

# Behaviour-Driven Development (With Cynefin!)

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**BDD**

**uses examples  
to illustrate behavior**

# An Example of an Example

**Given** Fred has bought a microwave

**And** the microwave cost £100

**When** we refund the microwave

**Then** Fred *should* be refunded £100.

# Examples

Given a context

When an event happens

Then an outcome *should* occur

# Cucumber

Feature: Addition

In order to avoid silly mistakes

As a math idiot

I want to be told the sum of two numbers

Scenario: Add two numbers

Given I have entered 50 into the calculator

And I have entered 70 into the calculator

When I add the numbers together

Then the result should be 120 on the screen

This is what most people  
associate with BDD

Having conversations

is more important than  
capturing conversations

is more important than  
automating conversations

# Examples

Given a context

When an event happens

Then an outcome *should* occur

Should it?



~~Make sure you get it right~~

Assume you got it wrong

Is there a **context** in which  
this event will create  
a different **outcome**?

# Examples

**Given** Fred has bought a microwave

**And** the microwave cost £100

**And** the microwave was on 10% discount

**When** we refund the microwave

**Then** Fred *should* be refunded £90.

Is this the only outcome  
that matters?

If we could achieve it with pixies,  
would it be enough?

# Examples

**Given** Fred has bought a microwave

**And** the microwave cost £100

**When** we refund the microwave

**Then** the microwave should be  
added to the stock count.

# Acceptance criteria vs. Scenarios

**Given** Fred has bought a microwave

**And** the microwave cost £100

**And** the microwave was on 10% discount

**When** we refund the microwave

**Then** Fred *should* be refunded £90.

# Acceptance criteria vs. Scenarios

**Given** an item was sold  
with a discount

**When** a customer gets a refund

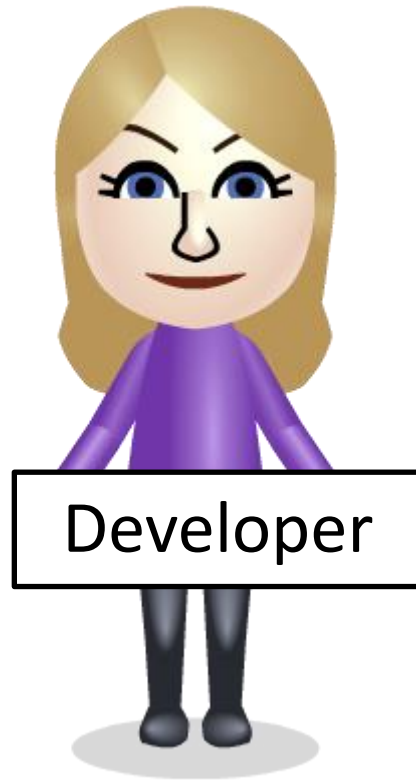
**Then** he should only be refunded  
the discounted price.

# Acceptance criteria vs. Scenarios

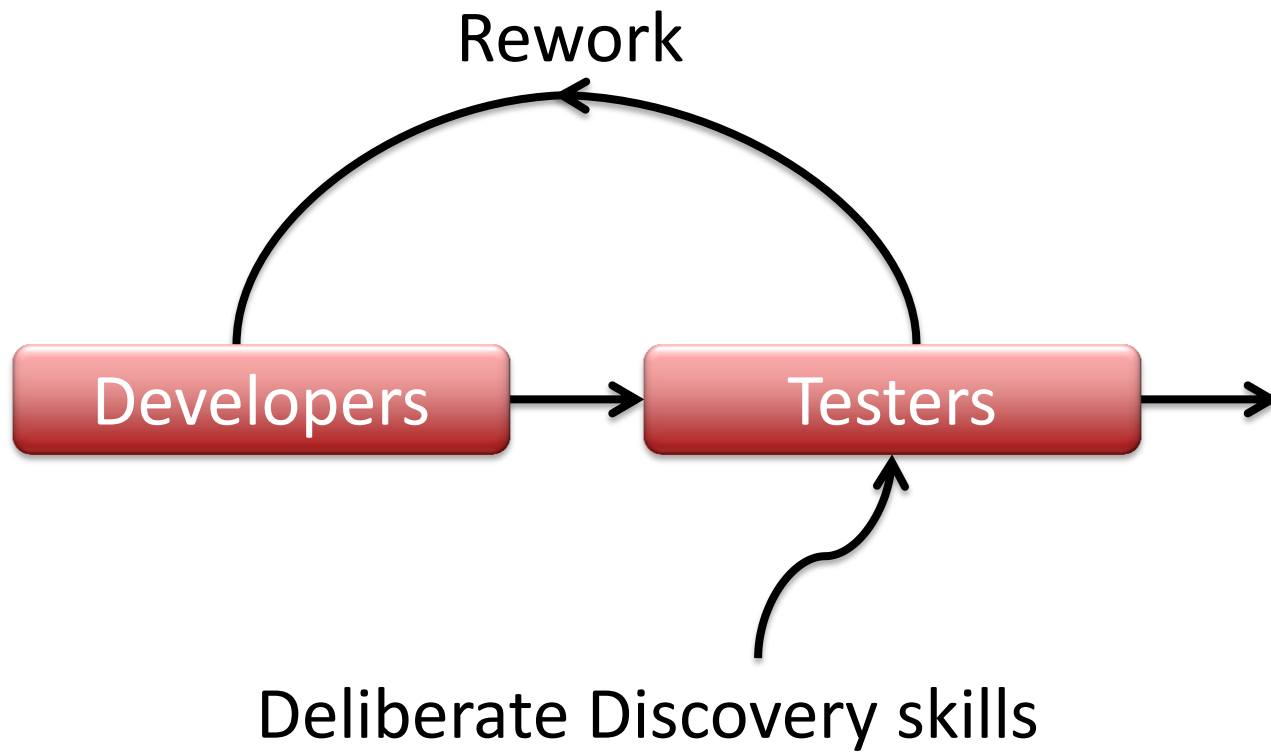
Items should be refunded  
at the price at which they were sold.



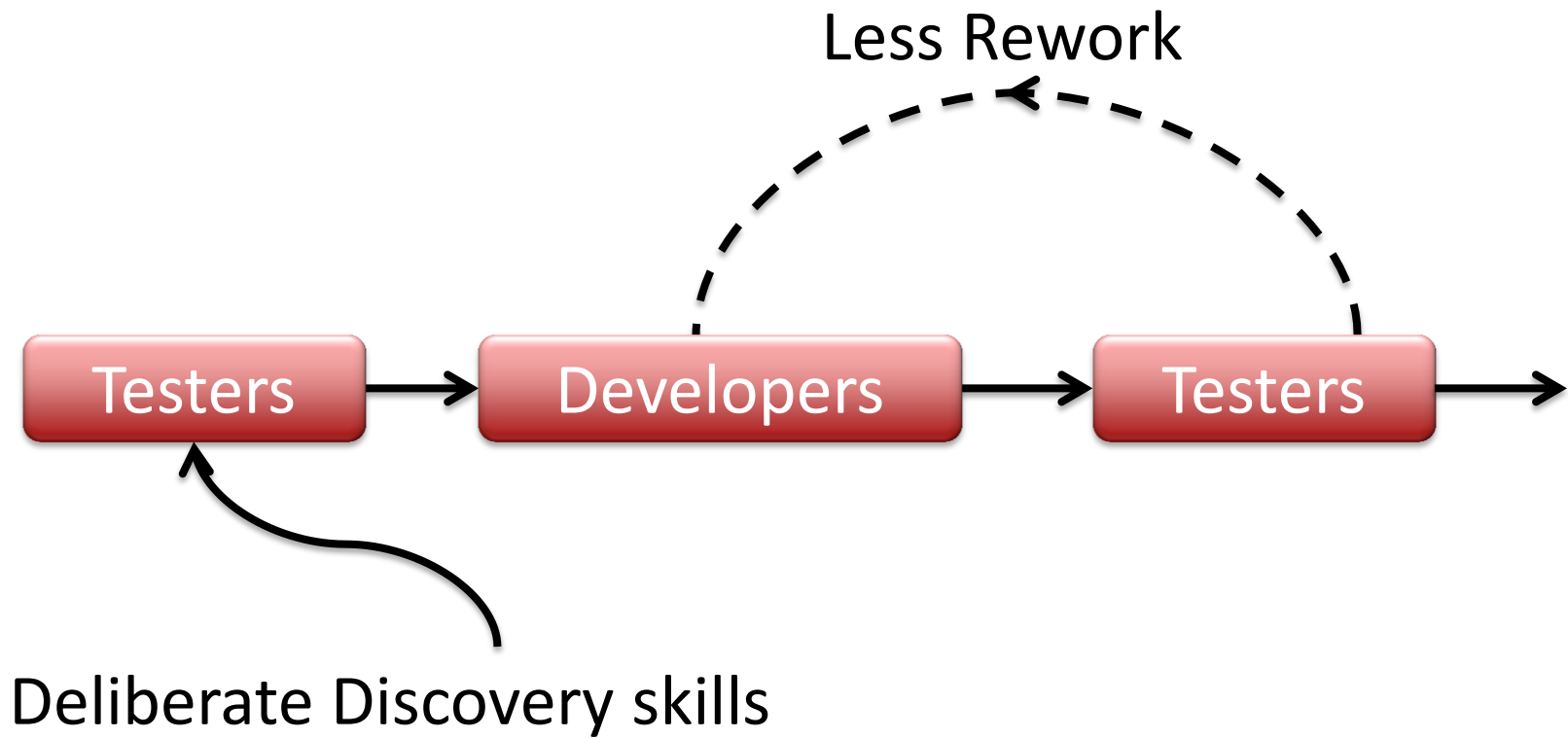
Who should  
**write**  
the scenarios down?



# Traditional

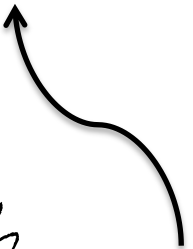


# BDD



# Cynefin and Differentiation

*Kuh-nev-vin*

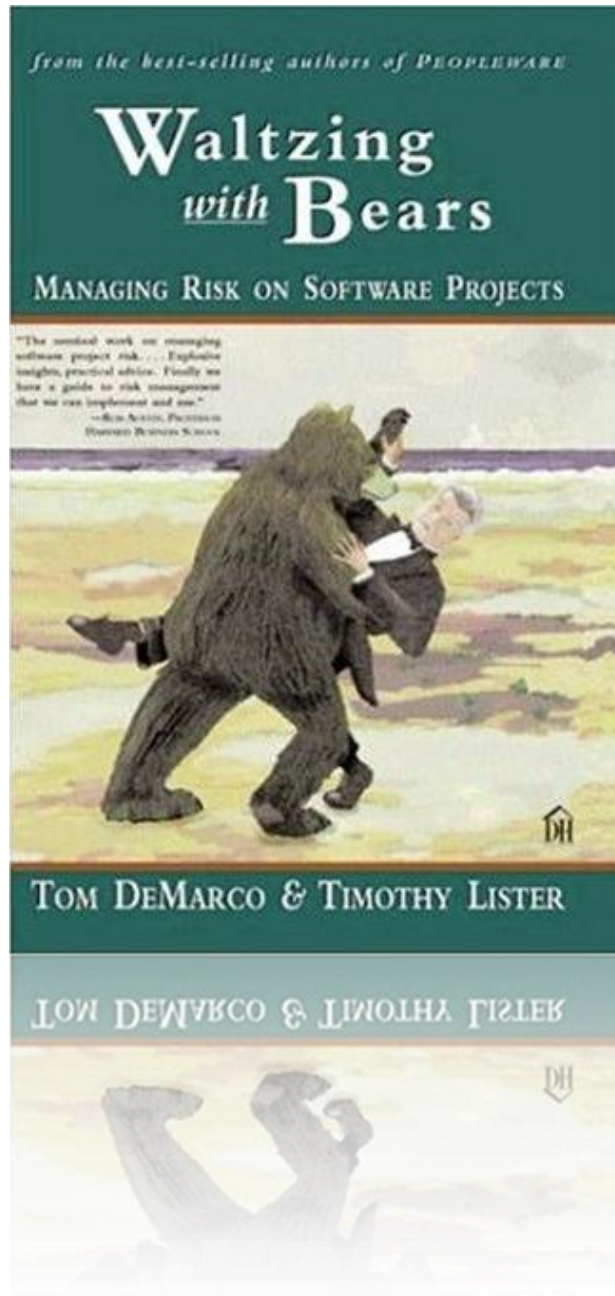


# Other ways of asking “Why”?

What will be  
different?

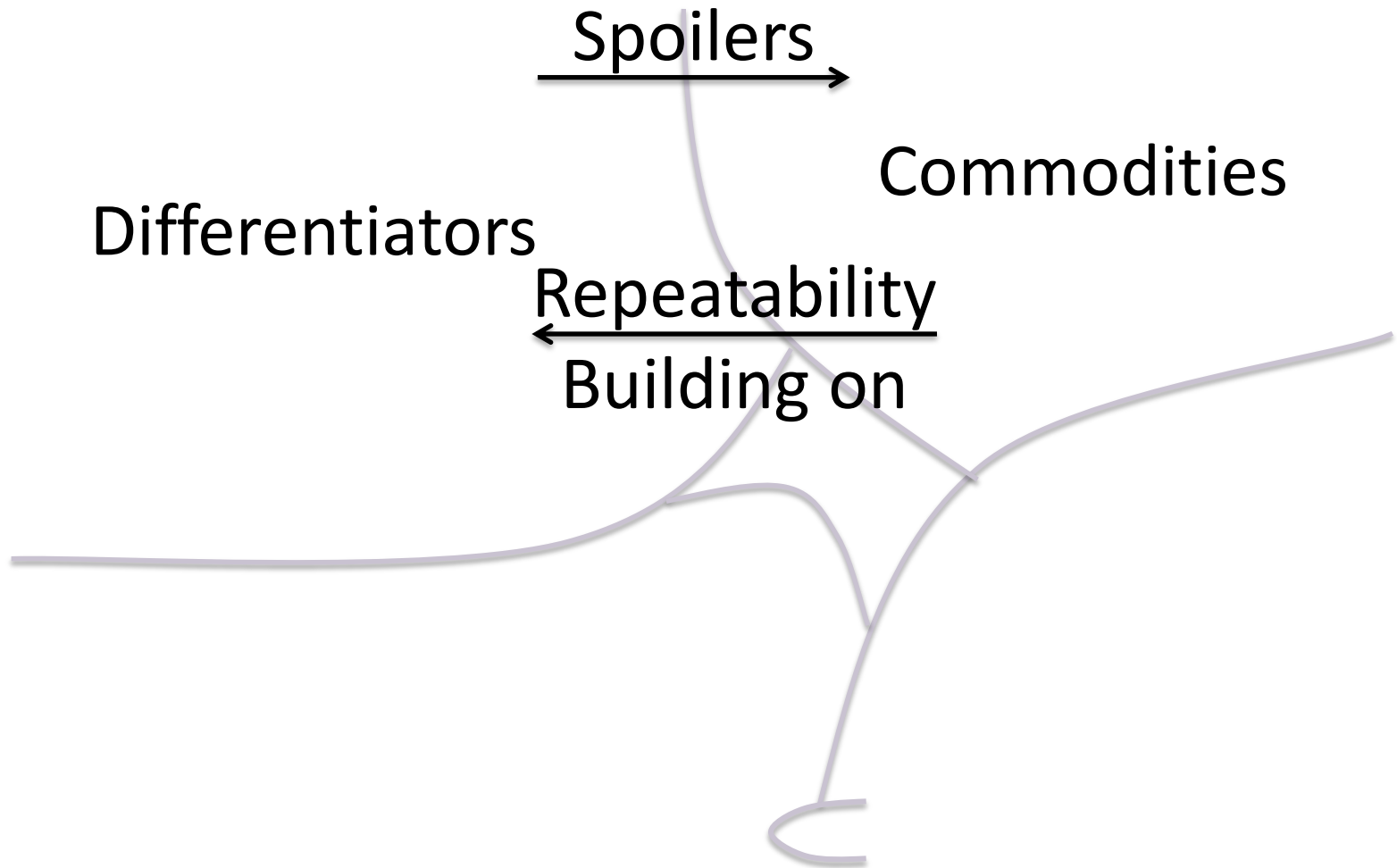
What will that get for you  
that you  
don't already have?

What will you, or the users, or the system,  
be able to do  
that you can't do already?



If a project has  
no risks,  
don't do it.

# The Innovation Cycle





# Cynefin

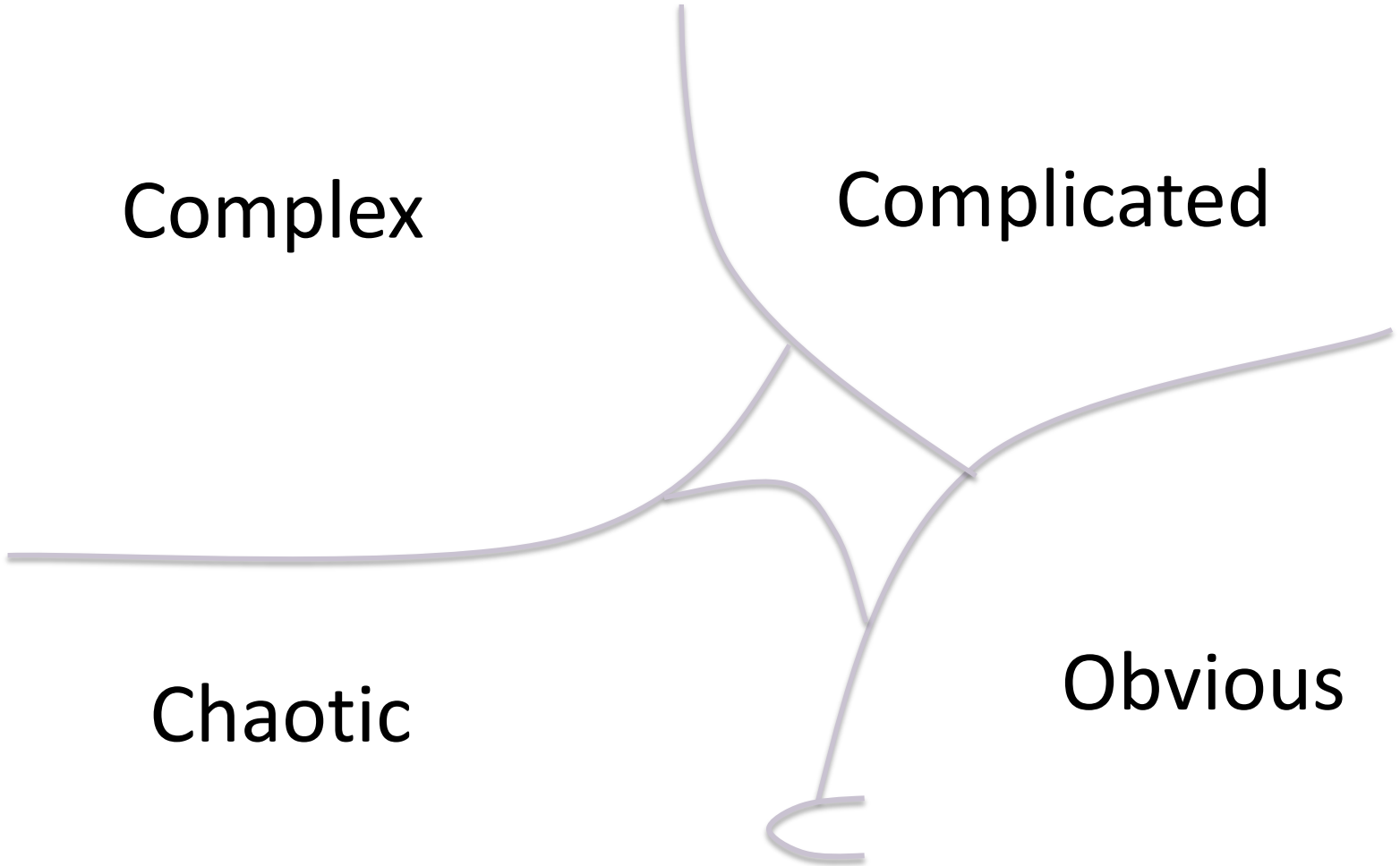
Complex

Complicated

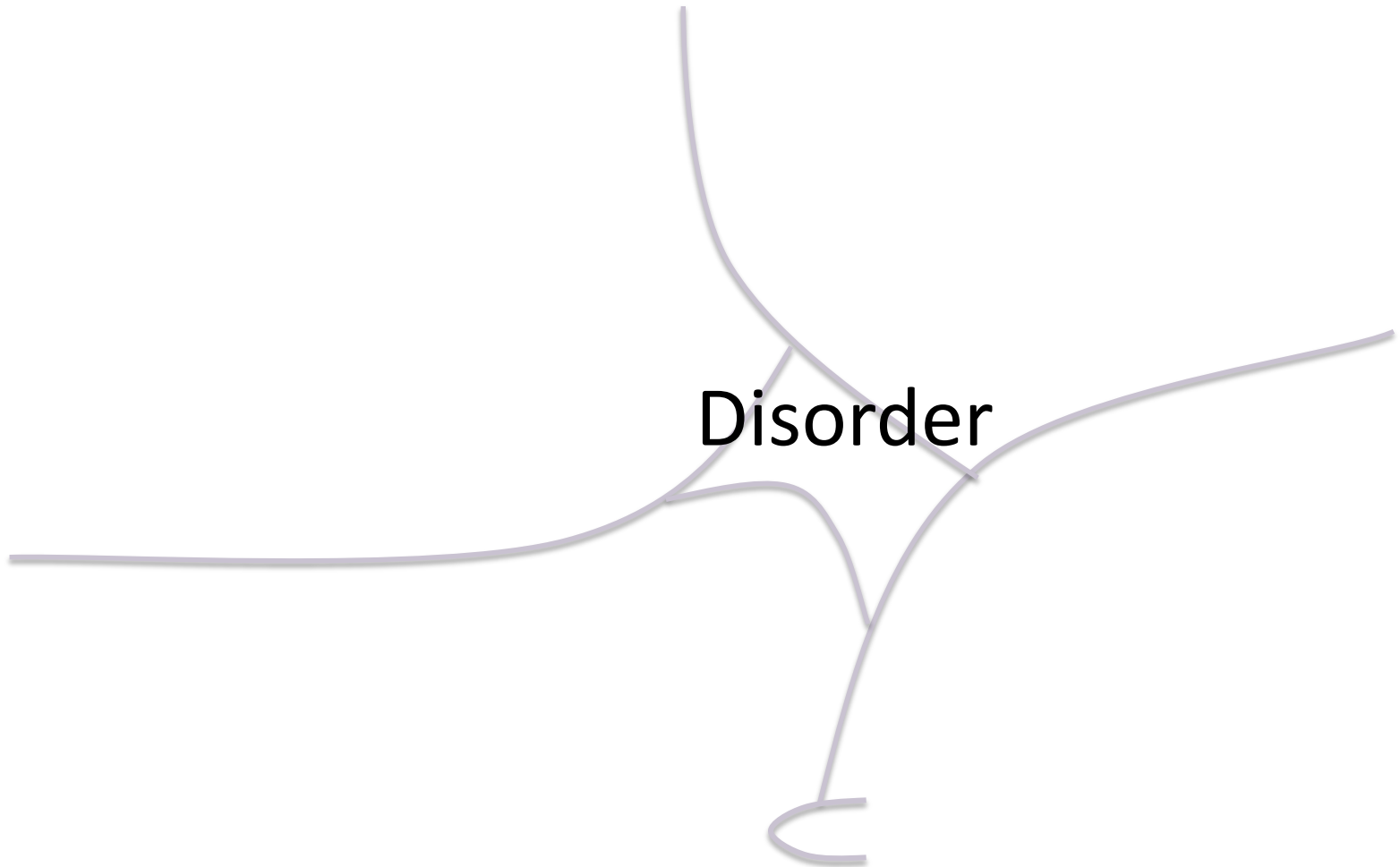
Chaotic

Obvious

With thanks to  
David Snowden and Cognitive Edge

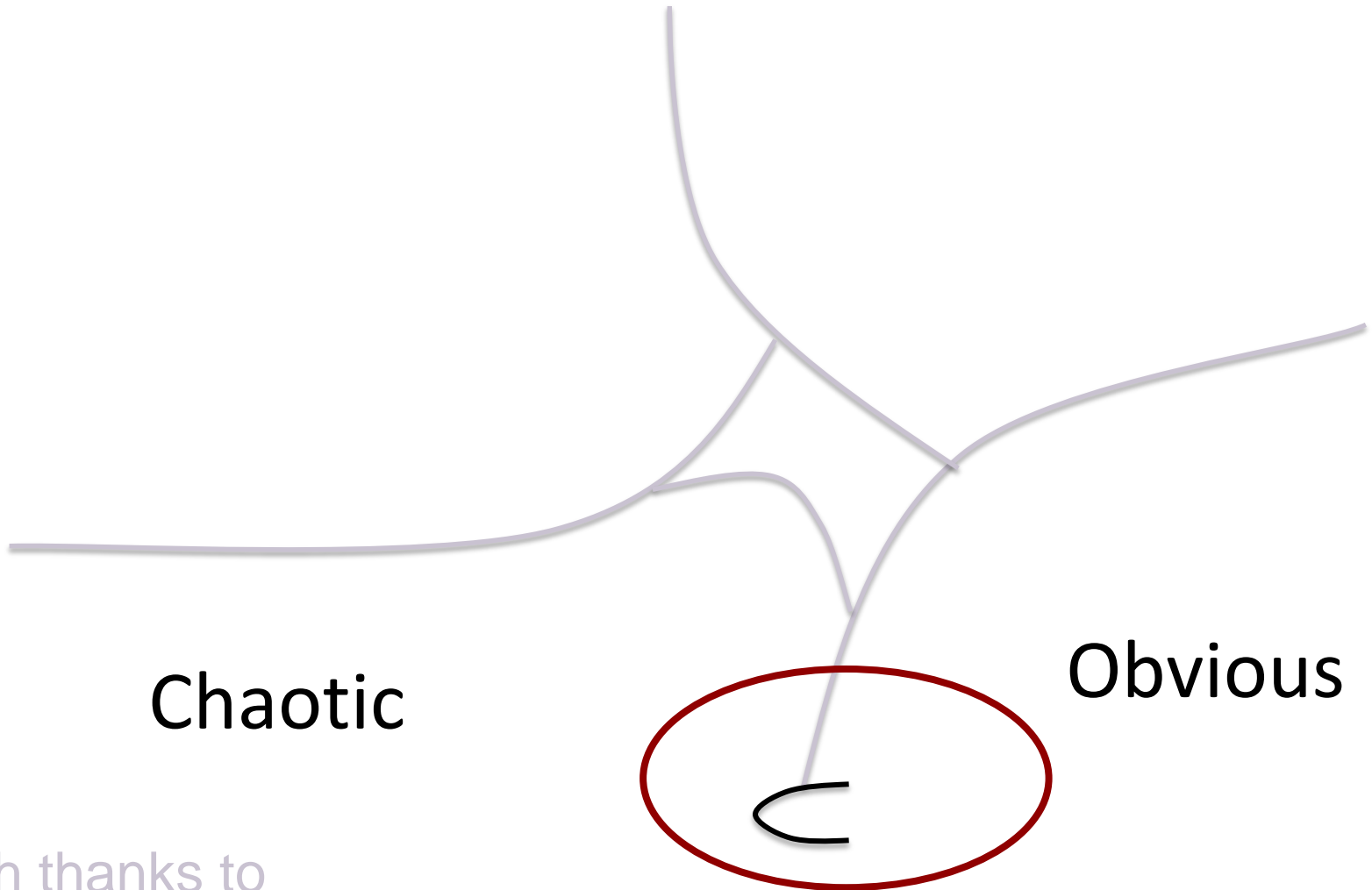


# Cynefin



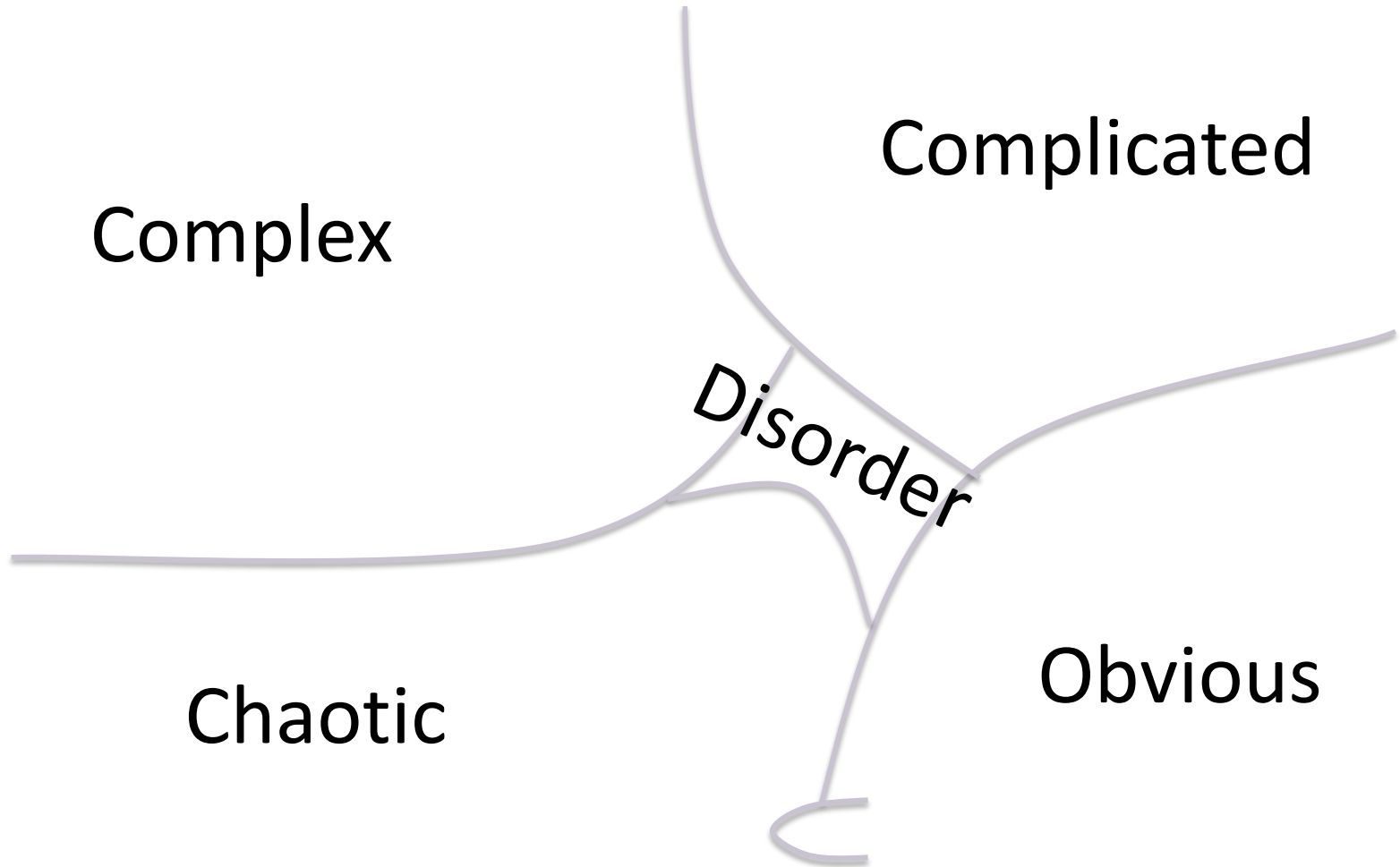
With thanks to  
David Snowden and Cognitive Edge

# Cynefin



With thanks to  
David Snowden and Cognitive Edge

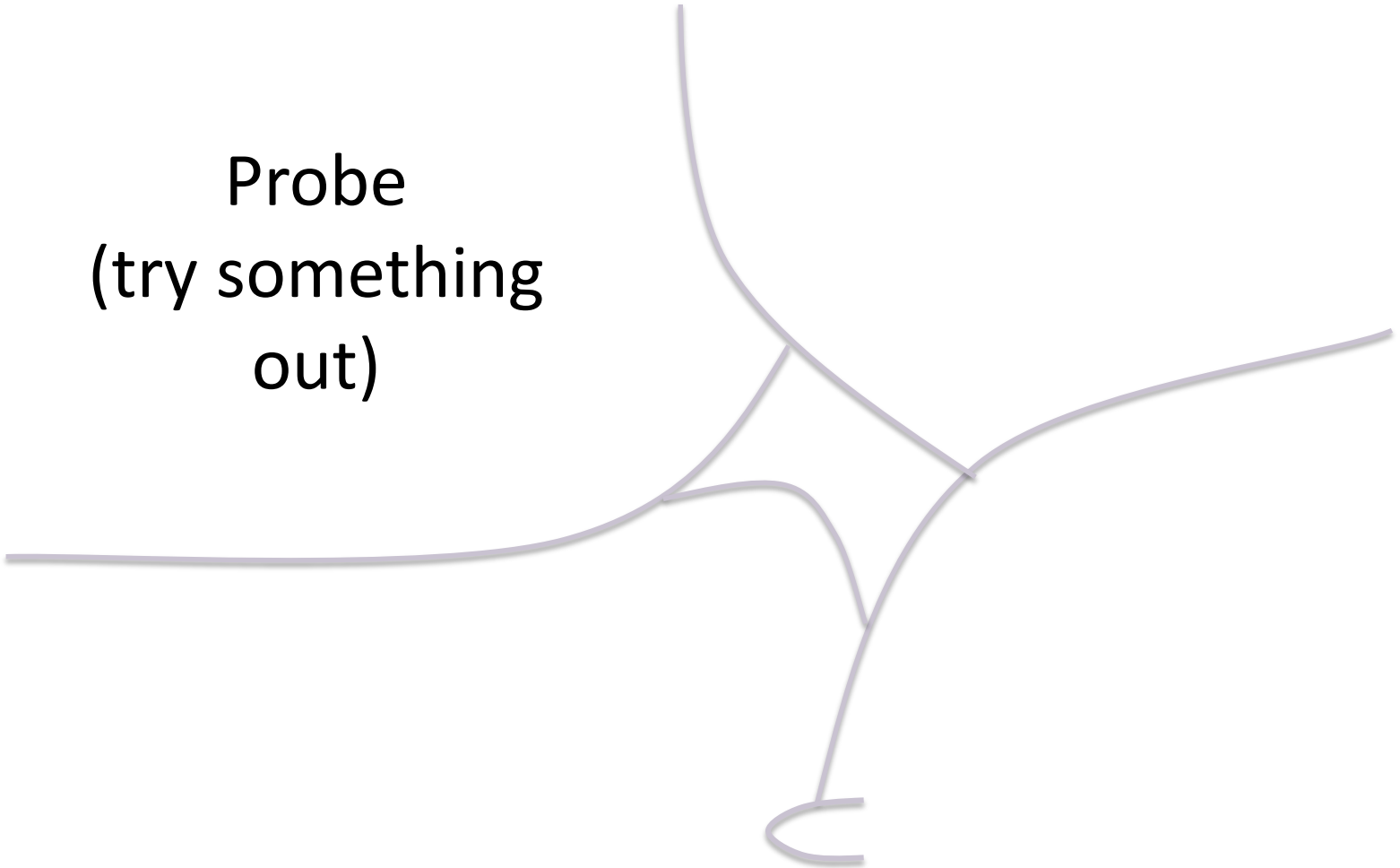
# Cynefin



With thanks to  
David Snowden and Cognitive Edge

# Differentiators

Probe  
(try something  
out)



# Cynefin

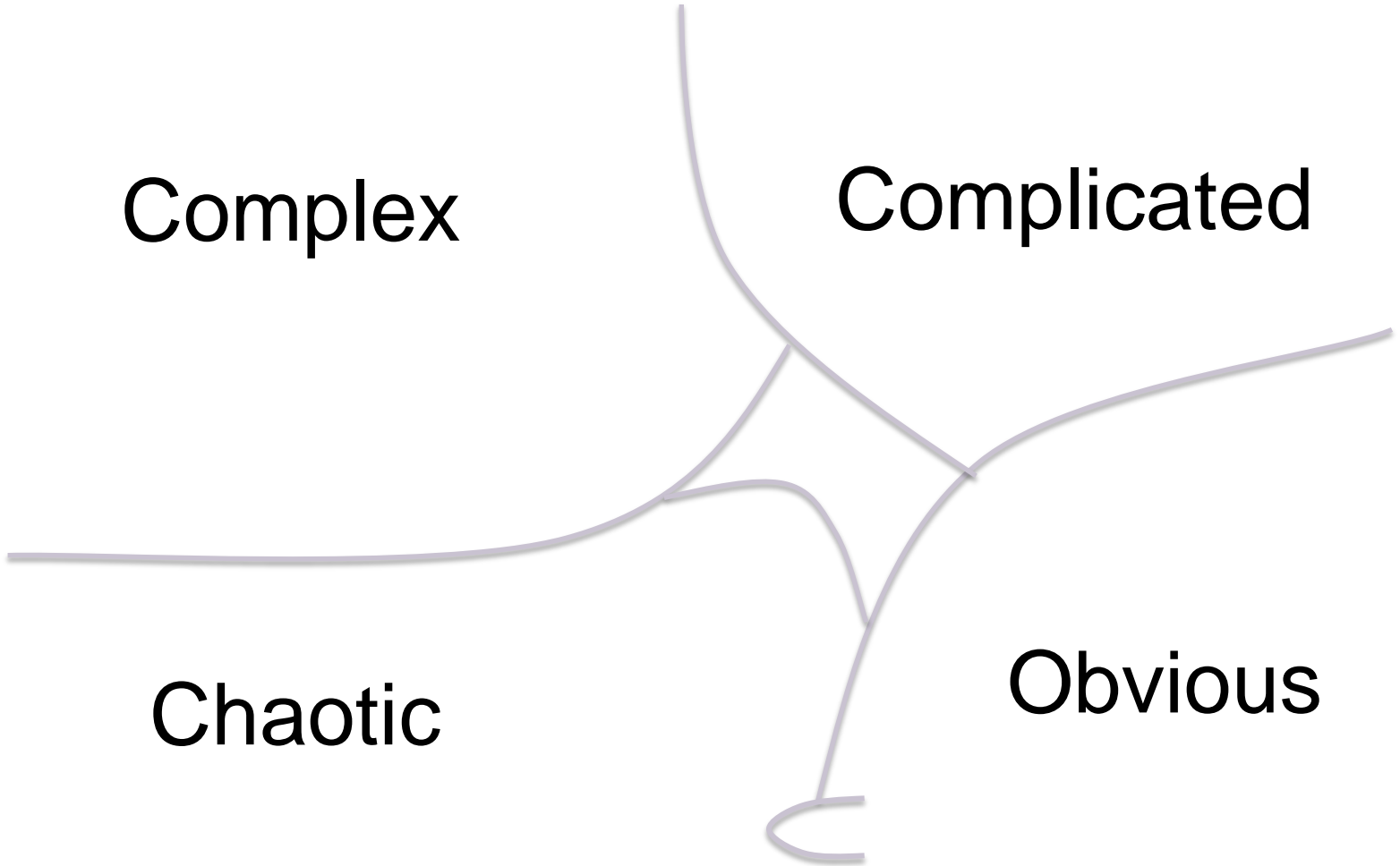
Complex

Complicated

Chaotic

Obvious

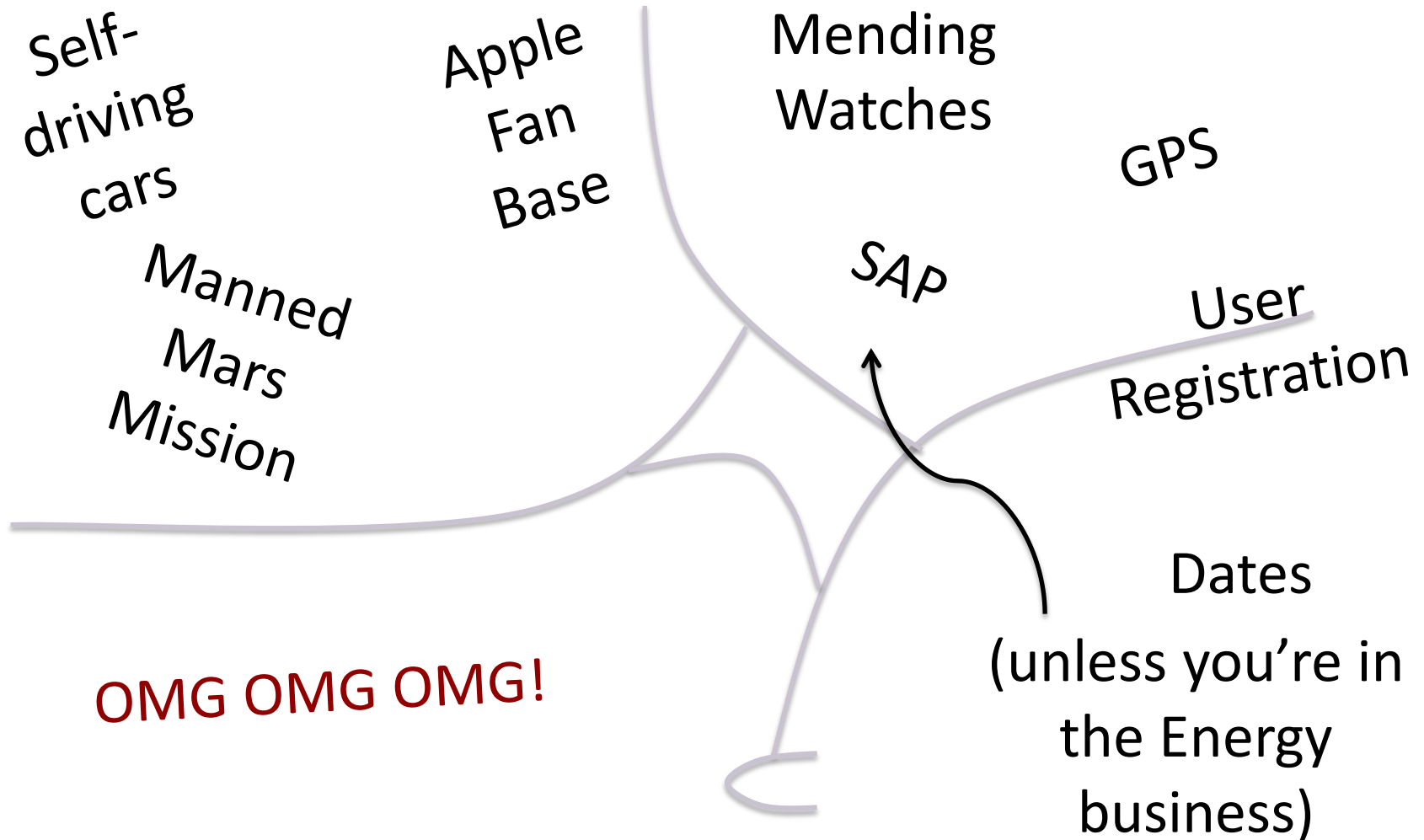
With thanks to  
David Snowden and Cognitive Edge



# Estimating Complexity

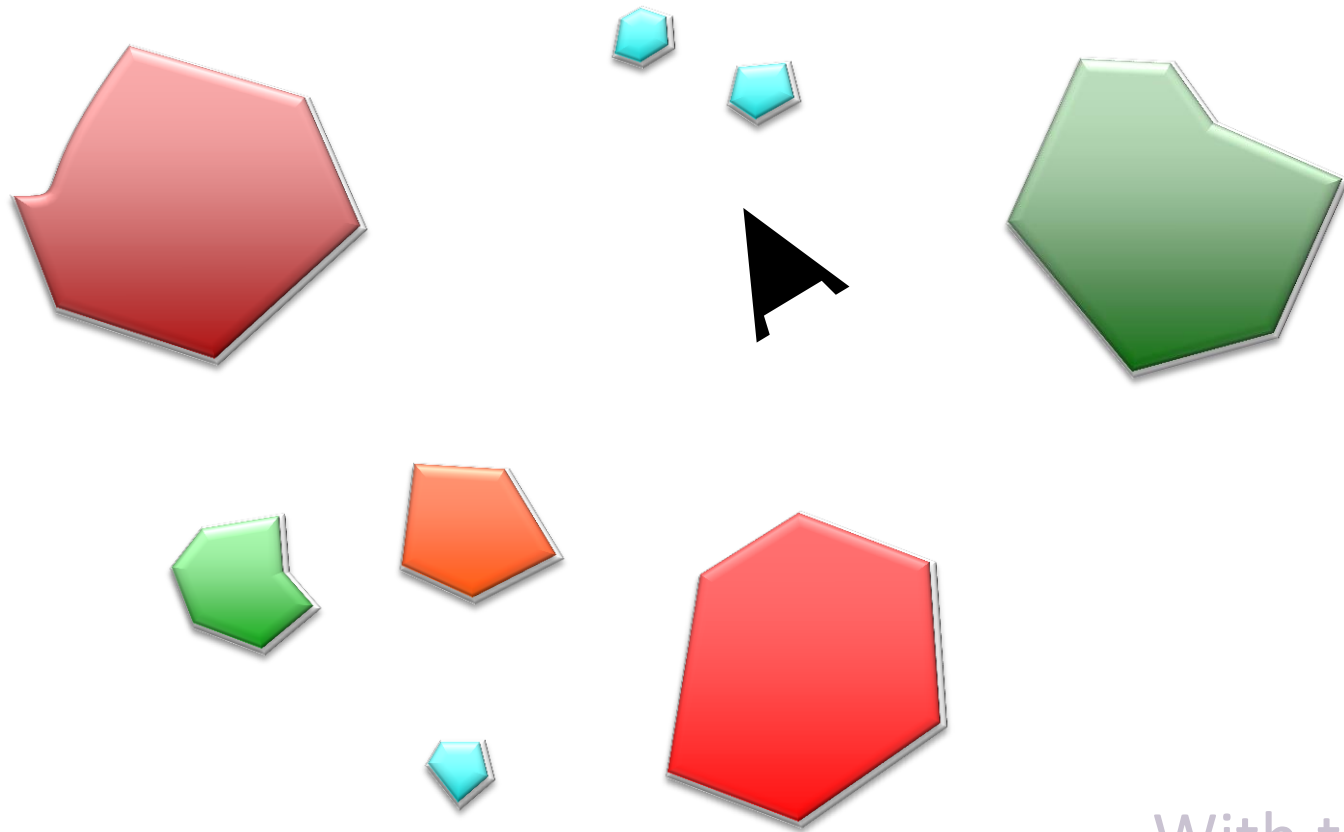
5. Nobody has ever done it before
4. Someone outside the org has done it before  
(probably a competitor)
3. Someone in the company has done it before
2. Someone in the team has done it before
1. We all know how to do it.

# Estimating Complexity



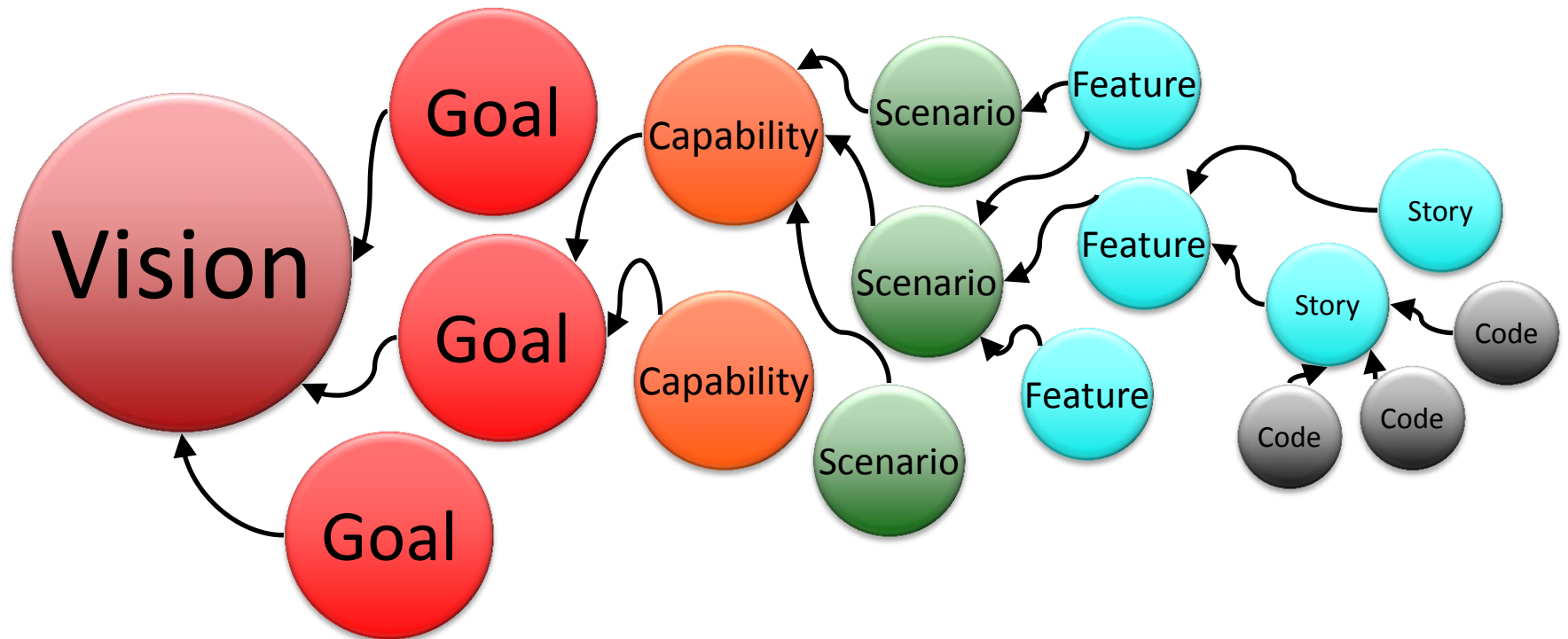


# Breaking Things Down

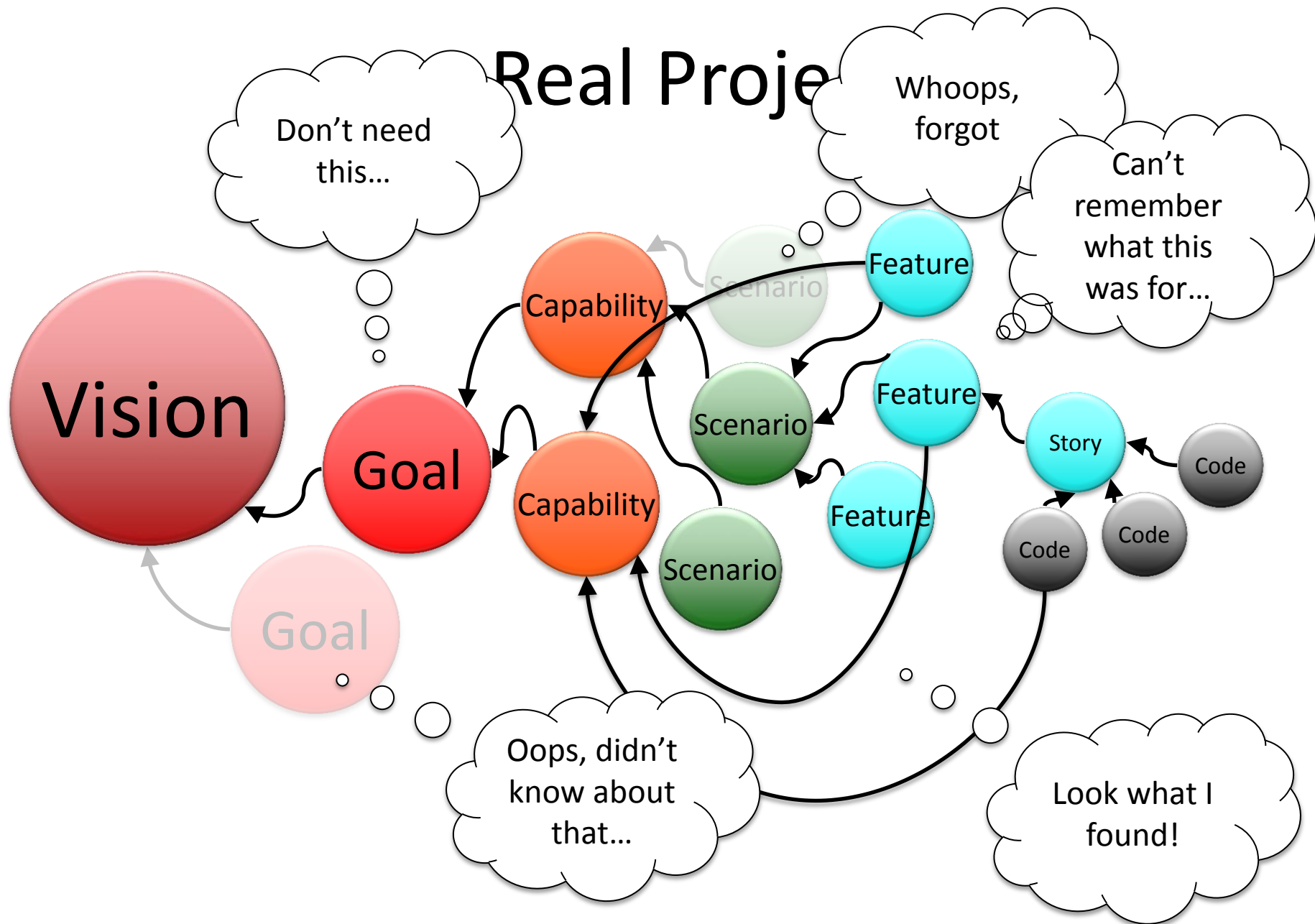


With thanks to  
Michael James

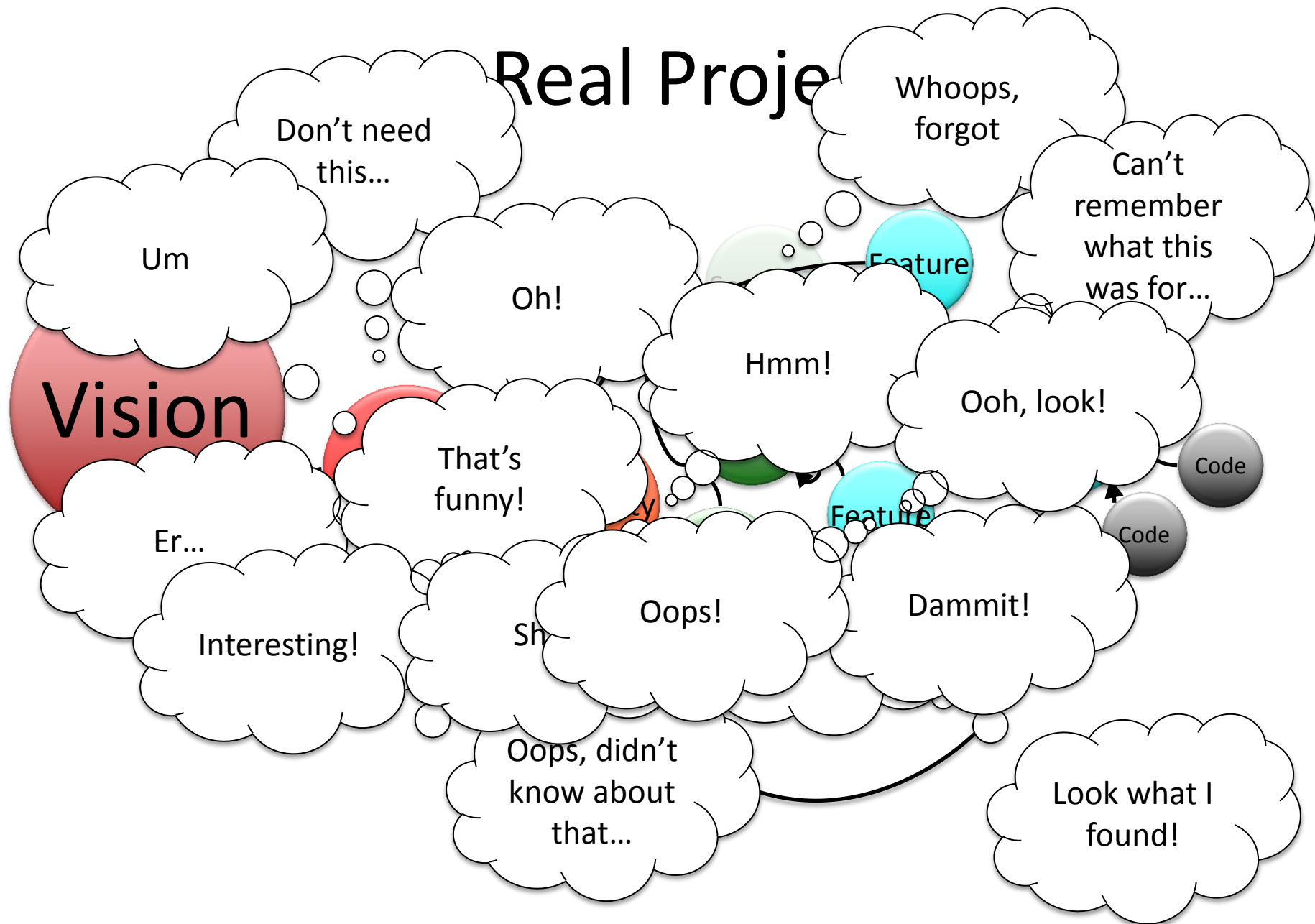
# Fractal beauty



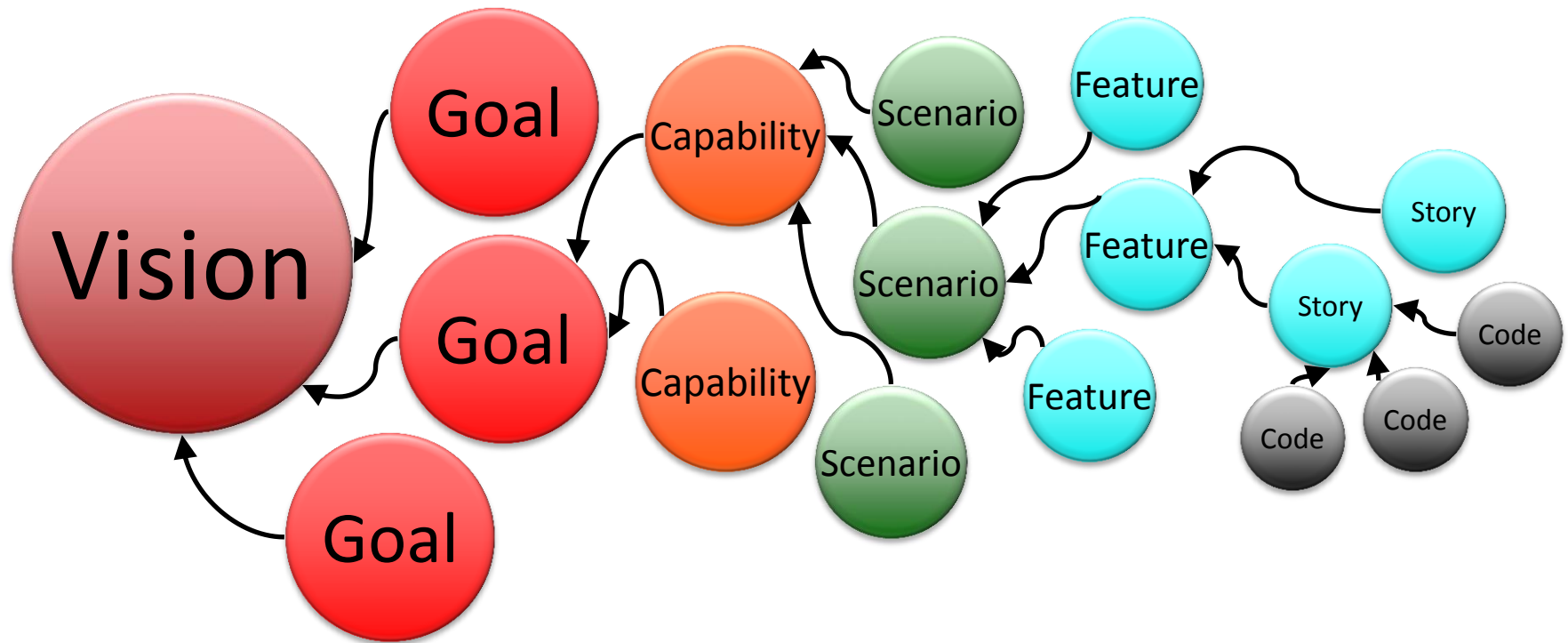
# Real Project



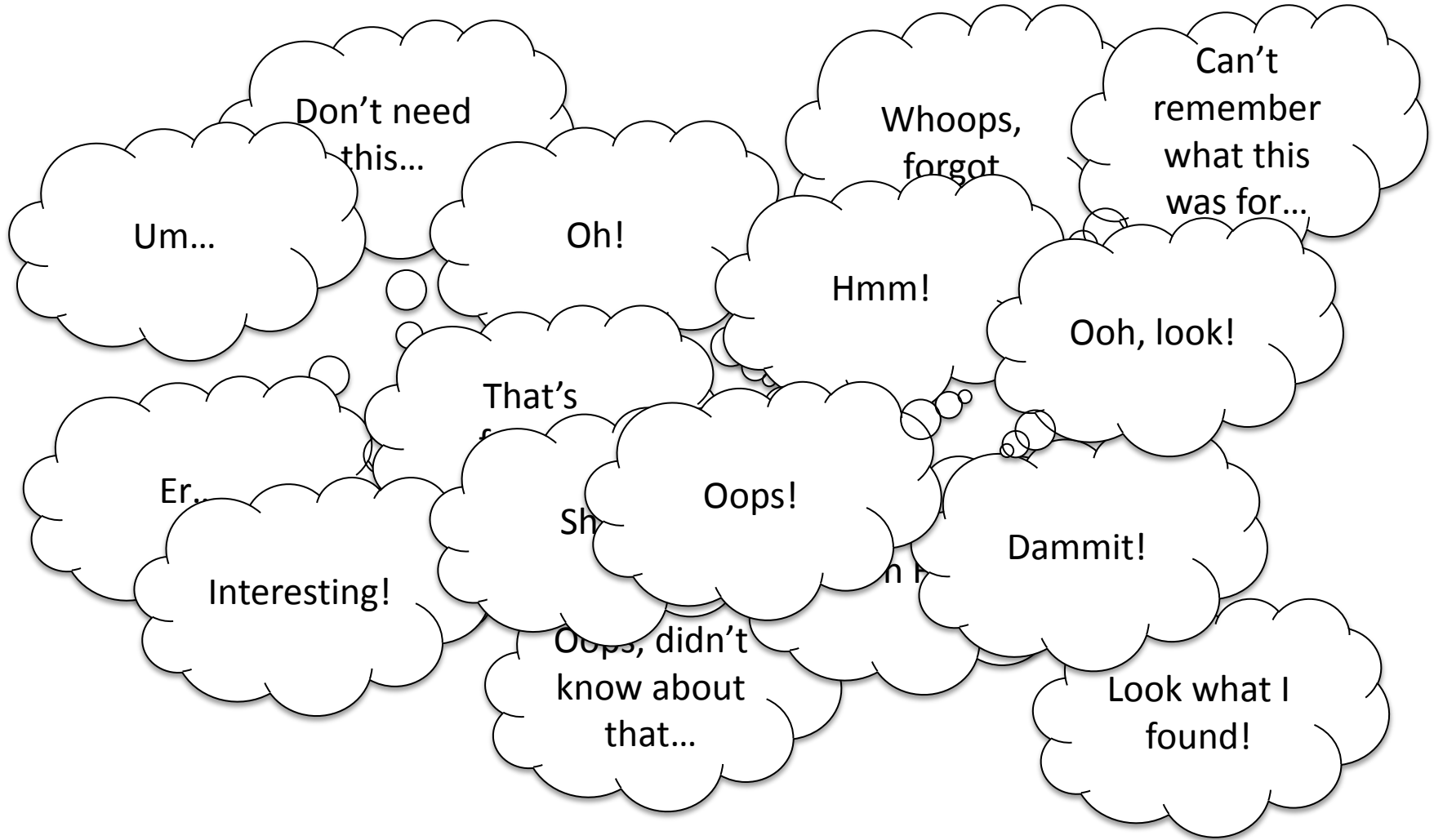
# Real Project



~~We are uncovering better ways of  
developing software by doing it~~



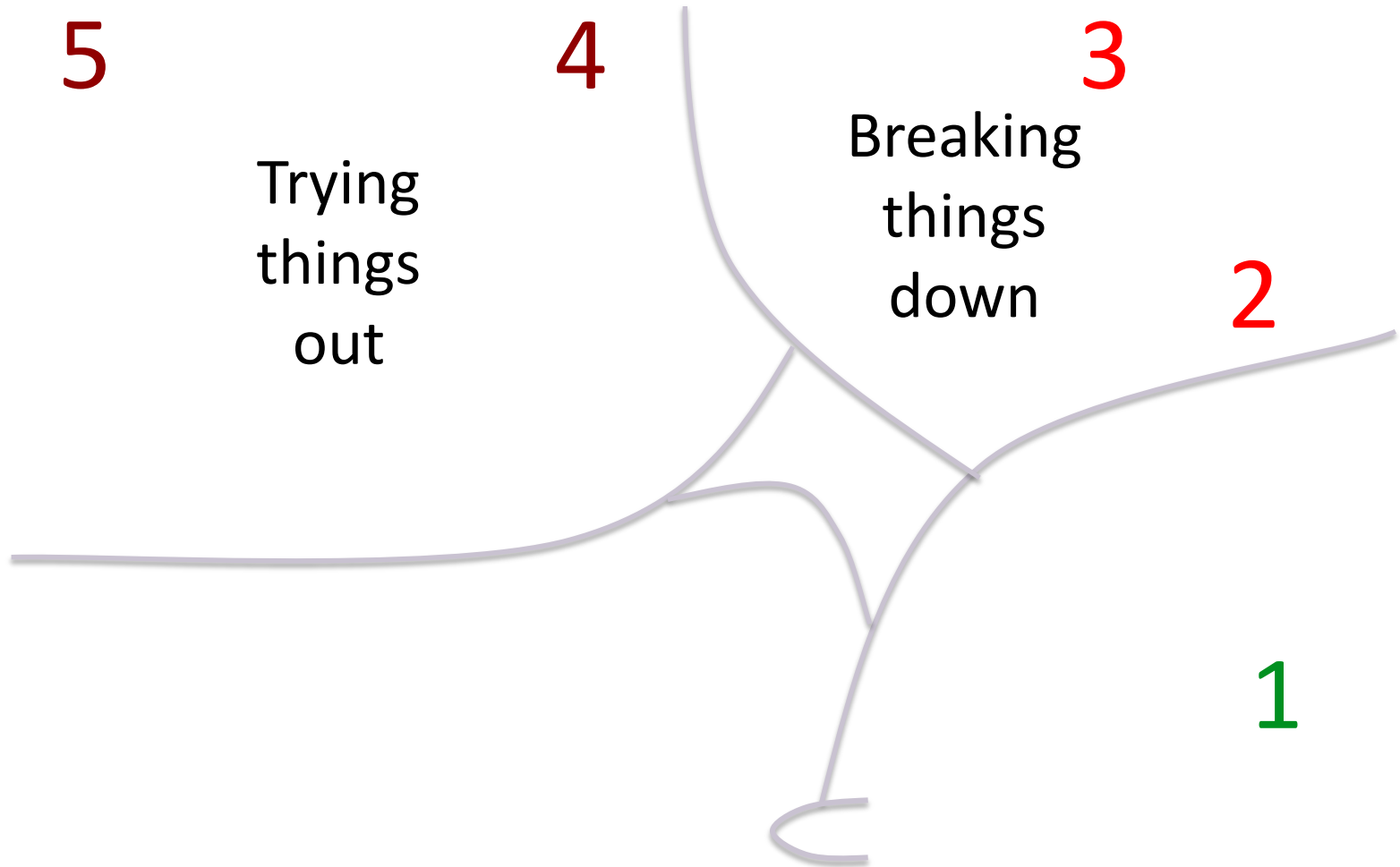
# We're discovering how to **discover stuff** by doing it



# Different levels of granularity

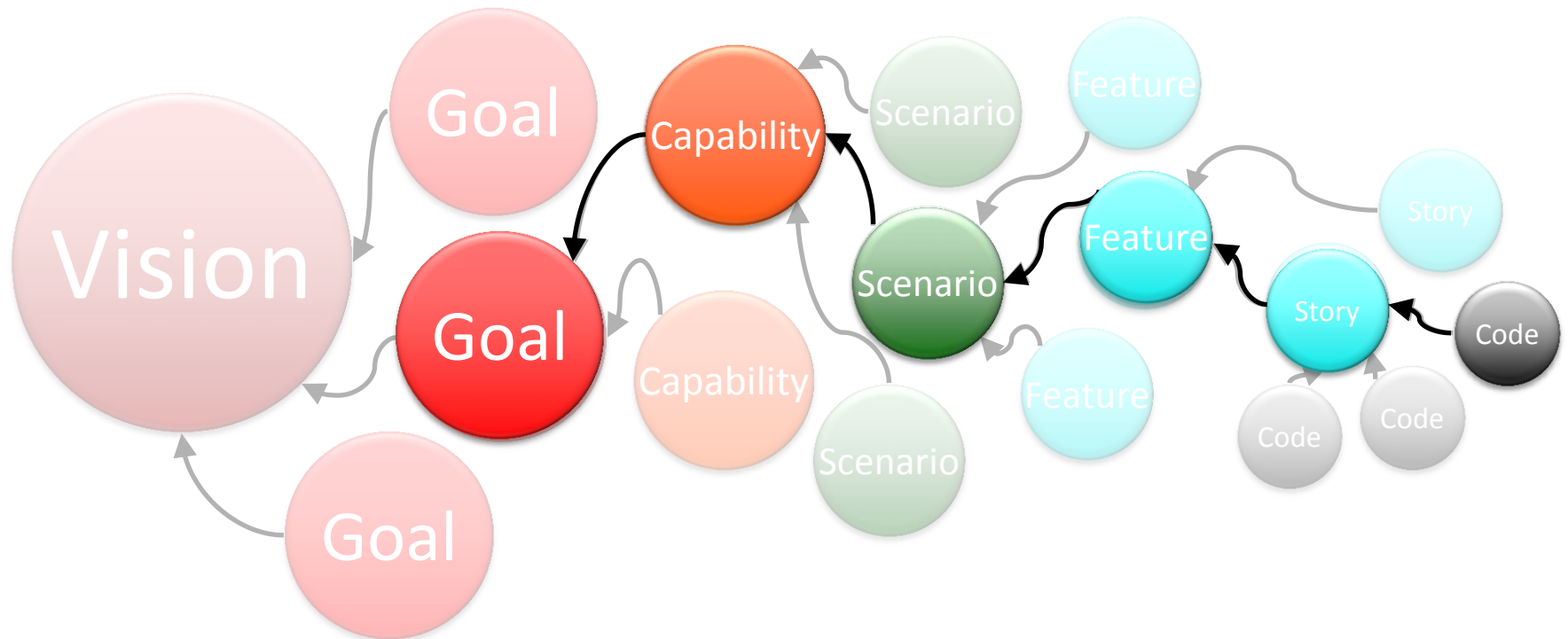


# Estimating Complexity





# Risk (Newest Stuff) First



# Boring!

**Given** Fred has bought a microwave  
**And** the microwave cost £100  
**When** we refund the microwave  
**Then** Fred *should* be refunded £100.

# Really boring!

Scenario: user logs in and sees  
welcome page

Given a user registered with login:  
foo and password: test  
when user logs in with login: foo  
and password: test  
Then user should see the welcome  
page

# Especially really boring!

Feature: Addition

In order to avoid silly mistakes

As a math idiot

I want to be told the sum of two numbers

Scenario: Add two numbers

Given I have entered 50 into the calculator

And I have entered 70 into the calculator

When I press add

Then the result should be 120 on the screen

# Name 'em and be done with it

## User Registration:

- Create user
- Read / Update user details
- Delete user

# Interesting!

**Given** Fred has bought a  
120kg fridge-freezer

**When** we refund the fridge-freezer

**Then** um...

“We can’t accept this  
into our backlog  
without  
clear acceptance criteria.”

Having conversations

is more important than  
capturing conversations

is more important than  
automating conversations



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