**Acceptance Test-Driven Development / Behavior Driven Development:**
**Better Software through Collaboration**

Built-in quality allows quicker delivery of business value. One of the key practices in realizing built-In quality is Acceptance Test-Driven Development (ATDD) / Behavior Driven Development (BDD). This course describes how the triad (customer, tester, and developer) creates acceptance tests to provide a joint understanding of the requirements. It shows how to use those acceptance tests as a communication and verification tool. Applying these skills streamlines communication within the organization, decreasing rework, raising customer satisfaction, and promoting trust within the organization. These methods have demonstrated an ability to be able to lower released errors by up to 90%. This course is based on *Lean-Agile Acceptance Test-Driven Development* by Ken Pugh.

OBJECTIVES

This course helps participants understand how to transform requirements accurately into testable specifications. This is a collaborative, efficient manner that minimizes waste. It addresses requirements, specifications, implementation and testing. You will learn:

- Principles of Acceptance Test-Driven Development
- How to turn requirements into acceptance tests
- What is a good acceptance test
- How to use acceptance tests as a communication vehicle
- How ATDD embodies Build Quality In and Shift Left

INSTRUCTOR

Ken Pugh, author of *Lean-Agile Acceptance Test-Driven Development: Better Software Through Collaboration*.

TARGET AUDIENCE

Customers, product managers, business analysts, SMEs, developers and testers.

It is essential that the development and test team and at least one customer, business analyst, product manager, or SME attend the workshop together.

This course is appropriate for anyone who is involved in the definition, development and quality assurance of software related products.

OUTLINE

- Software Development
    - What is ATDD
    - Why ATDD is useful
    - The process
    - The roles and responsibilities
- Acceptance Test Examples
    - Acceptance test style, size, scope, clarity
- The Business Tests
    - Objectives
    - Scope

- User Stories and Scenarios
- Test Anatomy
- Tables as Tests
- System Boundary and Tests
- Events, Responses, States
- Complex Business Rule and Separation
- Test Evaluation
  - Common pitfalls and how to avoid them
  - Maintainability, scalability
  - Sustainability
- Retrospective
  - Transition Issues
  - Motivation issues

ATTENDEE MATERIALS

Workshop materials are provided at the start of the class.

ROOM SETUP AND EQUIPMENT

Students usually sit at tables, 4-6 students per table
Flip chart and whiteboard for the instructor
A projector with screen

PREREQUISITES

None

COURSE LENGTH

This course is structured with a workshop for all participants to present common concepts followed by individual team workshops to cover team-specific issues and to develop acceptance tests for stories.

- 1 1/2 days: All teams together
- 1 1/2 day: Teams individually (1/2 day per each)

MAXIMUM

Three teams

PROVIDER

Ken Pugh, Inc.  732 Ninth Street #695, Durham, NC 27705.
Course copyright © 2007-2017 Ken Pugh

CONTACT

Leslie Killeen 919-490-6335    leslie@kenpugh.com