BDD
all the way down

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How to apply the principles and techniques of Behavior Driven Development in practice while using .NET
By implementing the first rule of Conway’s Game of Life as a web API using .NET and C#
Conway’s Game of Life

An implementation of Conway’s Game of Life as a web app built in .NET
What is BDD?

BDD is a software development technique that evolves from TDD and aims to bridge the gap between business stakeholders and programmers.
Why?

Because TDD doesn’t say where to start, what to test, how the tests should be named and understand why they fail.
Because everyone in the team needs a **common language** to understand each other about the **requirements** of the software.
How?
We grow the system incrementally from performing simple end-to-end functions to more complex ones while keeping everything working.
The Walking Skeleton

The thinnest slice of functionality that can be implemented while setting up the necessary infrastructure that enables the system to grow.
The Development Cycle

write a failing end-to-end test → write a failing unit test → Make the test pass

Refactor
Takeaways

+ **Focus** on the expected **behavior** of the system in a given scenario
+ **Define** a common **vocabulary** for the project’s domain
+ **Name** your tests as **phrases** the read like specifications
Learn more

- Introducing BDD by Dan North

- Growing Object-Oriented Software Guided by Tests

- Demo: Conway’s Game of Life
Contact me

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