ACCEPTANCE TEST-DRIVEN DEVELOPMENT (ATDD)

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Content

- **What** is ATDD?

- **How** is ATDD done?

- **Why** do ATDD?

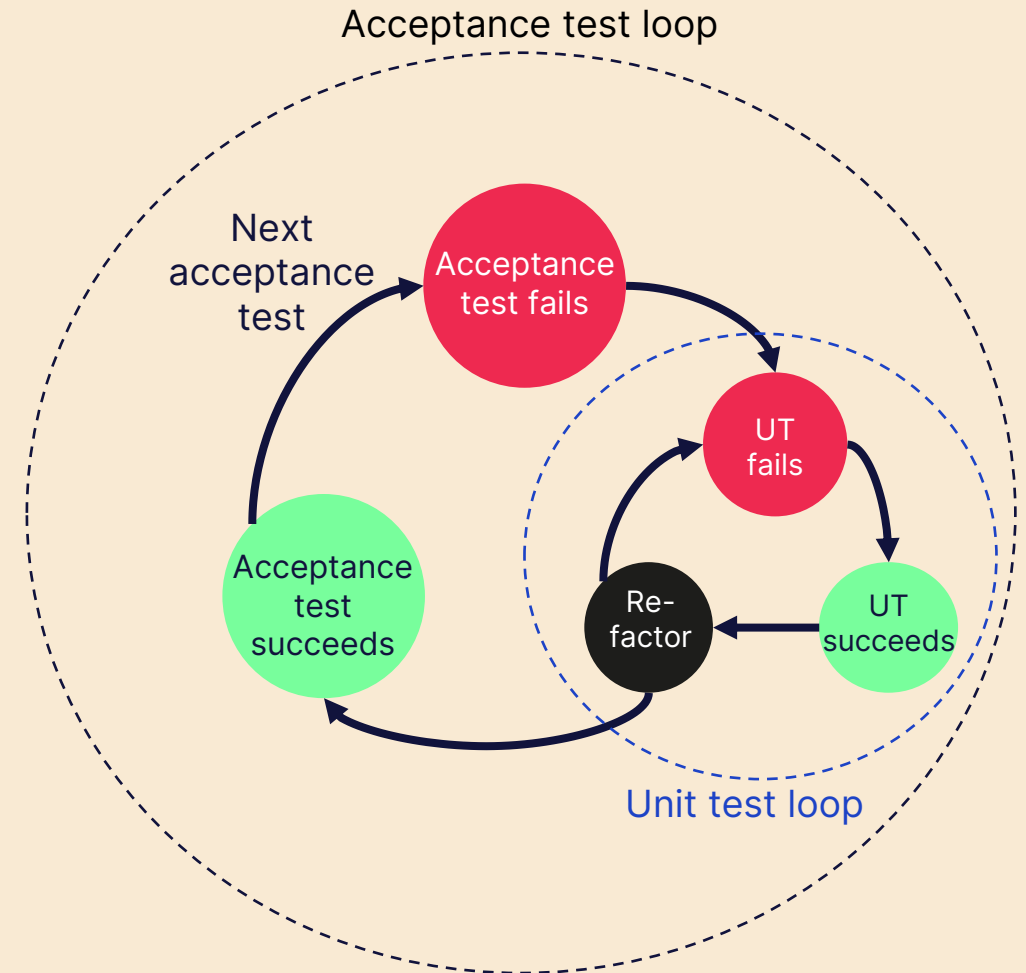- Real world example

What?

- Development methodology closely related to
  Test Driven Development (TDD)

- Emphasizes collaboration between "three amigos":
  - Business
  - Developers
  - Testers

How?

- Demonstrate the intent of a system

- Given → When →Then

- The double loop of ATDD

- Testing between the boundaries

Acceptance test loop

Next acceptance test

Acceptance test fails

UT fails

Acceptance test succeeds

Re-factor

UT succeeds

Unit test loop

Why?

- Catch misunderstandings and confusion early

- Business-first perspective

- Business rules in code

- Addresses the YAGNI principle

- Encourages simple design and obvious code

Real world example

- Background information
  - Application for generating reports
  - Sections/chapters in the report "signed"
  - Report status determined by signature status
  - Manual override
- Our solution
  - Collection of acceptance tests
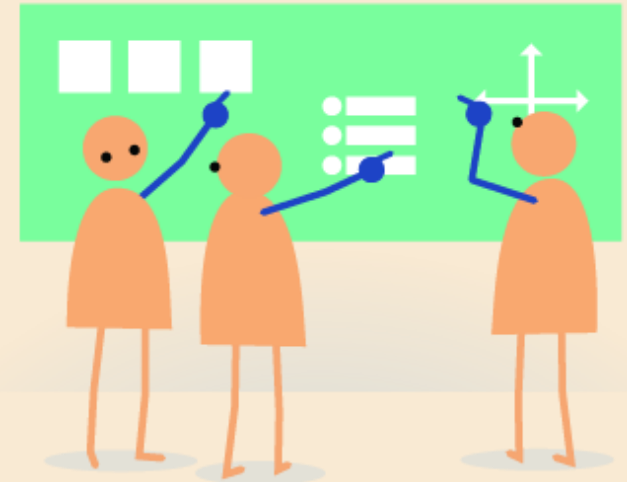
Reasoning

- Requirements in code

- Making sure the functionality is working as expected

Any final questions?

References

- Hendrickson, E. (2008). Driving development with tests: ATDD and TDD. *STARWest 2008*.

- Acceptance Test Driven Development (ATDD) │ Agile Alliance. (2022). Retrieved 7 June 2022, from https://www.agilealliance.org/glossary/atdd

bouvet

Thank you for your attention!

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