

Gaspar Nagy

Tree in the Forest: Managing Details in BDD Scenarios





Gáspár Nagy

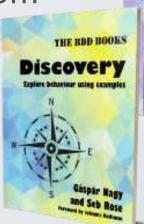
coach, trainer and bdd addict creator of SpecFlow

gaspar@specsolutions.eu

https://specsolutions.eu

@gasparnagy

http://bddbooks.com







Today...

- Super brief BDD intro
- Scenarios as Tests
- Scenarios as Specification
- Types of Details
- Implicit Context
- Wrap-up, Q&A



BDD in 3 minutes...



BDD scenario: bridge between requirements and the solution



Scenario: User votes up a question Given a question asked with 2 votes And the user is authenticated When the user votes up the question Then the votes should be changed to 3



make requirements testable

make tests understandable



Behaviour Driven Development is about

understanding, documenting & validating

business requirements

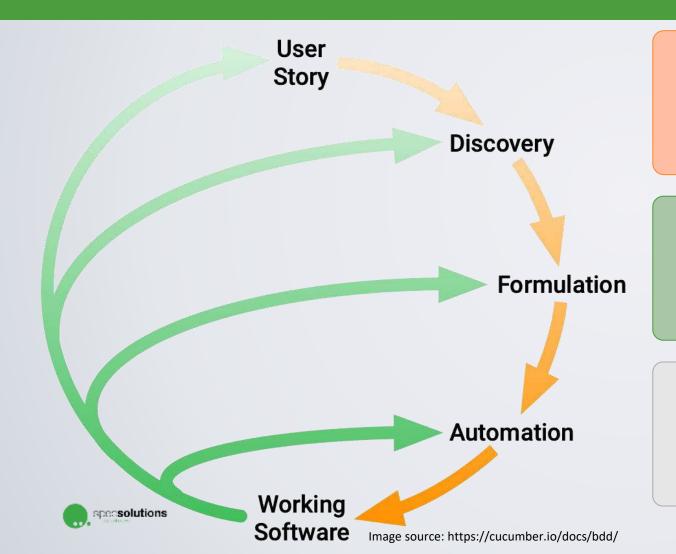
through illustrative scenarios



Scenarios are discovered through examples...

"Examples" are a lightweight form of Having discussions based on such describing the "scenario" complex scenarios is hard... They fit better for collaborative Scenario: Another question contains the same word discussions Given there are questions asked as title Another question contains the same word What is SpecFlow? - Questions: What is Cucumber? 1) What is SpecFlow And the user is authenticated 2) What is Cucumber formulation When the user starts asking a question as * Start asking: "Best SpecFlow practices" title Best SpecFlow practices => Suggested: 1) Then the suggestions list should be title What is SpecFlow? discovery

BDD Practices



Discovery

Shared understanding is established through collaboration and structured conversations

Formulation

The examples of system behaviour are documented as scenarios

Automation

Scenarios are automated to be able to verify the behaviour of the system

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Purposes of scenarios

Scenario: The one where...

Given some context

When perform an action

Then the outcome happens

implementation phase (test-driven) automated test

BDD is not (only) testing!

maintenance phase (regression)

Scenarios as Tests



In order to use scenarios as tests...

- Executable In order to gain trust in that we deliver what was agreed
- Objective the execution should always be performed in the same way, otherwise we are not testing the same thing
- Concrete at the end the application has to be exercised based on the scenarios with concrete details



All *details* that are required for exercising the application has to be available *during execution* latest



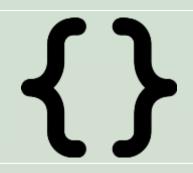
This brings up a couple of interesting questions...

- What are those details? What kind of details we should consider?
- How do we agree on those details?
- Whare do we document (store/code) those details?



Where to document the details?







In the text of the **scenario** in the feature file In the automation code

In **external** sources (Excel, existing data, etc.)



The details are not removed from the scenario, but pushed down to the code



ONLINE POLL: Pro / Con analysis for details



Scenario

Details in Gherkin

Pro

- Visible
- Easier test result analysis (debugging)

Con

- Makes scenario hard to read
- Maintainability problems



Code

Details coded or processed by code

Pro

- Easy to reuse
- Different abstractions can be defined
- Maintainable
- Visible during execution (dynamic visibility)

Con

- Harder to see details in code (static visibility)
- Code is not a shared asset



Without details, how do we know what data was used for testing?

Omitting incidental details

```
Scenario: The user votes up a question
Given there is a question asked with 2 votes
And the user is authenticated
When the user votes up the question
Then the vote count of the question should be changed to 3
```

```
Given there is a question asked with 2 votes

Question: Title: T8f43d0a6410141e ..., Votes: 2, AskedBy: Jeltz

-> done: QuestionStepDefinitions.GivenThereIsAQuestionAskedWithVotes(2)...

And the user is authenticated

Perform Login: Input: Name: Marvin, Password: 1234

-> done: AuthStepDefinitions.GivenTheUserIsAuthenticated() (0.0s)

When the user votes up the question

Perform VoteQuestion: Input: (16b5df88-0311-4b9d-bb86-2bf617c11cdf, Up)

-> done: QuestionVotingStepDefinitions.WhenTheUserVotesUpTheQuestion(Up)
(0.0s)

Then the vote count of the question should be changed to 3

-> done: QuestionVotingStepDefinitions.ThenTheVoteCountOfTheQuestion...
```



It is easier to manage details in code, but we need to work extra for visibility



Scenarios as Specification



How to make scenarios to good specification

- Easy to read, review & discuss
 - Not too long (brief)
 - Free of "noise"
 - Business language (ubiquitous language)
- Should only change when the requirement changes
 - No technical/solution details
 - Focus on the what (intention) and not the how (steps to achieve)
- Concrete, so that the validity can be checked
 - Contain essential (relevant) details
 - Contain real/concrete data
 - Should focus on a single business rule



6 BRIEF principles of good scenarios

- Business language Business terminology aids cross-discipline collaboration
- Real data Using actual data helps reveal assumptions and edge cases
- Intention revealing Describe the desired outcomes, rather than the mechanism of how they are achieved
- Essential Omit any information that doesn't directly illustrate behaviour
- Focused Each scenario should only illustrate a single rule
- Brief Shorter scenarios are easier to read, understand and maintain



What details are essential?

There are no fixed guidelines to decide on this... and the answer might be context specific...

- The details that influence the outcome (=Then steps)
- The details that are relevant for the "rule" (=AC, business rule, requirement) the scenario illustrates ("focuses on", purpose)



Deciding on essential details in scenarios without clear outcome and purpose is not possible

You need to fix those first



Types of Details



EXERCISE: Identify different detail types

- Work in pairs or 3 people mini-groups
- Find at least one example of the detail types on the right
- Is that particular detail necessary in the scenario?



Many details are unnecessary

```
Rule: Dispatched orders cannot me modified in the app
Scenario: Customer attempts to modify a dispat
                                          Rule: Dispatched orders cannot me modified in the app
Given the Earth is spinning
And there is electricity for the servers
And the system has been started
                                         Scenario: Customer attempts to modify a dispatched order
And the system has been initialized
                                         Given there is a customer with a dispatched order
And the system is not in maintenance mode
And there are the following products
                                         When the customer attempts to start changing in the order
              | unit price | status |
   name
                                         Then the changes should fail with "error-cannot-modify-
              | 250
                          active |
  | Flipchart
                                          dispatched-orders"
  | Sticky Notes | 18 | active |
And there is a customer
                | user name | pa
   name
                                The data is not always unnecessary!
  | Agile Alliance | agall
And the customer "Agile Alliance"
                                Rule: The countries we cannot ship ("no-ship") cannot be selected
   street
                      | city
  | 18 Holyrood Park Road | Edinbu
And the customer "Agile Alliance"
                                Scenario: Customer attempts to select a no-ship country
And the customer "Agile Alliance"
   status | payment method | issu
                                Given a customer started an order
  | created | bank_transfer | 7/2
                                When they select "North Pole" as shipping country
And the order "0293445" has an iter
   item id | product
                    | quantity
                                Then the country selection should fail with "no-ship-country"
  | 743268 | Flipchart | 13
```

Detail types

Scenario Related

Implicit Context Related

1. Entity property

2. Entity existence

3. Hierarchic al data 4. Technical details Contextual details (scenario execution context)

6. Baseline

Workflow steps

8. System status



1. Entity property

```
Given the customer has an order
                payment method | issue date | due date
                bank_transfer
                               | 7/25/2023
      created
                                         used defaults
  Given the customer has an order
defaults can be overridden
  Given the customer has a dispatched order
  Given the customer has an order
      status
      dispatched
```

 Many properties of the entity might not be relevant for the scenario

8/24/2023

- These properties change and extended independently of the scenario
- Push down: maintain a default (test) values for the properties of the entities in code

2. Entity existence

Given there is a customer

pre-populate with default address

required prerequisites

Given there is a customer

And there is an order of the customer

Given there is an order

ensure customer prerequisite

- The existence of some entities might be required for execution, but not relevant for the outcome (e.g. address record of a customer; customer for an order)
- These requirements might change independently of the scenario
- Push down:
 - populate the records with defaults automatically
 - ensure that all prerequisite is created

3. Hierarchical data

```
Given there is a <u>customer</u>
And the customer "AA" has an order
                                      "0293445"
And the order "0293445"
                         has an item
    item id | product
                           quantity
               Flipchart
    268
And the order item "268" has a comment "..."
                                  relevant
                                 details only
Given the is an order with
    product
                quantity
                             comment
    Flipchart
                13
```

- Some tests require a hierarchical set of data
- Complex data hierarchies are hard to understand, so should be simplified
- Push down:
 - ensure that prerequisite is created
 - build up hierarchy as a story by relevant steps
 - use custom format to express (e.g. yaml)
 - use internal IDs



4. Technical details

When the user clicks on button
"//*[@id="orders_0293445"]/td[3]/a"

identified business action

When the user attempts to start changing in the order

- Technical details and steps might be needed to execute a particular business action (e.g. enter the name to a textbox with ID "tb1234")
- These details are bound to the implementation, not the specification
- Documenting this details in scenarios requires intensive maintenance
- Push down:
 - Identify & express business needs or actions
 - Translate these to the technical details in code (reusable!)



5. Contextual details (scenario execution context)

```
Given there is a customer "AA"

And the customer "AA" has an order "0293445"

When the customer "AA" changes

the order "0293445"

refer to

context

Given the customer has an order

When they change the order

can use more explicit form as well
```

Given the customer has an order When the customer changes the order

- The "story" that the scenario explains might need to introduce details that are referred in later steps – they are part of the scenario execution context
- Duplicating these details makes the scenario verbose and hard to understand
- Push down:
 - Store these contextual details in scenariolifetime storage provided by the BDD framework (World, ScenarioContext)
 - Resolve the references to these details from the storage



Detail types

Scenario Related

Implicit Context Related

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3. Hierarchic al data 4. Technical details Contextual details (scenario execution context)

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Workflow steps

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Implicit Context



Anatomy of a scenario

- Given -> Context
- When -> Action (triggering action)
- Then -> Outcome

The "Given" step(s) specify the context (preconditions, system state) that is required to specify in order to perform the action and verify the outcome.



Do we always have a context?

	Assumed	Needs automation actions	Make it implicit?
Given the Earth is spinning	Yes	No	Yes, always
And the system has been started <a>And there are the following products	Yes	Yes	Yes, always
name unit price	Maybe	Yes	Depends
Flipchart 250 Sticky Notes 18	No	Yes	Never
And there is a customer with a dispatched order			



Implicit Context

VS

Explicit

Pro

- Maintained by code
- Can hide technical details

Con

- Requires team agreement & knowledge to understand the scenarios
- Tracking the dependencies in code might be more complex

Pro

- Can be used to declare essential details
- Highlights the necessity of the prerequisite

Con

- Might cause unnecessary duplication in scenarios
- Scenarios require more maintenance
- Makes scenarios longer and harder to understand



Implicit context is always present

Whether you make it explicit is a team decision, that you might need to document



Detail types

Scenario Related

Implicit Context Related

1. Entity property

2. Entity existence

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6. Baseline

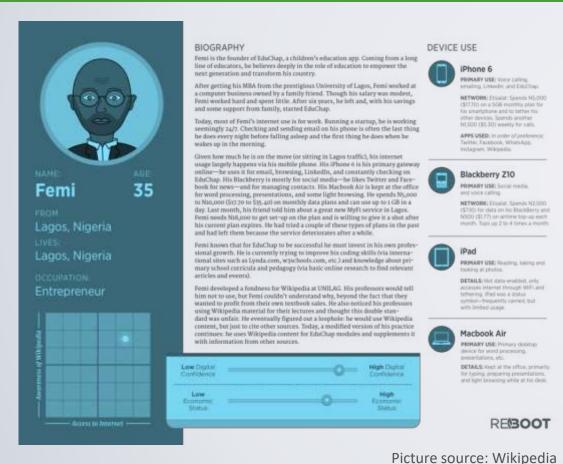
```
Given the is an order with
  | product | quantity |
  | Flipchart | 13 |
```

Flipchart and
Sticky Notes are
always there

- The scenarios of a product might need "usual" data for expressing the examples
- Many team has an implicit agreement to use the same data over and over, so it might became noise
- Push down:
 - Make a team agreement of "default" test data and make sure those can be used without explicitly listing them
 - Special scenarios can still override
 - There might be multiple baseline sets



Personas in "Baseline" details



- A persona is a fictional character created to represent a user type that might use a [...] product in a similar way. (Wikipedia)
 - Well known to the team
 - Helps discussions as it saves time of explaining the context
- Similarly you might have fictional, wellknown data that we use in discussions
 - Jenny Martin refers to these as "Data Personas" (https://jennyjmar.com/2016/04/15/data-personas/)
- Personas and Data Personas are also useful for specification & testing!



7. Workflow steps

```
Given the customer has logged in
And the customer dismissed the newsletter
subscription
And the customer started to create an order
And the customer added the line to the order
    product
               quantity
    Flipchart
               13
And the customer has placed the order
                                 removed non-
                                   relevant
                                workflow steps
Given the customer has placed an order with
    product
                quantity
    Flipchart |
```

- The different user or workflow steps might also represent details that are not relevant
- Keeping these details in the scenario causes maintainability issues once the workflow changes
- It is better to state the intentions and the relevant steps only
- Push down:
 - Express intention revealing steps and ensure the state by repaying the necessary steps or by applying a shortcut in the automation code

6. System status

Given there is a customer And the customer is not blocked

> removed nonrelevant status declaration

Given there is a customer

- The details might be shown as declaration of the system or entity statis
- Declaring "normal" status makes the scenarios harder to understand
- Push down:
 - Remove unnecessary status declarations from the scenario
 - Optionally add precondition checks to different actions to make sure that the system is in the expected state



Wrap-up



We covered...

- That scenarios need details for execution, but you don't necessarily need to store those in the scenario itself, but push down to automation code
- That in order to use scenarios as specification, we need to make them focused and express only essential details in the steps
- That there are different detail types, watch for them and apply the mentioned "push-down" strategies if required
- That context is specified by the "Given" steps, but there are always implicit context too



Be aware of the details

Push them down

Make a team agreement on implicit details





Thank you!

Gáspár Nagy

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