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**BDD**  
all the way down

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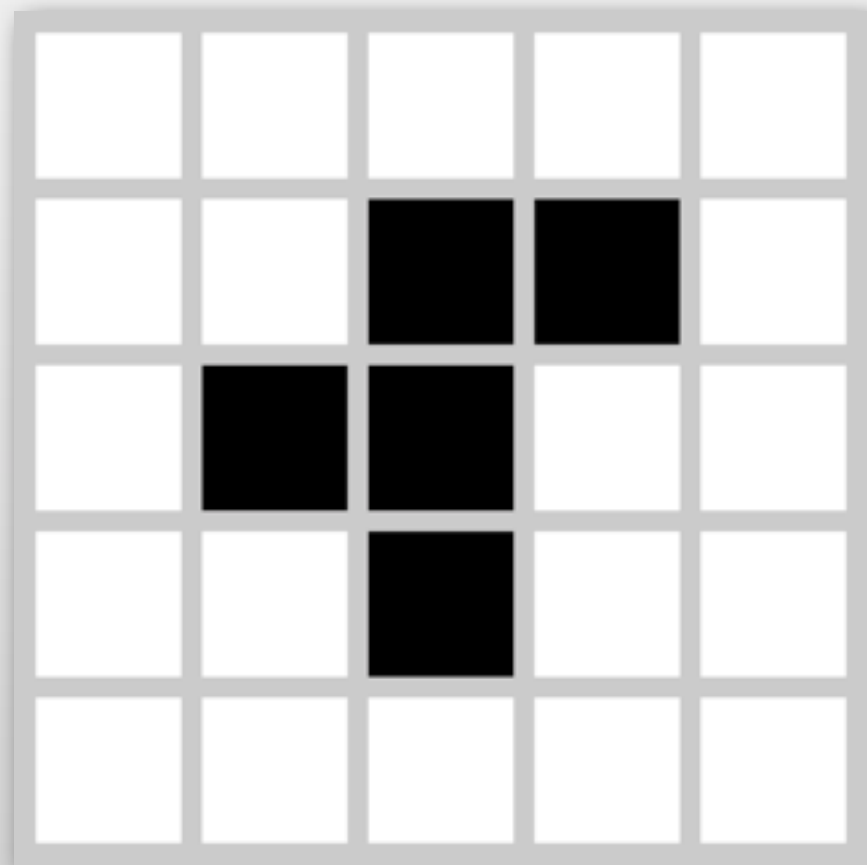
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How to apply the principles and techniques  
of **Behavior Driven Development**  
in **practice** while using **.NET**

By implementing the first rule of  
Conway's **Game of Life** as a web API  
using .NET and C#

# Conway's Game of Life

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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.

**and...**

Because everyone in the team needs a **common language** to understand each other about the **requirements** of the software.

## How to?

We **grow** the system **incrementally**  
from performing simple end-to-end functions  
to more complex ones  
while keeping everything **working**.

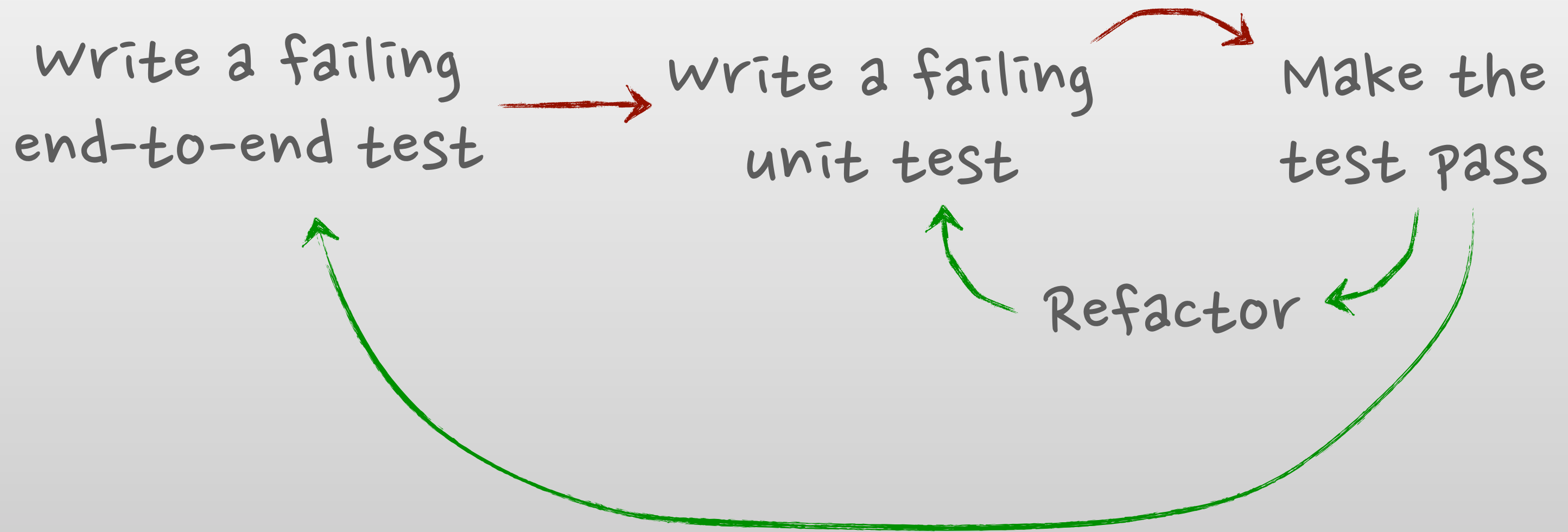


# The Walking Skeleton

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

# The Development Cycle

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# Takeaways

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- + 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** that read like specifications

# Learn **more**

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+ Introducing BDD by Dan North

<http://bit.ly/bddintro>

+ Growing Object-Oriented Software Guided by Tests

<http://bit.ly/goosbook>

+ Demo: Conway's Game of Life

<http://bit.ly/bddgameoflife>

Thank you.

# Contact **me**

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