# Behaviour-Driven Development (BDD) Training Prospectus

Contents:

These course modules aim to provide the foundations for a team's successful adoption of BDD. Further skills training such as in Ruby programming, Cucumber, or test-driven development may be required to complete a successful adoption.

Please contact me to discuss your training needs.

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# Day 1: Behaviour-Driven Development (BDD) Primer

The goal of this day's training is to build enthusiasm and support for adopting BDD within a team or department. We do this by explaining and demonstrating what BDD is, why it's useful, and giving everyone a chance to practice doing it for themselves so they can make up their own minds.

**Who should come?**

This day's training is aimed at the whole team: Product Owners, Business Analysts, Project Managers, Testers, Developers, User Experience specialists and everyone in between. It's important we have a broad range of disciplines in each course group.

**Course Content:**

• What is BDD?
• How examples help
• Practical exercise: breaking down user stories into scenarios
• Practical exercise: the three amigos
• Cucumber demo
• Gherkin syntax
• Writing readable specifications
• Practical exercise: imperative vs declarative style
• Traps, pitfalls, hints and tips
• Group discussion

**Learning Outcomes:**

• That BDD is primarily a communication tool, to be used by the whole team
• Understand other disciplines' perspectives on communication issues within the team
• Understand the importance of developing a ubiquitous language within the team
• Experience of the BDD process: breaking down user stories into scenarios
• Understand the distinction between features, user stories. acceptance criteria and scenarios, and how those artifacts can be used by each discipline
• Understand the difference between unit testing and acceptance testing, and the importance of each
• See what Cucumber[1] is, and how it can be used to automate BDD scenarios
• Learn the syntax of Gherkin, the plan-language specification format for Cucumber specifications

[1] http://cukes.info

**Feedback:**

*"Very well presented and engaging. Didn't need caffeine. Am totally new to the whole approach but I like it already."*

*"Enjoyed learning new stuff in a relaxed atmosphere. Excellent to have a go and try things out / examples."*

*"Great course - presented in a non-techie digestible manner. Will help me create better test scenarios & improve spec docs generally."*

*"Really well presented. The day flew by. Lots to think about for next project!"*

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*"Great 1-day course, really useful working / learning with others in different disciplines. Times for discussion and sharing ideas were thought-provoking. Cheers!"*

# Day 2: Your First Scenario

The goal of this day's training is to get a single automated BDD scenario running end-to-end against the a team's own system by the end of the day. We'll pick the right automation tool based on the team's stack, but normally use either Cucumber or SpecFlow.

**Who should come?**

This is a very practical hands-on day, focussed on getting a single BDD scenario written and then automated. It's primarily aimed at developers, technical architects, and testers.

**Course Content**

We'll spend the day either at the keyboard or at the whiteboard, discussing what to test, how to word the scenario, and then writing the test code to automate the scenario. Sometimes we'll also make changes to the system itself in order to make it more testable.

**Learning Outcomes**

• Working on a real-world problem helps us to find the gaps in what was learned in the first day, and fill them in a context that's relevant.

• Attendees gain the confidence that their project can be automated, by seeing it done for real.

• Start to establish patterns about how to automate their particular system.

**Feedback:**

*"We had Matt Wynne over to teach us about Cucumber last week. It proved to be a fun day of learning. Not only is Matt an expert at Cucumber and Ruby, but he also has a very informal open style of presenting the subject matter. We implemented some real-life features and all had a solid understanding of what it was about after just one day of his training. FTW!"*

# Day 3-4: Advanced BDD & Kanban Workshops

The goal of this training is to perfect the team's skill in using BDD scenarios as a tool for communication, planning and progress tracking. One day with a recommended follow-up a few days later.

**Who should come?**

This training is particularly relevant to product owners, project managers and QA / development leads.

**Course content**

We'll work with the team's user story / requirements backlog to hone their skill in breaking down their requirements using BDD:

• Writing acceptance criteria for user stories

• Splitting user stories that are too big

• Writing BDD scenarios for acceptance criteria

• Facilitating specification workshops

• Choosing what to automate

• How Scrum, Kanban and BDD fit together

• How to track progress and predict velocity with Kanban

• Collecting metrics to measure the success of your BDD adoption

The workshop format gives everyone a chance to share their perspective, discuss and ask questions. Although a single day can be sufficient, a second follow-up day allows questions that surface after the first day to be addressed, and gives the team a chance to get feedback from the trainer on the scenarios they've written themselves between the two days.

**Learning outcomes**

• Greater skill at identifying and splitting large user stories

• Concrete understanding of the distinction between user stories, acceptance criteria and scenarios, from having practiced using examples from your own project.

• Understand how BDD can be used as part of a Kanban process, and how that in turn can fit into an existing Scrum process

**Feedback:**

*"I found the session very useful. It was particularly useful in comparison to other courses I've done, as it was tailored specifically to the project that we're working on. I also found it useful for helping the entire team understand and develop the process that we're adopting for developing the project."*