



Stop Starting
and **Start Finishing**

The phases of ATDD

Discovery

- Level 0: Ask the question “How will I know I’ve done that?” and consider tests prior to writing code
- Level 1: Use test specifications as an analysis tool and to validate the requirements
- Level 2: Have Business Analysts, Product Owners, customers, developers, and testers write acceptance criteria together

Specification

- Level 3: Use Given / When / Then as a format

Automation

- Level 4: Put acceptance criteria into a test-tool harness
- Level 5: Automate the tests



ATDD using BDD



Stop Handing Off and Start Collaborating



Three days
of coding
can save
one day of
getting
acceptance
tests

The Guardrails



The basic agreements

We agree to:

- Work on items that will realize the greatest amount of **business value** across the enterprise.
- **Collaborate** with each other in order to maximize the realization of business value across the enterprise.
- Ensure that all work will be made **visible**.
- Take the necessary steps to **sustain or increase predictability**.
- Keep the work throughout the value stream **within capacity**.
- Encourage everyone to strive for **continuous improvement**.



Net Objectives

CHANGE HAPPENS

Deal with it!

Net Objectives
www.netobjectives.com

Maximizing Product Development ROI

A yellow square background featuring a large, simple smiley face with two black oval eyes and a wide, upward-curving mouth. Below the smiley face, the text "Deal with it!" is written in a bold, black, sans-serif font. At the bottom of the square, the "Net Objectives" logo is displayed in a stylized font, with the website address "www.netobjectives.com" underneath it. A thin horizontal line is positioned above the tagline "Maximizing Product Development ROI".



Dammit

You Still Gotta Think



building more than needed
building lower priority items
building Right thing wrong
poor quality software
architecture
having the wrong resources
discovering functional needs late

how much of what you do is
valuable?
rework?

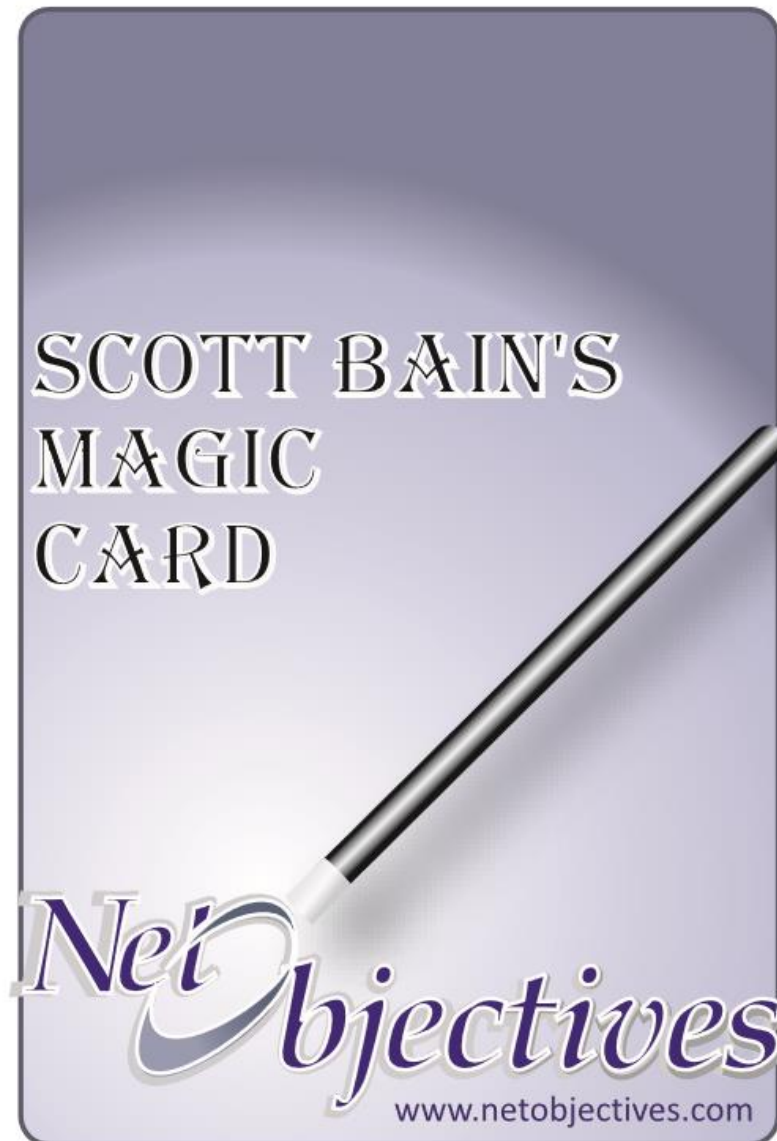


Essential Skills

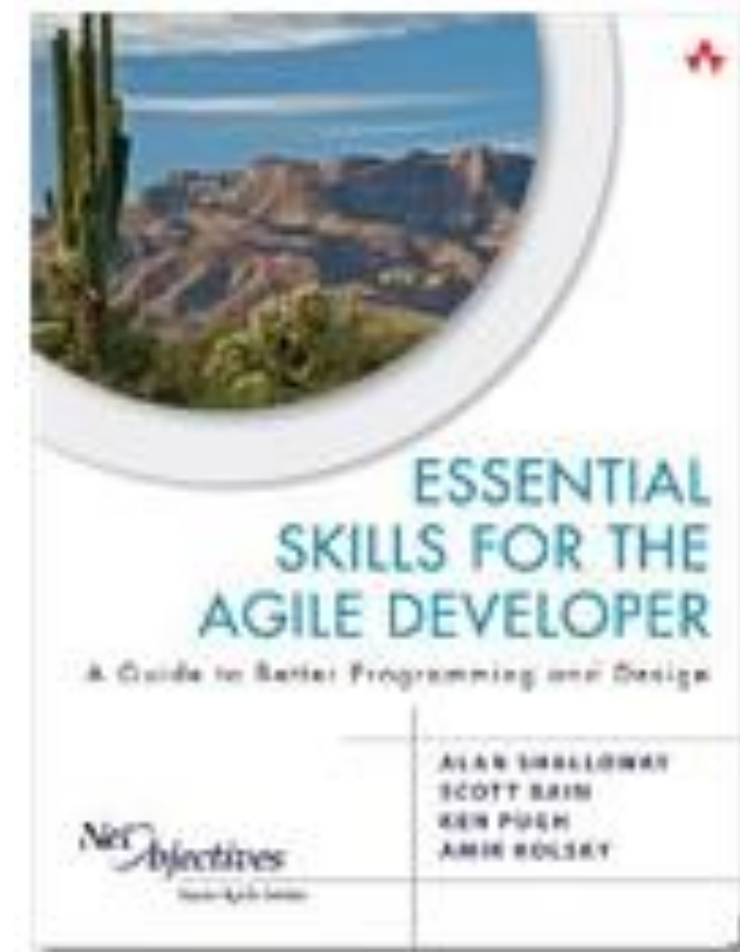
When given a requirement always ask
"how will I know I've done that?"

Consider how you'll test your code **before**
you write your code.

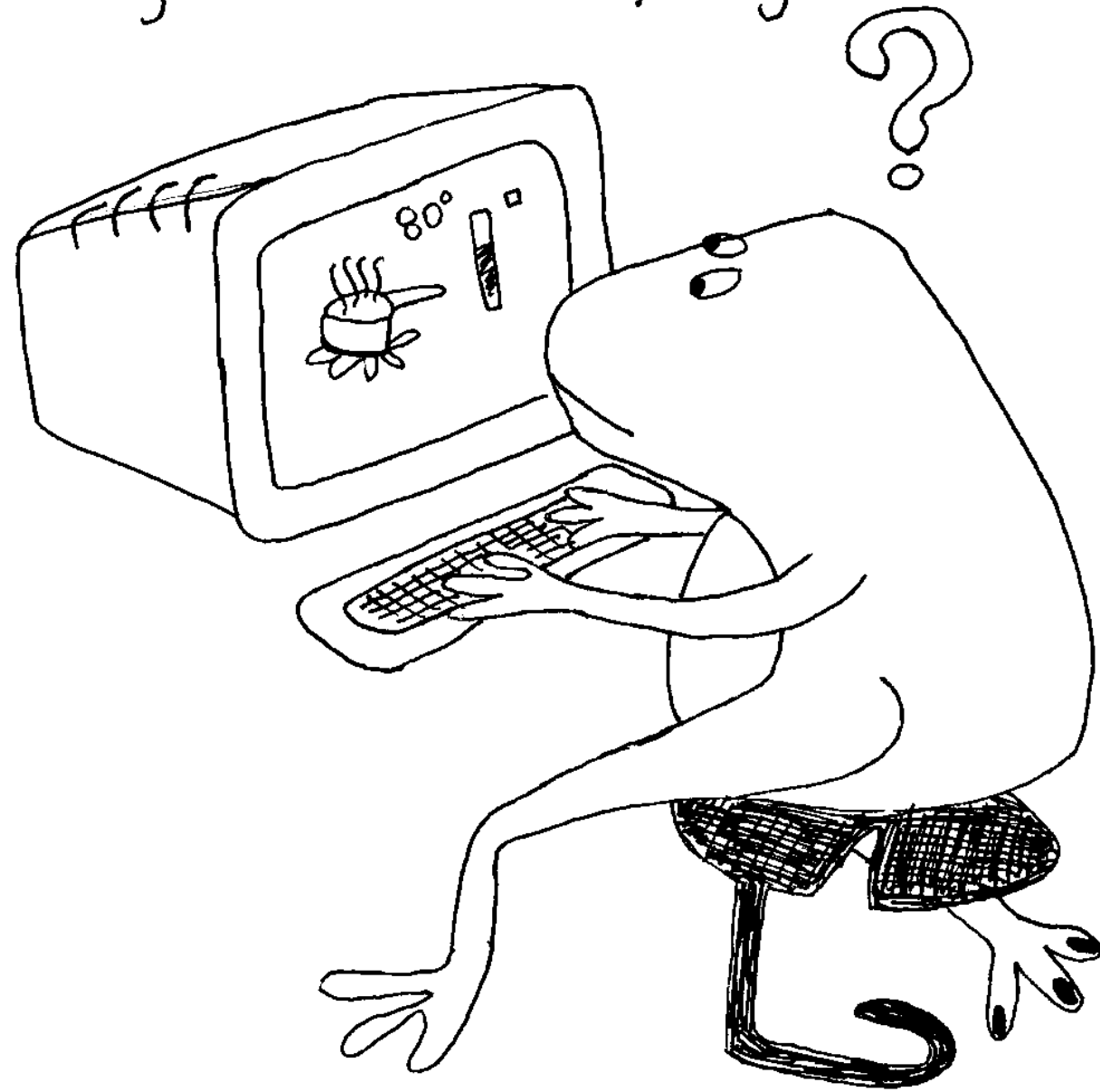
Encourage everyone to strive for
continuous improvement.



Encapsulate the unknown



Programmer as frog



Don't
be a
frog

John C. B.

Shalloway's Law:

when N things need to change
and $N > 1$,
Shalloway will find at most
 $N - 1$ of these things.

Shalloway's Principle:

Avoid situations where
Shalloway's Law Applies