

Bridging The Communication Gap Specification By Example And Agile Acceptance Testing Gojko Adzic

Bridging The Communication Gap Specification By Example And Agile Acceptance Testing Gojko Adzic Bridging the Communication Gap Specification by Example and Agile Acceptance Testing Gojko Adzic's Influence The software development world is a symphony of conflicting desires. We crave speed, agility, and flawless execution, yet we're often plagued by misunderstandings, misinterpretations, and ultimately a gaping chasm—the communication gap. This gap, if left unbridged, leads to costly rework, frustrated developers, and unhappy clients. Enter Gojko Adzic, a pioneering figure in agile testing and the champion of Specification by Example (SbE) and its crucial role in bridging this chasm. Imagine a team building a sophisticated ecommerce platform. The client envisions a seamless, intuitive checkout process. The developers, however, might interpret 'seamless' differently: one envisions blazing fast load times, another a minimal number of clicks, and yet another a foolproof error-handling system. Without a shared understanding, the resulting platform might be technically brilliant but utterly fail to meet the client's expectations. This, my friends, is the communication gap in action. Gojko Adzic's work, particularly his emphasis on Specification by Example and agile acceptance testing, offers a powerful antidote. SbE isn't about writing lengthy technical documents that gather dust on a shelf. It's about collaboratively crafting concrete, real-world examples that illustrate the desired system behavior. These examples, often expressed as scenarios or user stories with clear inputs, outputs, and expected results, form a living, breathing specification. Think of it as building a bridge one brick at a time. Each example is a carefully placed brick, solidifying the foundation of understanding between the client, developers, and testers. Instead of abstract pronouncements like 'the system should be user-friendly,' SbE provides tangible examples. Example 1: Given a user is logged in and has added an item to their cart. When they click 'Checkout' Then the system should display the shipping address form. Example 2: Given a user enters an invalid credit card number. When they click 'Pay' Then the system should display an error message.

indicating the invalid number and suggest 2 possible corrections These examples are not just for developers theyre the shared language of the entire team They clarify ambiguities prevent misunderstandings and facilitate a common understanding of what done truly means This shared understanding forms the bedrock of successful agile acceptance testing Agile acceptance testing closely intertwined with SbE shifts the focus from traditional often cumbersome testing processes to collaborative iterative validation Testers arent just finding bugs theyre actively participating in defining and verifying the systems functionality based on the collaboratively created examples This is achieved through techniques such as TestDriven Development TDD Writing automated tests before writing code ensures the code fulfills the specified examples BehaviorDriven Development BDD Using a common language often Gherkin to describe the systems behavior making it understandable to both technical and nontechnical stakeholders Acceptance TestDriven Development ATDD Focusing on acceptance criteria defined through examples driving the development process from the outsidein Lets return to our ecommerce platform example Instead of a lengthy ambiguous requirements document the team including the client would collaboratively define examples like the ones above Developers would then write automated tests based on these examples ensuring the system meets expectations before even a single line of code is written Testers would continuously validate the system against these examples providing immediate feedback and ensuring a smoother development process The power of SbE and agile acceptance testing lies not just in its technical aspects but in its human element It fosters communication collaboration and shared ownership It transforms the oftenadversarial relationship between client and development team into a collaborative partnership It brings transparency to the process empowering everyone to understand the projects progress and identify potential issues early Actionable Takeaways 1 Embrace Collaboration Involve all stakeholders clients developers testers business analysts in defining examples 2 Start Small Begin with a few key scenarios and gradually expand your example set 3 Use a Common Language Adopt a consistent format and vocabulary for your examples like Gherkin 3 4 Automate Your Tests Automate tests based on your examples for faster feedback and continuous validation 5 Iterate and Refine Regularly review and update your examples based on feedback and changing requirements FAQs 1 What tools support Specification by Example Many tools support SbE and BDD including Cucumber SpecFlow JBehave and FitNesse The choice depends on your technology stack and project needs 2 Isnt SbE just another form of

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documentation While SbE involves documentation its fundamentally different It focuses on executable examples that are directly linked to the systems behavior unlike traditional often static documentation 3 How do I handle changing requirements with SbE SbE embraces change As requirements evolve your examples are updated ensuring the system consistently aligns with the latest expectations 4 Is SbE suitable for all projects While highly beneficial for most projects the suitability of SbE depends on project size complexity and team dynamics Smaller projects might benefit from a simpler approach while larger projects can greatly benefit from the structure and clarity SbE provides 5 How can I get started with SbE and agile acceptance testing Start with a small well defined part of your system Identify a few critical user stories and collaborate with your team to write clear concise examples Gradually expand your example set as you gain experience By implementing Specification by Example and embracing the principles of agile acceptance testing inspired by the work of Gojko Adzic you can effectively bridge the communication gap fostering collaboration reducing risks and ultimately delivering software that truly meets and even exceeds expectations The result A harmonious symphony of successful software development where everyone plays their part in creating a masterpiece

Fifty Quick Ideas to Improve Your TestsSpecification by ExampleFifty Quick Ideas to Improve Your User StoriesThe Agile Testing CollectionMore Agile TestingPractices for Scaling Lean & Agile DevelopmentAgile TestingAnalyticsLizard OptimizationBridging the Communication GapHumans Vs ComputersClean AgileTest Driven .NET Development with FitNesseImpact MappingWriting Great SpecificationsEssential TestingUser stories Gojko Adzic Gojko Adzic Gojko Adzic Janet Gregory Janet Gregory Craig Larman Manfred Baumgartner Ken Collier Gojko Adzic Gojko Adzic Gojko Adzic Robert C. Martin Gojko Adzic Gojko Adzic Kamil Nicieja Greg Fournier Gojko Adzic

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this book is for cross functional teams working in an iterative delivery environment planning with user stories and testing frequently changing software under tough time pressure this book will help you test your software better easier and faster many of these ideas also help teams engage their business stakeholders better in defining key expectations and improve the quality of their software products

summary specification by example is an emerging practice for creating software based on realistic examples bridging the communication gap between business stakeholders and the dev teams building the software in this book author gojko adzic distills interviews with successful teams worldwide sharing how they specify develop and deliver software without defects in short iterative delivery cycles about the technology specification by example is a collaborative method for specifying requirements and tests seven patterns fully explored in this book are key to making the method effective the method has four main benefits it produces living reliable documentation it defines expectations clearly and makes validation efficient it reduces rework and above all it assures delivery teams and business stakeholders that the software that s built is right for its purpose about the book this book distills from the experience of leading teams worldwide effective ways to specify test and deliver software in short iterative delivery cycles case studies in this book range from small web startups to large financial institutions working in many processes including xp scrum and kanban this book is written for developers testers analysts and business people working together to build great software purchase of the print book comes with an offer of a free pdf epub and kindle ebook from manning also available is all code from the book what s inside common process patterns how to avoid bad practices fitting sbe in your process 50 case studies table of contents part 1 getting started part 2 key process patterns part 3 case studies key benefits key process patterns living documentation initiating the changes deriving scope from goals specifying collaboratively illustrating using examples refining the specification automating validation without changing specifications validating frequently evolving a documentation system uswitch rainstor iowa student loan sabre airline solutions eplan services songkick concluding thoughts

this book will help you write better stories spot and fix common issues split stories so that they are smaller but still valuable and deal with difficult stuff like crosscutting

concerns long term effects and non functional requirements above all this book will help you achieve the promise of agile and iterative delivery to ensure that the right stuff gets delivered through productive discussions between delivery team members and business stakeholders who is this book for this is a book for anyone working in an iterative delivery environment doing planning with user stories the ideas in this book are useful both to people relatively new to user stories and those who have been working with them for years people who work in software delivery regardless of their role will find plenty of tips for engaging stakeholders better and structuring iterative plans more effectively business stakeholders working with software teams will discover how to provide better information to their delivery groups how to set better priorities and how to outrun the competition by achieving more with less software what s inside unsurprisingly the book contains exactly fifty ideas they are grouped into five major parts creating stories this part deals with capturing information about stories before they get accepted into the delivery pipeline you ll find ideas about what kind of information to note down on story cards and how to quickly spot potential problems planning with stories this part contains ideas that will help you manage the big picture view set milestones and organise long term work discussing stories user stories are all about effective conversations and this part contains ideas to improve discussions between delivery teams and business stakeholders you ll find out how to discover hidden assumptions and how to facilitate effective conversations to ensure shared understanding splitting stories the ideas in this part will help you deal with large and difficult stories offering several strategies for dividing them into smaller chunks that will help you learn fast and deliver value quickly managing iterative delivery this part contains ideas that will help you work with user stories in the short and mid term manage capacity prioritise and reduce scope to achieve the most with the least software about the authors gojko adzic is a strategic software delivery consultant who works with ambitious teams to improve the quality of their software products and processes gojko s book specification by example was awarded the 2 spot on the top 100 agile books for 2012 and won the jolt award for the best book of 2012 in 2011 he was voted by peers as the most influential agile testing professional and his blog won the uk agile award for the best online publication in 2010 david evans is a consultant coach and trainer specialising in the field of agile quality david helps organisations with strategic process improvement and coaches teams on effective agile practice he is regularly in demand as a conference speaker and has had several articles published in international journals

a comprehensive collection of agile testing best practices two definitive guides from leading pioneers janet gregory and lisa crispin haven t just pioneered agile testing they have also written two of the field s most valuable guidebooks now you can get both guides in one indispensable ebook collection today s must have resource for all agile testers teams managers and customers combining comprehensive best practices and wisdom contained in these two titles the agile testing collection will help you adapt agile testing to your environment systematically improve your skills and processes and strengthen engagement across your entire development team the first title agile testing a practical guide for testers and agile teams defines the agile testing discipline and roles and helps you choose organize and use the tools that will help you the most writing from the tester s viewpoint gregory and crispin chronicle an entire agile software development iteration and identify and explain seven key success factors of agile testing the second title more agile testing learning journeys for the whole team addresses crucial emerging issues shares evolved practices and covers key issues that delivery teams want to learn more about it offers powerful new insights into continuous improvement scaling agile testing across teams and the enterprise overcoming pitfalls of automation testing in regulated environments integrating devops practices and testing mobile embedded and business intelligence systems the agile testing collection will help you do all this and much more customize agile testing processes to your needs and successfully transition to them organize agile teams clarify roles hire new testers and quickly bring them up to speed engage testers in agile development and help agile team members improve their testing skills use tests and collaborate with business experts to plan features and guide development design automated tests for superior reliability and easier maintenance plan just enough balancing small increments with larger feature sets and the entire system test to identify and mitigate risks and prevent future defects perform exploratory testing using personas tours and test charters with session and thread based techniques help testers developers and operations experts collaborate on shortening feedback cycles with continuous integration and delivery both guides in this collection are thoroughly grounded in the authors extensive experience and supported by examples from actual projects now with both books integrated into a single easily searchable and cross linked ebook you can learn from their experience even more easily

janet gregory and lisa crispin pioneered the agile testing discipline with their previous

work agile testing now in more agile testing they reflect on all they've learned since they address crucial emerging issues share evolved agile practices and cover key issues agile testers have asked to learn more about packed with new examples from real teams this insightful guide offers detailed information about adapting agile testing for your environment learning from experience and continually improving your test processes scaling agile testing across teams and overcoming the pitfalls of automated testing you'll find brand new coverage of agile testing for the enterprise distributed teams mobile embedded systems regulated environments data warehouse bi systems and devops practices you'll come away understanding how to clarify testing activities within the team ways to collaborate with business experts to identify valuable features and deliver the right capabilities how to design automated tests for superior reliability and easier maintenance how agile team members can improve and expand their testing skills how to plan just enough balancing small increments with larger feature sets and the entire system how to use testing to identify and mitigate risks associated with your current agile processes and to prevent defects how to address challenges within your product or organizational context how to perform exploratory testing using personas and tours exploratory testing approaches that engage the whole team using test charters with session and thread based techniques how to bring new agile testers up to speed quickly without overwhelming them the ebook edition of more agile testing also is available as part of a two ebook collection the agile testing collection 9780134190624

lean and agile development for large scale products key practices for sustainable competitive success increasingly large product development organizations are turning to lean thinking agile principles and practices and large scale scrum to sustainably and quickly deliver value and innovation drawing on their long experience leading and guiding lean and agile adoptions for large multisite and offshore product development internationally recognized consultant and best selling author craig larman and former leader of the agile transformation at nokia networks bas vodde share the key action tools needed for success coverage includes frameworks for large scale scrum for multihundred person product groups testing and building quality in product management and the end of the contract game between business and r&d envisioning a large release and planning for multiteam development low quality legacy code why it's created and how to stop it continuous integration in a large multisite context agile architecting multisite or offshore development contracts and outsourced development

in a competitive environment that demands ever faster cycle times and greater innovation the practices inspired by lean thinking and agile principles are ever more relevant practices for scaling lean agile development will help people realize a lean enterprise and deliver on the significant benefits of agility in addition to the action tools in this text see the companion book scaling lean agile development thinking and organizational tools for large scale scrum for complementary foundation tools

this book is written by testers for testers in ten chapters the authors provide answers to key questions in agile projects they deal with cultural change processes for agile testing with questions regarding the approach and organization of software testing with the use of methods techniques and tools especially test automation and with the redefined role of the tester in agile projects the first chapter describes the cultural change brought about by agile development in the second chapter which addresses agile process models such as scrum and kanban the authors focus on the role of quality assurance in agile development projects the third chapter deals with the agile test organization and the positioning of testing in an agile team chapter 4 discusses the question of whether an agile tester should be a generalist or a specialist in chapter 5 the authors turn to the methods and techniques of agile testing emphasizing the differences from traditional phase oriented testing in chapter 6 they describe which documents testers still need to create in an agile project next chapter 7 explains the efficient use of test automation which is particularly important in agile development as it is the main instrument for project acceleration and is necessary to support state of the art devops approaches and continuous integration chapter 8 then adds examples from test tool practice extending test automation to include test management functionality chapter 9 is dedicated to training and its importance emphasizing the role of employee training in getting started with agile development finally chapter 10 summarizes the results of the agile journey in general with a special focus on testing to make the aspects described even more tangible the specific topics of this book are accompanied by the description of experiences from concrete software development projects of various organizations the examples demonstrate that different approaches can lead to solutions that meet the specific challenges of agile projects

using agile methods you can bring far greater innovation value and quality to any data warehousing dw business intelligence bi or analytics project however conventional agile

methods must be carefully adapted to address the unique characteristics of dw bi projects in agile analytics agile pioneer ken collier shows how to do just that collier introduces platform agnostic agile solutions for integrating infrastructures consisting of diverse operational legacy and specialty systems that mix commercial and custom code using working examples he shows how to manage analytics development teams with widely diverse skill sets and how to support enormous and fast growing data volumes collier s techniques offer optimal value whether your projects involve back end data management front end business analysis or both part i focuses on agile project management techniques and delivery team coordination introducing core practices that shape the way your agile dw bi project community can collaborate toward success part ii presents technical methods for enabling continuous delivery of business value at production quality levels including evolving superior designs test driven dw development version control and project automation collier brings together proven solutions you can apply right now whether you re an it decision maker data warehouse professional database administrator business intelligence specialist or database developer with his help you can mitigate project risk improve business alignment achieve better results and have fun along the way

lizard optimization is a technique for designing product development experiments by engaging long tail users that seem to follow some unexplainable lizard logic it can help you understand your audience better and improve your products the method is based on the author s experience managing an online software product that grew explosively from november 2021 to november 2022 the key user metric tracking when people are getting value from the product increased by more than 500 times in those 12 months times not percent this happened after a period of unremarkable growth and a slow decline looking back the key factor in reversing the decline and unlocking exponential growth was a counter intuitive approach to engaging users this book is a summary of the key lessons from that crazy growth phase synthesized into a simple process that you can apply to improve your products and help you unlock growth reduce churn and increase revenue who should read this book this book is primarily for software product managers product data scientists senior engineers and anyone else involved in product management and guidance if your role involves coming up with new feature ideas approving or rejecting proposed changes or supporting people who do this is a book for you how can lizard optimization help you if your product is still looking for a market

lizard optimization can help you find it sooner for products that need to grow their user base this technique can help you reduce churn and keep customers engaged for longer for more mature products lizard optimization could uncover new feature ideas engage overlooked categories of users and help you address larger markets it can also reveal interesting ideas for increasing customer lifetime value author gojko adzic is a partner at neuri consulting llp he is one of the 2019 aws serverless heroes the winner of the 2016 european software testing outstanding achievement award and the 2011 most influential agile testing professional award gojko s book specification by example won the jolt award for the best book of 2012 and his blog won the uk agile award for the best online publication in 2010 gojko is a frequent speaker at software development conferences and one of the founders of mindmup and narakeet

bridging the communication gap is a book about improving communication between customers business analysts developers and testers on software projects especially by using specification by example and agile acceptance testing these two key emerging software development practices can significantly improve the chances of success of a software project they ensure that all project participants speak the same language and build a shared and consistent understanding of the domain this leads to better specifications flushes out incorrect assumptions and ensures that functional gaps are discovered before the development starts with these practices in place you can build software that is genuinely fit for purpose

humans vs computers is a book about people caught between wrong assumptions and computer bugs you ll read about humans who are invisible to computers how a default password once caused a zombie apocalypse and why airlines sometimes give away free tickets this is also a book on how to prevent avoid and reduce the impact of such problems our lives are increasingly tracked monitored and categorised by software driving a flood of information into the vast sea of big data in this brave new world humans can t cope with information overload governments and companies alike rely on computers to automatically detect fraud predict behaviour and enforce laws inflexible automatons barely smarter than a fridge now make life changing decisions clever marketing tricks us into believing that phones tv sets and even cars are somehow smart yet all those computer systems were created by people people who are well meaning but fallible and biased clever but forgetful and who have grand plans but are pressed

for time digitising a piece of work doesn't mean there will be no mistakes but instead guarantees that when mistakes happen they'll run at a massive scale the next time you bang your head against a digital wall the stories in this book will help you understand better what's going on and show you where to look for problems if nothing else when it seems as if you're under a black magic spell these stories will at least allow you to see the lighter side of the binary chaos for people involved in software delivery this book will help you find more empathy for people suffering from our mistakes and discover heuristics to use during analysis development or testing to make your software less error prone about the author gojko adzic is a partner at neuri consulting llp winner of the 2016 european software testing outstanding achievement award and the 2011 most influential agile testing professional award gojko's book specification by example won the jolt award for the best book of 2012 and his blog won the uk agile award for the best online publication in 2010 gojko is a frequent keynote speaker at leading software development conferences and one of the authors of mindmap and claudia js as a consultant gojko has helped companies around the world improve their software delivery from some of the largest financial institutions to small innovative startups

agile values and principles for a new generation in the journey to all things agile uncle bob has been there done that and has the both the t shirt and the scars to show for it this delightful book is part history part personal stories and all wisdom if you want to understand what agile is and how it came to be this is the book for you grady booch bob's frustration colors every sentence of clean agile but it's a justified frustration what is in the world of agile development is nothing compared to what could be this book is bob's perspective on what to focus on to get to that what could be and he's been there so it's worth listening kent beck it's good to read uncle bob's take on agile whether just beginning or a seasoned agilista you would do well to read this book i agree with almost all of it it's just some of the parts make me realize my own shortcomings dammit it made me double check our code coverage 85 09 jon kern nearly twenty years after the agile manifesto was first presented the legendary robert c martin uncle bob reintroduces agile values and principles for a new generation programmers and nonprogrammers alike martin author of clean code and other highly influential software development guides was there at agile's founding now in clean agile back to basics he strips away misunderstandings and distractions that over the years have made it harder to use agile than was originally intended martin describes what agile is in no uncertain

terms a small discipline that helps small teams manage small projects with huge implications because every big project is comprised of many small projects drawing on his fifty years experience with projects of every conceivable type he shows how agile can help you bring true professionalism to software development get back to the basics what agile is was and should always be understand the origins and proper practice of scrum master essential business facing agile practices from small releases and acceptance tests to whole team communication explore agile team members relationships with each other and with their product rediscover indispensable agile technical practices tdd refactoring simple design and pair programming understand the central roles values and craftsmanship play in your agile team s success if you want agile s true benefits there are no shortcuts you need to do agile right clean agile back to basics will show you how whether you re a developer tester manager project manager or customer register your book for convenient access to downloads updates and or corrections as they become available see inside book for details

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summary writing great specifications is an example rich tutorial that teaches you how to write good gherkin specification documents that take advantage of the benefits of specification by example foreword written by gojko adzic purchase of the print book includes a free ebook in pdf kindle and epub formats from manning publications about the technology the clearest way to communicate a software specification is to provide examples of how it should work turning these story based descriptions into a well organized dev plan is another matter gherkin is a human friendly jargon free language for documenting a suite of examples as an executable specification it fosters efficient collaboration between business and dev teams and it s an excellent foundation for the specification by example sbe process about the book writing great specifications teaches you how to capture executable software designs in gherkin following the sbe method written for both developers and non technical team members this practical

book starts with collecting individual feature stories and organizing them into a full testable spec you'll learn to choose the best scenarios write them in a way that anyone can understand and ensure they can be easily updated by anyone management what's inside reading and writing gherkin designing story based test cases team collaboration managing a suite of gherkin documents about the reader primarily written for developers and architects this book is accessible to any member of a software design team about the author kamil niceja is a seasoned engineer architect and project manager with deep expertise in gherkin and sbe table of contents introduction to specification by example and gherkin part 1 writing executable specifications with examples the specification layer and the automation layer mastering the given when then template the basics of scenario outlines choosing examples for scenario outlines the life cycle of executable specifications living documentation part 2 managing specification suites organizing scenarios into a specification suite refactoring features into abilities and business needs building a domain driven specification suite managing large projects with bounded contexts

essential testing provides detailed insight into bringing testing agility to any software project including ones with lots of rigidity it introduces a realistic view of software testing that includes the concepts and methods needed to get the software testing job done in an efficient manner it is based on practical use case driven testing techniques that work on any software development project even those where use cases aren't front and center skipping the ceremony testing concepts are presented and tied together in a sequential and straightforward fashion while injecting real world less than perfect examples in the form of war stories testing methods and techniques are described in a common sense manner that is easy to understand this is a book for testers looking for hands on tools and help and for software managers and developers looking for a different approach to software testing one that focuses on being agile no matter what type of project

la 4e de couverture indique le récit utilisateur ou user story est une technique issue des méthodes agiles qui permet de décrire les besoins utilisateurs c'est la première étape du développement d'une application ou d'un site ce livre propose cinquante clés regroupées en cinq étapes pour créer des user stories collecte d'informations pertinentes repérage des problèmes potentiels planifier des user stories organisation

du travail à long terme gestion de la vision d ensemble échanger sur les user stories direction et amélioration des discussions de travail pour une compréhension partagée entre développeurs et commanditaires découper des user stories gestion des stratégies et enfin travailler avec les user stories à court et à moyen terme

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