
- Use Your Ubiquitous Language in Your Design
- The Gilded Rose Kata from a Gherkin Perspective
- <u>A Dollar Kata</u>







Testing Approaches



• Use another instance (start up an environment) that starts the same state - for speeding up tests

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· Could set actual clock with different instances





- Text or not to Text outside is text, inside are objects · Avoid strings in executable code
- · When you're abstract, be abstract all the way Primitives are primitive – use them to construct objects Strings are primitive
- Use names for constants in executable code
- Null on null use "Null Objects"

