Specification by Example and Executable Specification

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목차

- 1. Introduction
- 2. ATDD/BDD
- 3. Specification by Example
 - 2.1 Key practices
 - 2.2 Specification Workshop
- 4. Tools
- 5. Conclusion

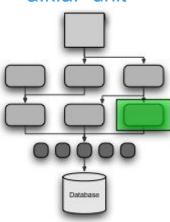




Test Classification

small

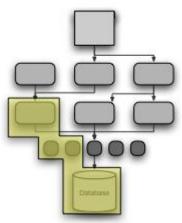
a.k.a. "unit"



verify the behavior of a small and isolated unit of code, such as a single class or function.

medium

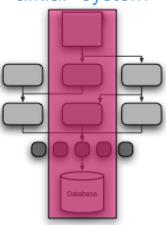
a.k.a. "functional"



validates the interaction of one or more application modules on a single machine.

large

a.k.a. "system"



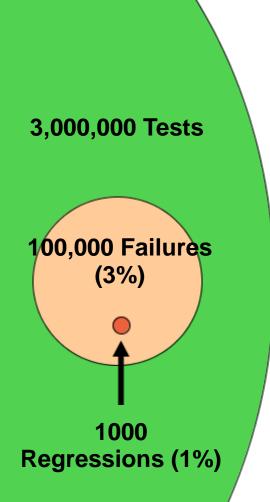
end-to-end test that verifies the whole system and behavior of external subsystems.

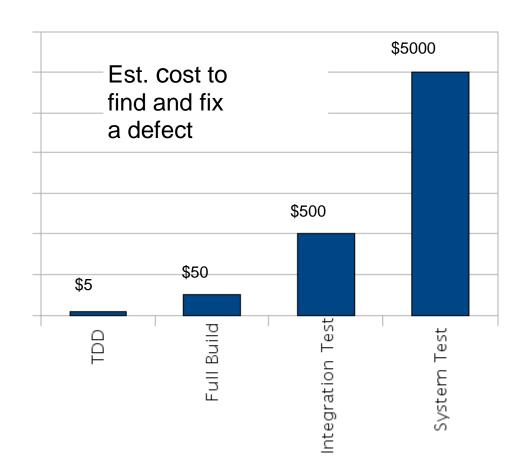
isolation and speed

confidence in the whole



Google-wide Regression Analysis





Back of envelope savings: \$160M Or 774 engineers.

1.1 What are we up to now?

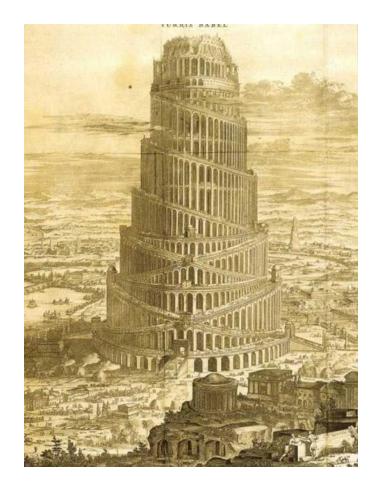
- Lost in translation (Business -> Dev -> QA)
- Do not explain why
- Gaps discovered only until coding started
- Cumulative effects of small misunderstandings
- Inadequate and essentially flawed requirements and specification
- Fulfilling specifications does not guarantee success





1.2 The communication gap in software projects

- Every participants on software project use their own languages.
- Hard to collaborate among business analysts, developers, testers, and customers due to communication gap.
- Even a well written specification has ambiguities and the danger then is in making assumptions.
- A written specification never updated.



Athanasius Kircher's illustration of the Tower of Babel

http://www.rereviewed.com/roguesemiotics/?p=686



1.3 Lost in translation

An experiment with four active battalions in US Army

"Commander expectations matched actions in only 34% of the cases"



L.G.Shattuck, 2000 http://www.au.af.mil/au/awc/awcgate/milreview/shattuck.pdf

1.3 Lost in translation

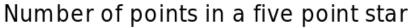
The process is very much like a telephone game

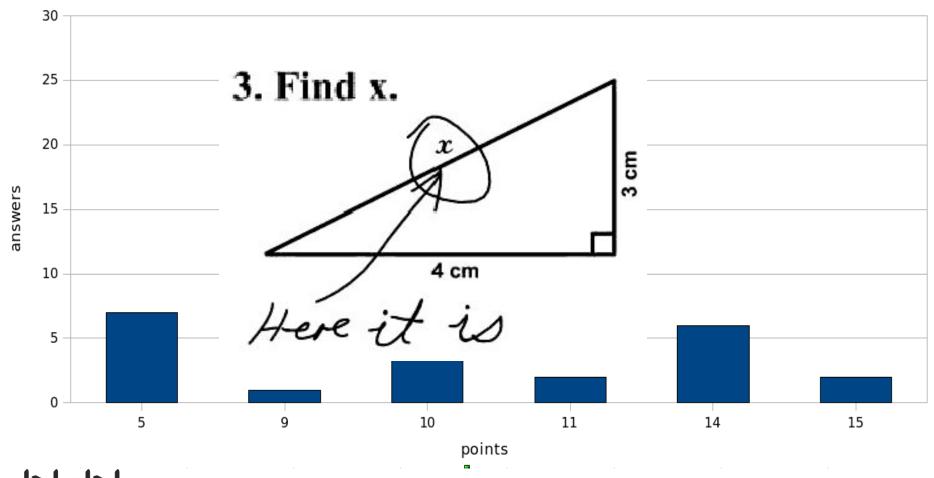


http://www.flickr.com/photos/mataniere/3107073262

1.4 Are obvious things really obvious?

How many points are there?

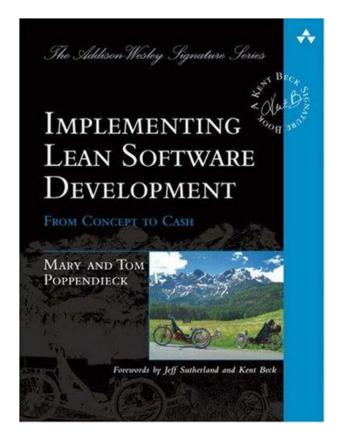




|~|-|~|

1.4 Are obvious things really obvious?

"Just-in-case code is the biggest source of waste in software development"



Mary and Tom Poppendieck Lean Software Development

1.5 Do not explain why

❖ F-16 design team was asked to do the impossible - a cheap
2.5 Mach airplane!

"When asked [...] why they need Mach 2 – 2.5, the answer was to be able to escape from combat. Their solution was [...] providing acceleration and manoeuvrability, not maximum speed."



http://www.97-things.com/wiki/index.php/Seek_the_value_in_requested_capabilities

1.6 Cleaning up the Mess?



http://www.bendib.com/newones/2008/



2.1 ATDD/BDD in a Nutshell

- Real-world examples to build a shared understanding of the domain
- Select a set of these examples to be a specification and an acceptance test suite
- Automated the verification of acceptance tests
- Focus the software development effort on the acceptance tests
- Use the set of acceptance tests to facilitate discussion about future change request



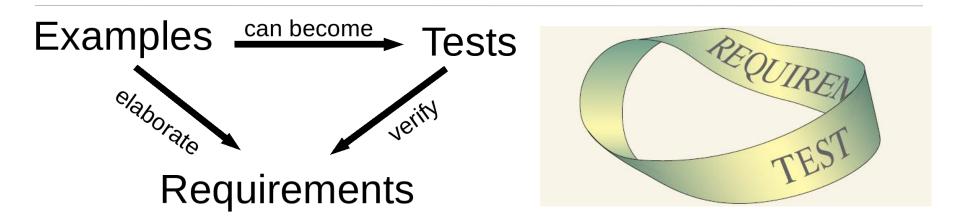


2.2 Benefits of ATDD

- Comprehensible examples over complex formulas
- Close Collaboration
- Definition of Done
- Trust and Commitment
- Testing on system level







As formality increases, tests and requirements become indistinguishable.

Robert C. Martin and Grigori Melnik

Tests and Requirements, Requirements and Tests: a Mobius Strip

IEEE Software January/February Issue 2008



- Acceptance Criteria
 - A set of conditions that the Story must meet for it to be accepted as complete
 - Typically provided by the customer or product owner
 - Acceptance Criteria should contain:
 - Actor
 - VERB DESCRIBING A BEHAVIOR
 - ❖ OBSERVABLE RESULT
 - To accommodate pre-conditions Acceptance Criteria can be expressed as
 - Given [Precondition]
 - When [Actor + Action]
 - Then [Observable Result]

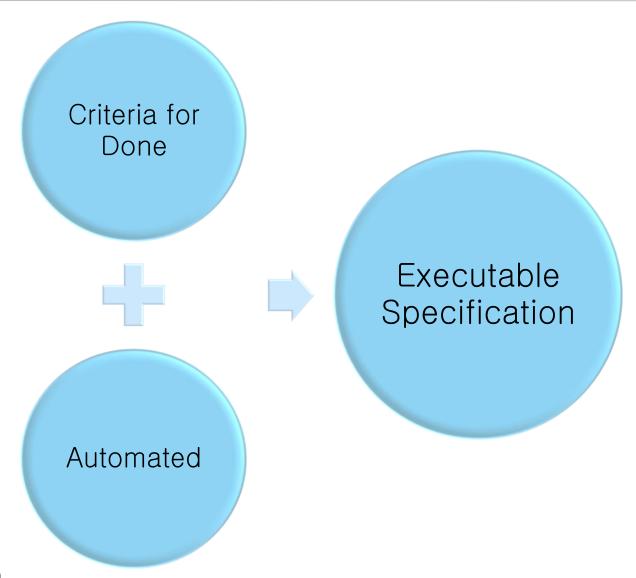
Acceptance Test

Acceptance Criteria

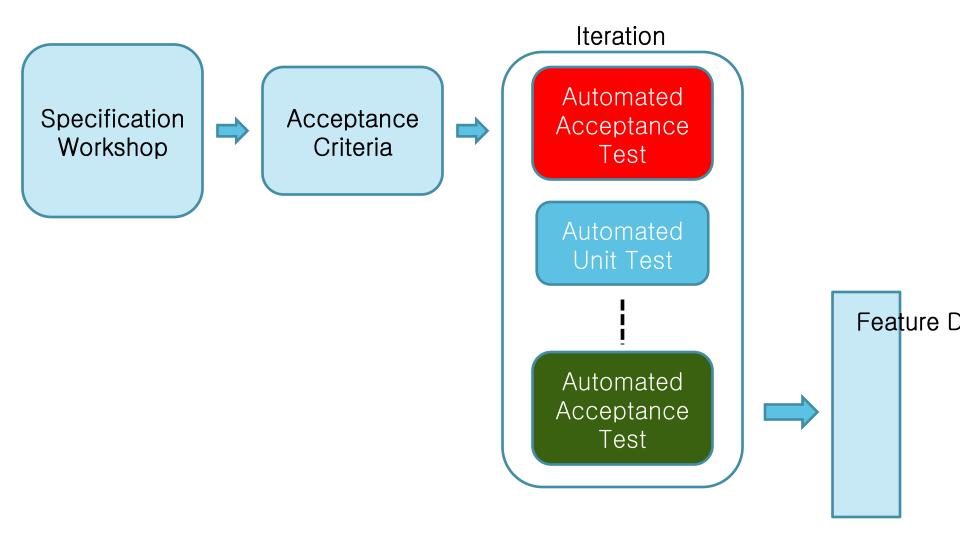
+ Examples (data + scenarios)

Acceptance Tests



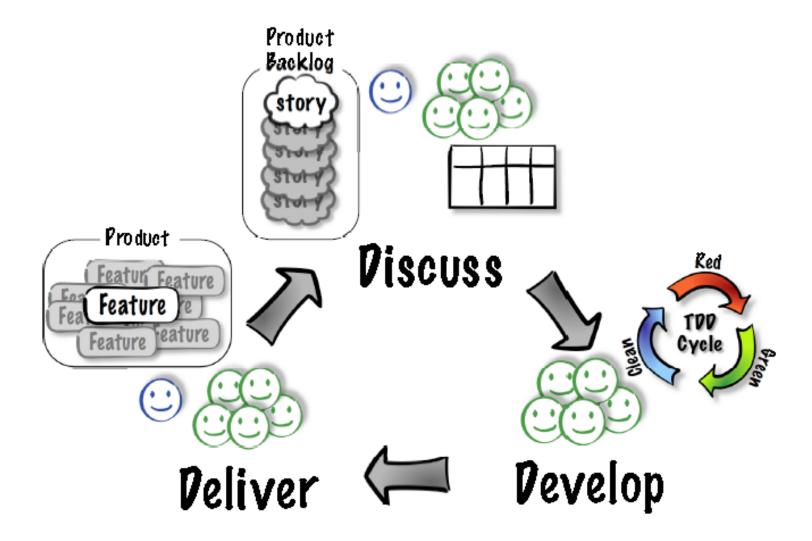


2.3 The ATDD cycle

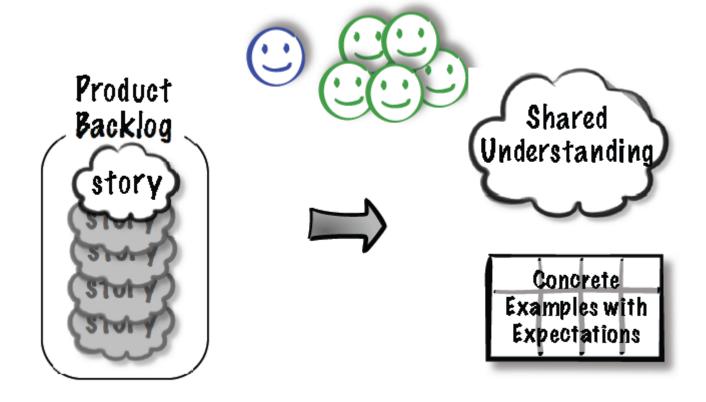




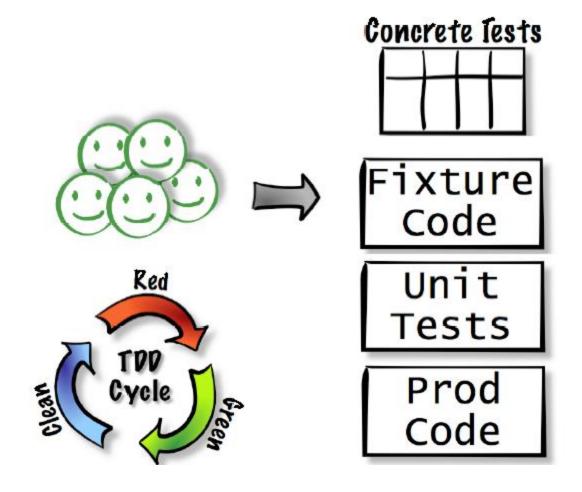
2.3 The ATDD cycle



2.3 The ATDD cycle - Discuss



2.3 The ATDD cycle - Develop



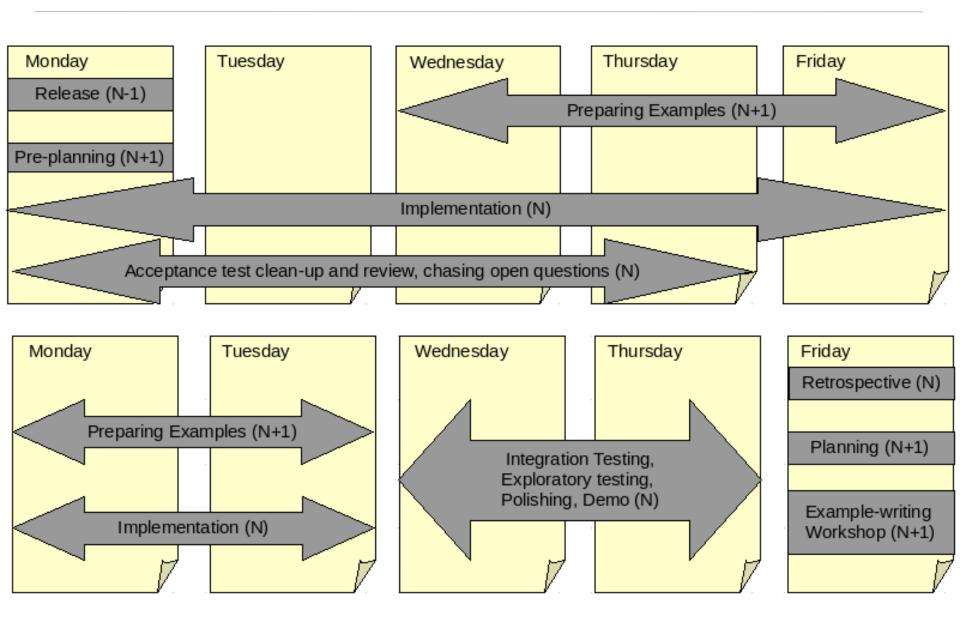
Jim Shore:
"DescribeDemonstrateDevelop"

A very useful way to think about acceptanc e tests in practice

http://www.jamesshore.com/Blog/How-I-Use-Fit.html



2.4 Iteration Flow (just suggestion)



3. Specification by Example



3.1 Key Practices

- Discuss real-world examples to build a shared understanding of the domain
- Use those examples as an acceptance criteria
- Automate acceptance tests
- Focus the development on those tests
- Use the tests as a live specification to facilitate change







3.2 Specification Workshop – Building a shared understanding of the domain

- Business people, developers and QA in the same room
- Transfer the knowledge
- Ensure that we all understand the same thing





3.2 Specification Workshop – Building a shared understanding of the domain

- What Specification Workshop are not
 - The workshop is not a meeting
 - The workshop is not a presentation
 - The workshop is not a design session





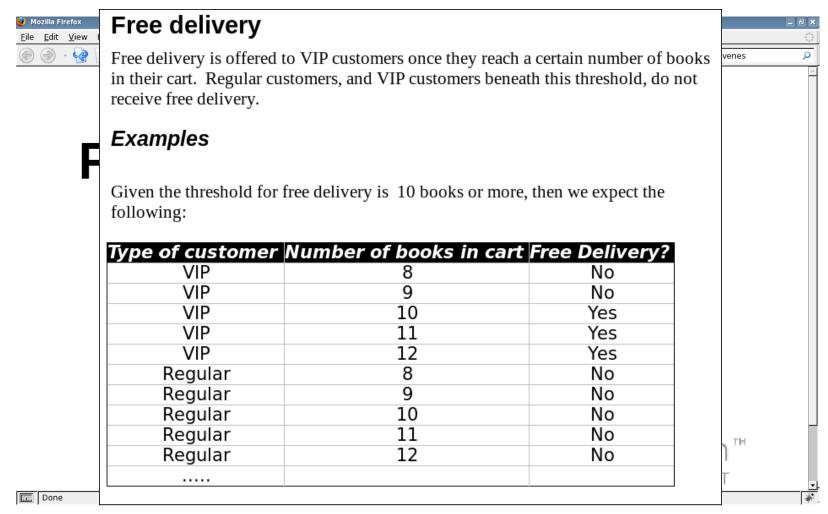
3.2 Specification Workshop - Building a shared understanding of the domain

- Inconsistencies and gaps are easy to spot when you write the rules down!
- Real-world examples help flush out incorrect assumed rules find real business rules!
- People have think at a more detailed level and can't brush questions off…
- People approach the same problem from different perspectives, so this avoids groupthink!

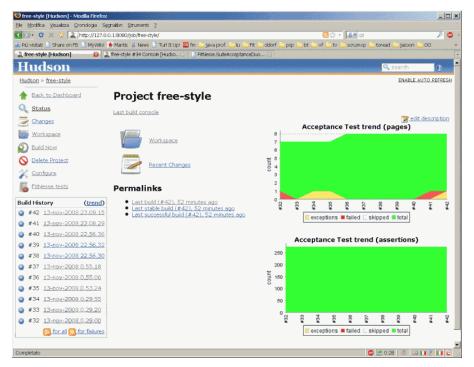


4.1 Select a formal set of acceptance tests and automate them

Automate tests, but still keep them human-readable



- 4.2 Providing focus for development Not just–in–case code
 - ❖ Developers will have to code exactly what was specified …
 - not just the rules they see
 - Automated test reports show where we are…
 - When all the tests are green, the job is done





4.3 Keeping in touch with changes

- Live documentation
 - As relevant and reliable as executable code, but much easier to read!
- Previous examples help you ensure to discuss all important edge cases.
- Automated tests show straight away when something is obsolete or broken
- [tests became a] "significant and valuable business resource"
 - Rick Mugridge, Doubling the Value of Automated Tests, Google Tech Talks 09/2006

4.4 Demo

- NTAF/FitNesse
- RSpec
- Cucumber





6.1 Recap (PM/BA)

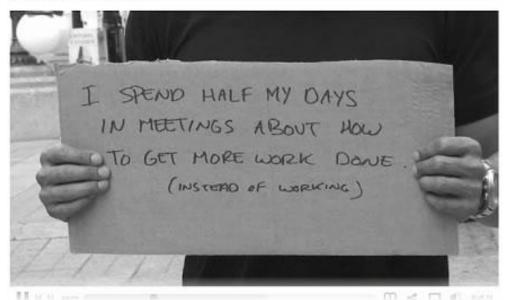
- Developers will have to read the specifications to implement tests
- Discussion makes sure that everyone understood the stuff correctly
- To make all tests green, they cannot skip parts of the specs
- You can track the development progress
- Save time on acceptance testing with automated verifications



6.2 Recap (Dev)

- Discuss and suggest examples until the gaps and inconsistencies are flushed out
- Make sure that business analysts understood special cases by suggesting them as examples and discussing them
- Acceptance tests are a live specification/documentation for the code

Hug a developer!





6.3 Recap (QA)

- Suggest examples and discuss them to cover mistakes that people make over and over
- Automated tests help you avoid doing the same stuff all the time
- Build quality in from the start by suggesting tests that prevent problems
- Verify business rules by a click on a button



