# **Example Mapping Thomas Haver** Pittsburgh TechFest 2018-06-02

#### **About Me**

- THOMAS HAVER
- Senior Application Architect, HNB
- Scientist
  - Fluorescence Microscopy & Spectroscopy
- Baker
  - Panera Bread
- Board gamer
  - World Traveler for Diplomacy
- Evangelist for Automation
  - Ruby-Cucumber











### **User Stories | Convention**

Rachel Davies is credited with inventing:

As a [type of user]

I want [some particular feature]
so that [some benefit is received]

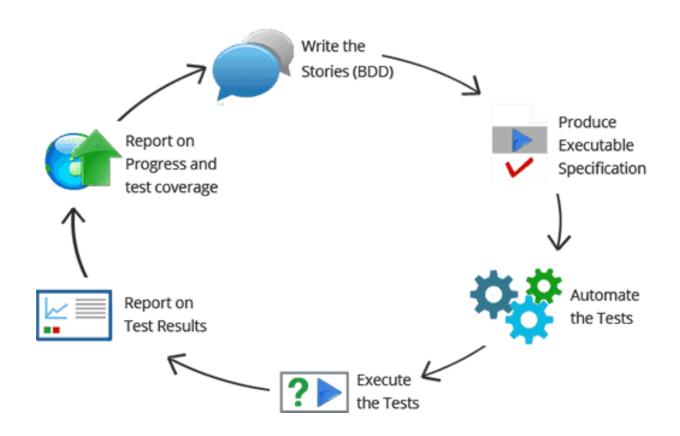
Example:

As a bank customer

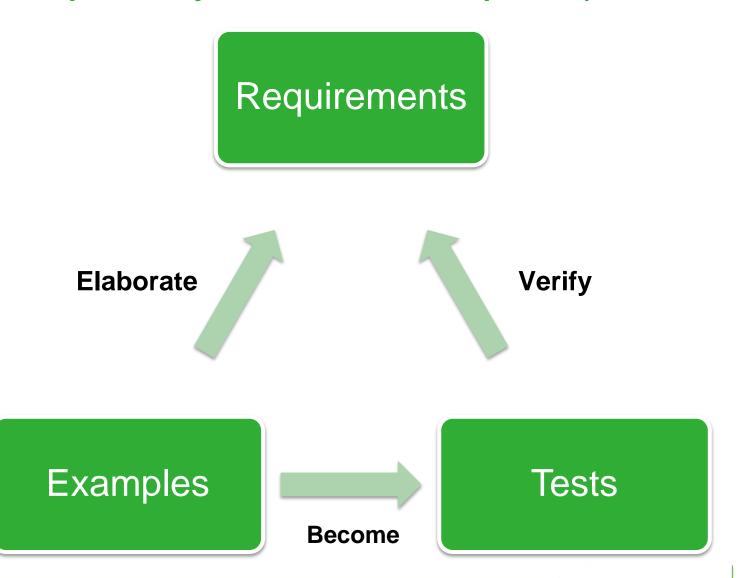
I want to view my current account balance so that I know my recent deposit went through.

 Sometimes features that describe technology updates or UI changes don't really work with the model.

#### **Behavior Driven Development**



 BDD promotes requirements by example, collaboration, lower cost in resolving defects, and automation in the form of business value. Gherkin is a business readable, Domain Specific Language created specifically for behavior descriptions (BDD/ATDD).



# Gherkin is a business readable, Domain Specific Language created specifically for behavior descriptions (BDD/ATDD).

#### **User Story**

- As a [type of user]
- I want [some particular feature]
- so that
   [some
   benefit is
   received]

#### Gherkin Scenario

- Given some initial context
- When an event occurs
- Then ensure some outcome(s)

# **Encourages Collaboration**

 BDD requires people to work together to create the requirements / tests. All roles balance each other.







Form teams of 2-4

As a member of information security

I want to force bank users to create strong passwords

In order to prevent passwords from being guessed

- In your team, invent THREE rules for what makes a strong password. Write them on BLUE cards.
- Keep your rules secret from other teams
- Examples: "It must have # in the password" or "It must not have your name in it"

- Create THREE examples that illustrate your rules
- Write each example on a GREEN card.

Examples:

"Secure#Password" is valid

"ThomasPW" is invalid

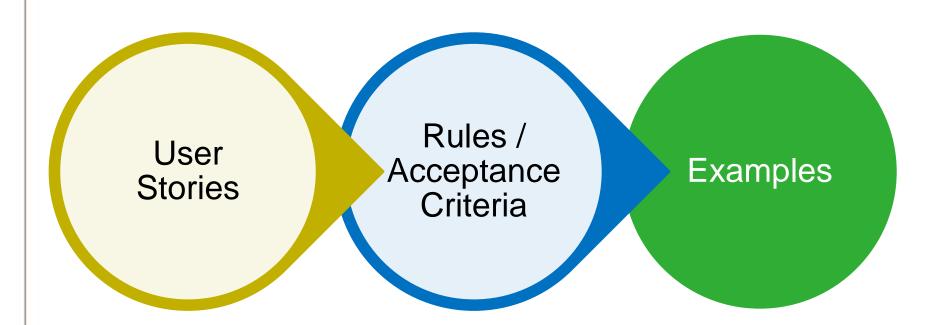
- Pass your EXAMPLES to another team.
- Attempt to guess the other team's rules.
- The guessing team may create new examples and ask the RULES team to confirm the examples meet the requirements, without showing the RULES.
- How many examples did it take to guess the rules correctly? (time box: 10 minutes)



- Examples are better than rules because...
- Rules are better than examples because...
- Examples without rules are like...
- Rules without examples are like. . .



We need both RULES and EXAMPLES. Use the EXAMPLES to illustrate the RULES of USER STORIES.





### From a User Story to Specifications

- Before development starts, have a conversation to Clarify and Confirm
- The Three C's
  - Card
  - Conversation
  - Confirmation



#### Card

- User stories are written on cards.
- The card does not contain all the information in the requirement.
- The card has just enough content to identify the requirement.
- The card is a token that represents the requirement.

As a customer, I want to be able to search for flights between two cities to see which ones have the best price and route.

Estimate: 1.0 points

Priority: 2 - High

Example Story Card

#### Conversation

- The conversation is an exchange of ideas and opinions.
- This conversation takes place over time: during estimation and planning before implementation.
- The conversation is verbal and often supported by documentation.
   The best supplements are examples specifically executable examples.









#### **Confirmation**

- An acceptance test.
- For complex stories, confirmation using examples (and automation) is preferred.
- The confirmation provided by the executable specification steers the approach of card and conversation.



#### **Other Common Refinement Activities**

- Three Amigos
- Specification Workshop
- Discovery Workshop



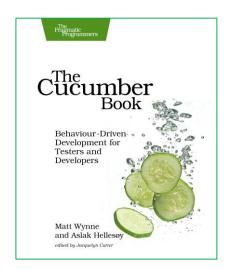


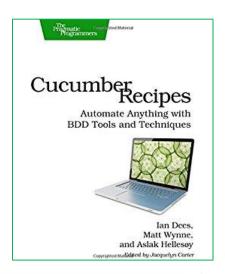


 Whichever method is used, these activities must be done regularly!

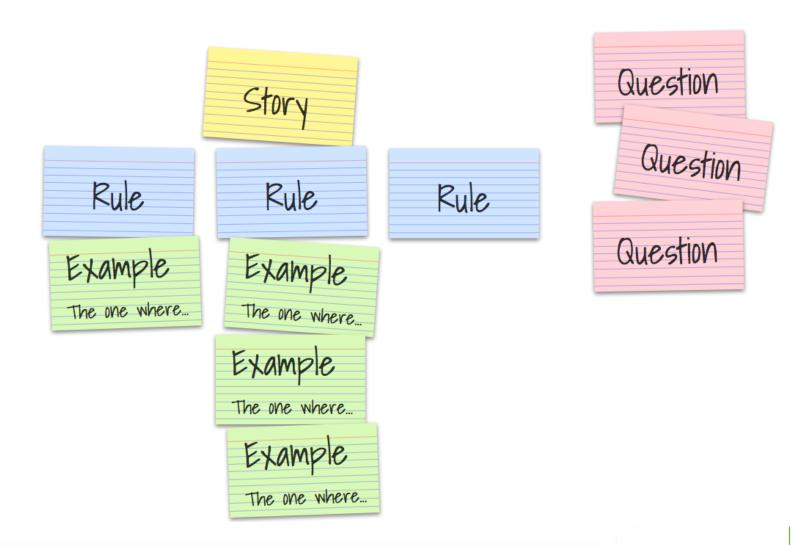
# **Example Mapping by Matt Wynne of Cucumber Ltd.**

- Specification by Example help us refine requirements.
- Rules that summarize examples or express constraints about the story.
- Questions about scenarios concerning the outcomes or dependencies of the story that no one in the workshop can answer.
- New User Stories either sliced or deferred as out of scope.

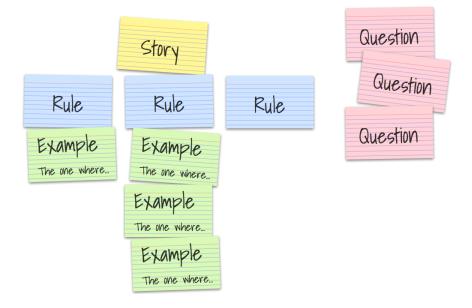




### The Example Map

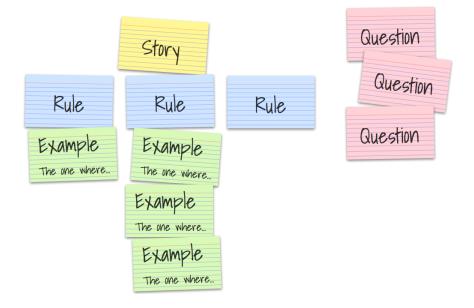


#### **Process**



- The single USER STORY is written on YELLOW card and placed at the top of the map.
- The acceptance criteria as a RULE is written on a BLUE card placed below the User Story.
- Create one or more EXAMPLES written on GREEN cards placed below each rule.
- Any QUESTION that no one in the workshop can answer is written on a RED card.
- Continue the session until a **Time-box** is met or everyone believes the story is elaborated sufficiently.

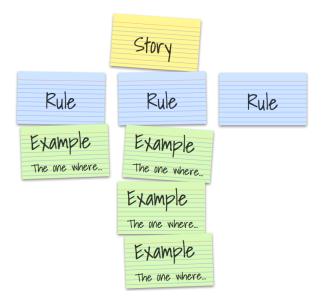
#### **Feedback**



- The Example Map represents the teams understanding of the story:
  - A map with many RED cards mean development work is not ready to begin. Seek out answers outside the workshop.
  - A map with many BLUE cards means the User Story is perhaps too large. Try to slice the User Story into two or more.
  - A single rule with too many GREEN cards might be too dense. Try to slice the Rule into two or more.

#### **Time-Box**



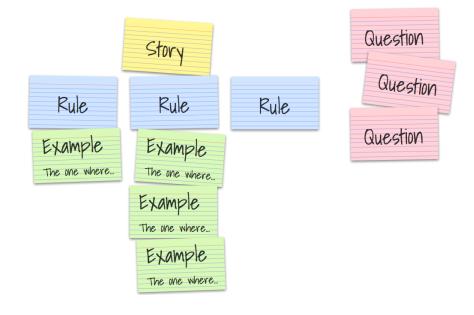




- An Example Mapping session should take 30 minutes max.
- If the time-box is not met, perhaps:
  - The attendees must practice more
  - The USER STORY has too many RULES
  - The USER STORY has too many QUESTIONS
- All Example Map attendees must agree the story is ready for development.

#### **Benefits**





- Creates a shared understanding among all roles on the team.
- Example Mapping promotes requirements written as user behavior.
- Each rule determines the application's core behavior.
- Large or unclear stories are stopped from entering active development.

#### A Word of Caution

 One person writing test scenarios based on the examples during the session while others sit idly by is not advised.



• If the team uses test writing standards, then individuals can quickly write the examples and split the work amongst the team.

# An Example Example Mapping

# Schedule a Workshop

What if one or more Trainers are unavailable?

Room must be available

Workshop within normal working hours

At least 75% of all participants available

Is catering required?

A workshop with 4 people or fewer can be held in the Lobby Core business hours between 9am and 3pm EST

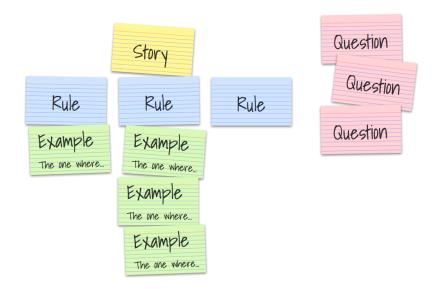
Workshop scheduled on day when colleagues on-site Does the meeting room require a projector?

A workshop with 5 people or more must be reserved in meeting room

Scheduled during timeframe when colleagues don't have meeting conflicts

### **Example Mapping Group Activity**

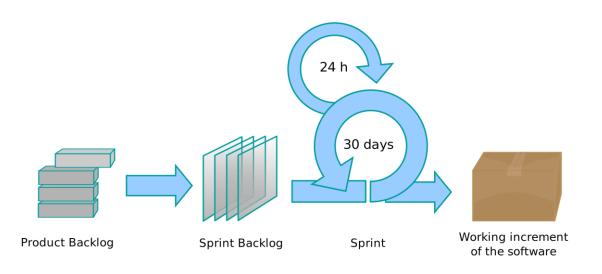
- Group Activity (time box: 15 minutes)
  - In your group, conduct an Example Mapping session for one of the User Stories available.
  - We'll review each groups work together.



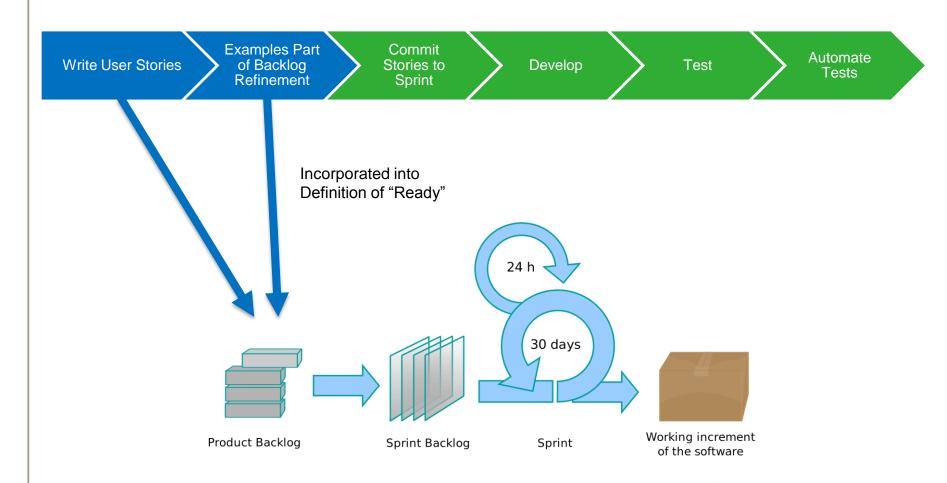


# SDLC Integration | Standard "Sprint"

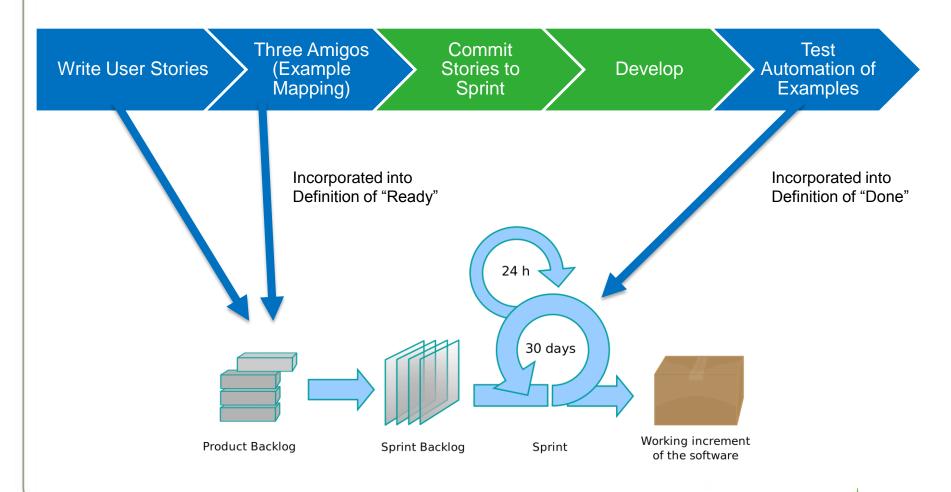
Write Stories & Commit Acceptance Criteria Commit Stories to Sprint Develop Test Automate Tests



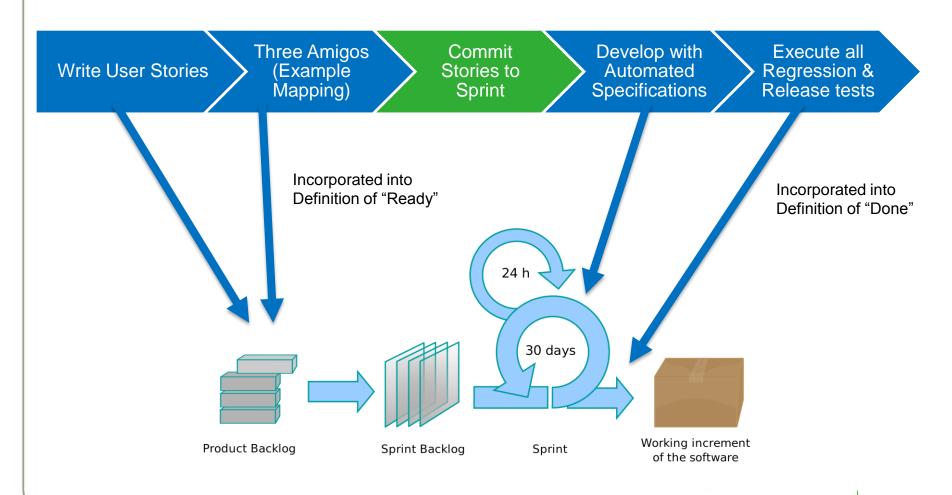
#### SDLC Integration | Analyst Writes Specifications



# **SDLC Integration** | Three Amigos Introduced

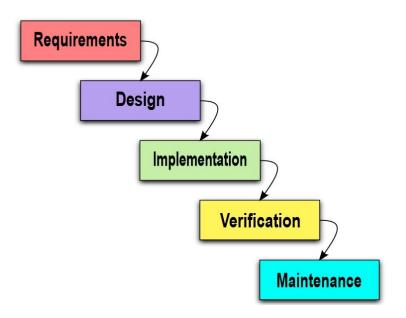


# **SDLC Integration | Full BDD**

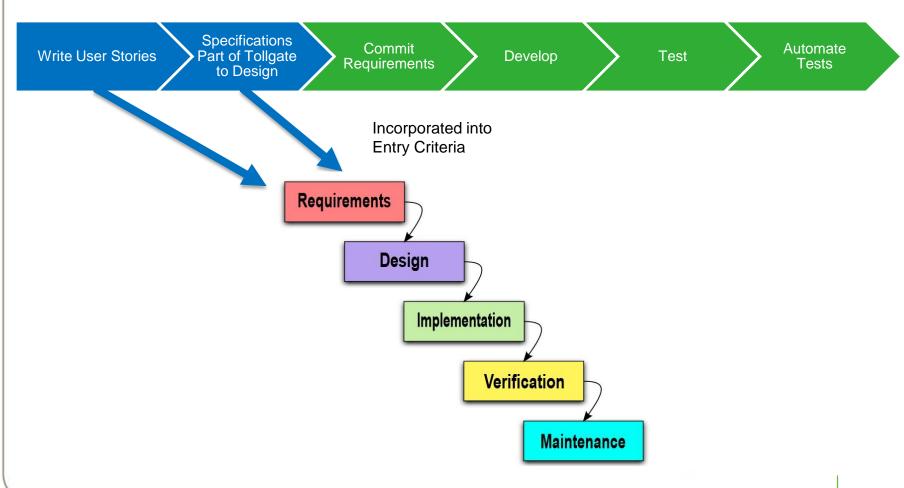


# **SDLC Integration | Waterfall**

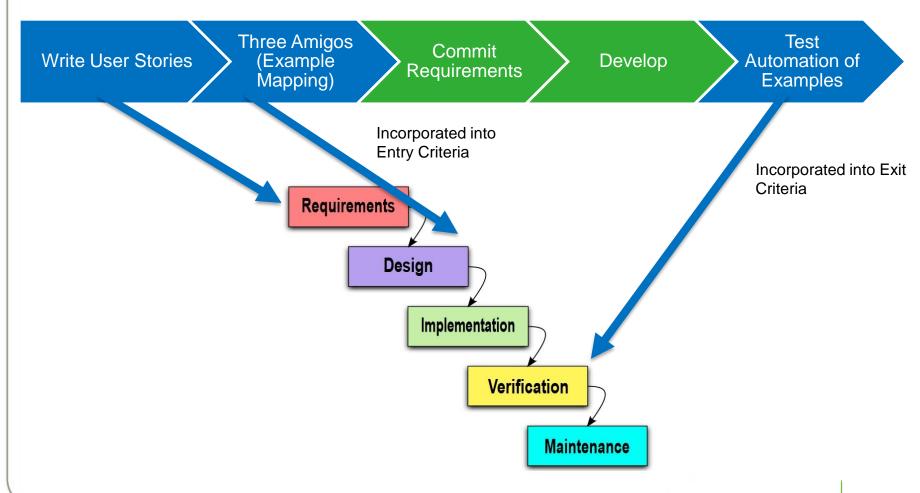




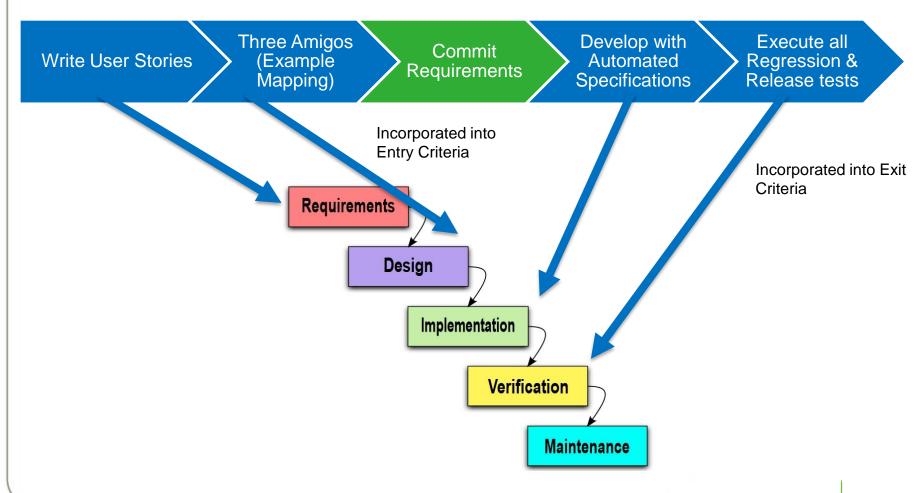
# **SDLC Integration** | Analyst Writes Gherkin



#### SDLC Integration | Example Mapping Introduced



# **SDLC Integration | Full BDD**

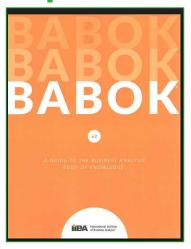


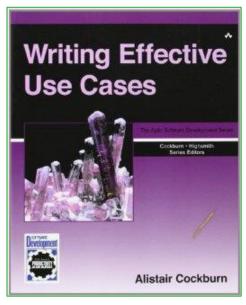
# **Questions?**

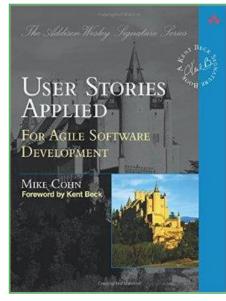


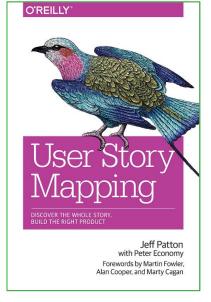


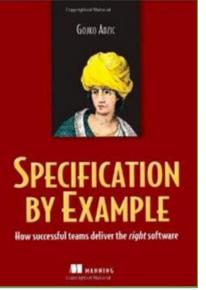
# Resources The Requirements

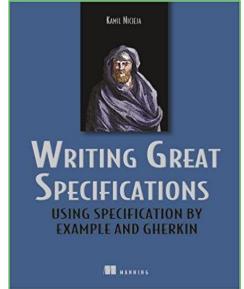


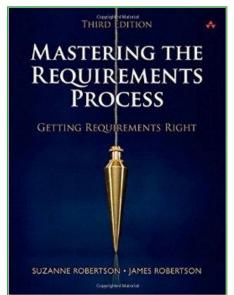




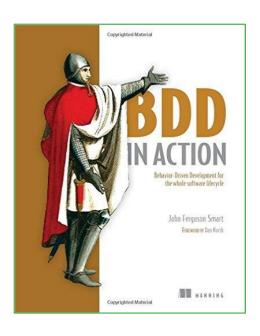


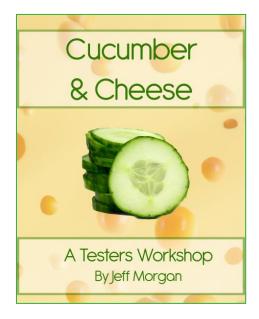


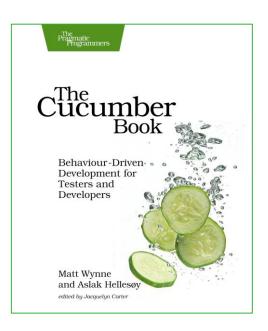


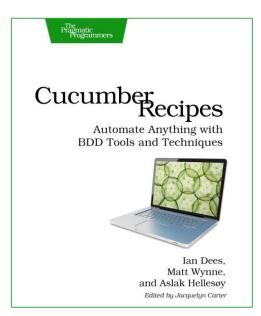


# **Resources The Automation**

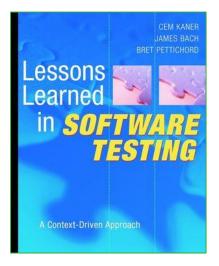


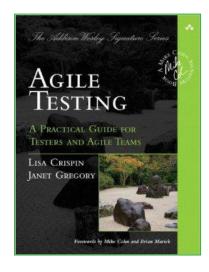


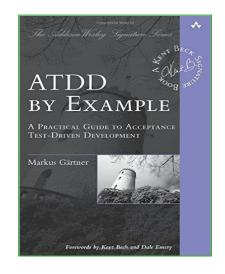


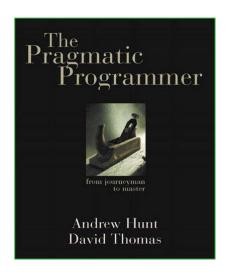


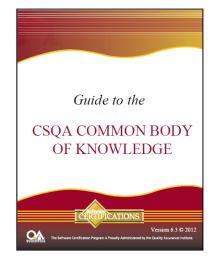
# Resources The Quality

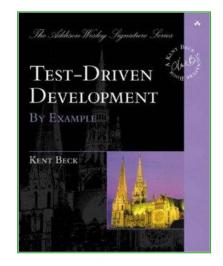




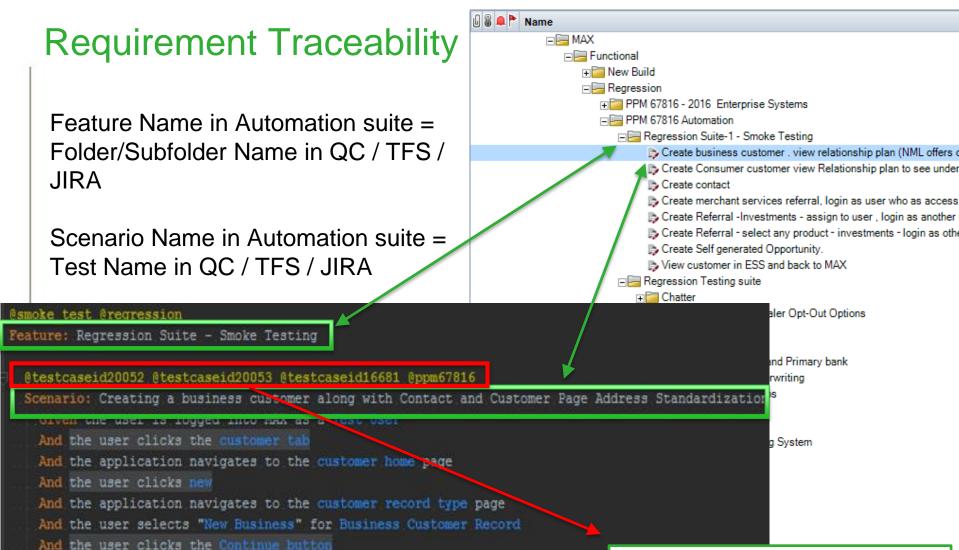










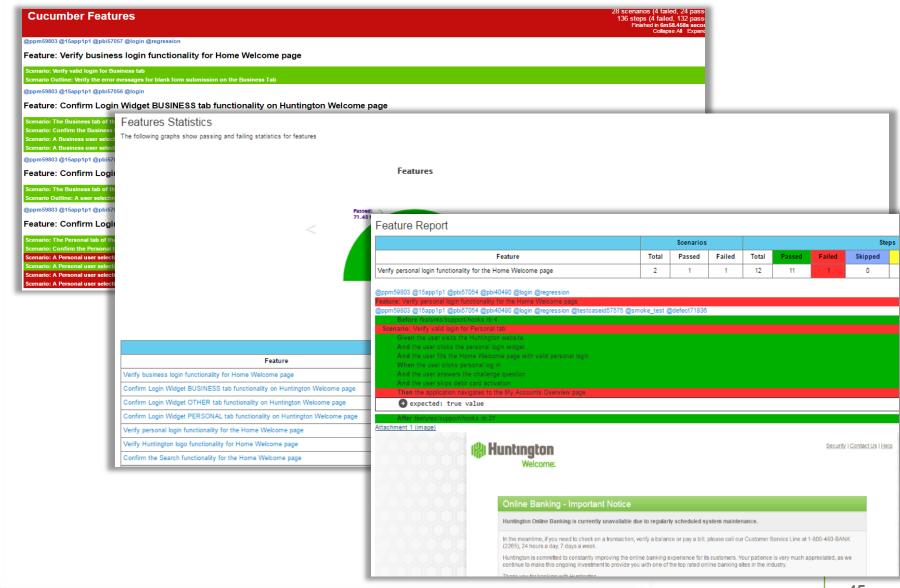


And the application navigates to the Business Edit page

And the user fills the Business Edit page with Business customer informatio

Each scenario is also tagged with the matching QC / TFS / JIRA Test Case ID

# Requirement Tracking and Results







## Business

• Strictly end-user behavior.

# Project

• Technical & Non-Technical on the Scope/Design level.

# Development

• Execution-level behavior of technical details.

## Non-Functional

• performance, accuracy, portability, reusability, maintainability, interoperability, availability, usability, security, capacity.



Given the user visits the Huntington website

And the user clicks the business login widget

And the user fills the Home Welcome page with valid business login

When the user clicks business log in

Then the application navigates to the Business Online Home page

#### **Business**

Strictly end-user behavior such as the above

# Project

Technical & Non-Technical on the Scope/Design level.

# Development

• Execution-level behavior of technical details.

## Non-Functional

• performance, accuracy, portability, reusability, maintainability, interoperability, availability, usability, security, capacity.



Scenario: Personal Navigation menu is highlighted in green

Given the user visits the Huntington website

When the user clicks Personal navigation

Then the personal navigation color style should be highlighted in green

#### Business

Strictly end-user behavior such as the above

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Technical & Non-Technical on the Scope/Design level.

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```
**
```

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 performance, accuracy, portability, reusability, maintainability, interoperability, availability, usability, security, capacity.



```
Scenario: Render the Manager Alerts page within 15 seconds for online banking customers

Given the user is logged into ROL as a dashboard user

When the user navigates to the Alerts Manage Alerts page

And the user waits for 15 seconds

Then the page displays the following fields:

| manage alerts text |
```

#### Business

Strictly end-user behavior such as the above

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Technical & Non-Technical on the Scope/Design level.

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