ATDD by Example: A Practical Guide to Acceptance Test-Driven Development

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ATDD by Example: A Practical Guide to Acceptance Test-Driven Development Markus Gärtner With Acceptance Test-Driven Development (ATDD), business customers, testers, and developers can collaborate to produce testable requirements that help them build higher quality software more rapidly. However, ATDD is still widely misunderstood by many practitioners. "ATDD by Example" is the first practical, entry-level, hands-on guide to implementing and successfully applying it. ATDD pioneer Markus Gartner walks readers step by step through deriving the right systems from business users, and then implementing fully automated, functional tests that accurately reflect business requirements, are intelligible to stakeholders, and promote more effective development. Through two end-to-end case studies, Gartner demonstrates how ATDD can be applied using diverse frameworks and languages. Each case study is accompanied by an extensive set of artifacts, including test automation classes, step definitions, and full sample implementations. These realistic examples illuminate ATDD's fundamental principles, show how ATDD fits into the broader development process, highlight tips from Gartner's extensive experience, and identify crucial pitfalls to avoid. Readers will learn to Master the thought processes associated with successful ATDD implementationUse ATDD with Cucumber to describe software in ways businesspeople can understand Test web pages using ATDD toolsBring ATDD to Java with the FitNesse wiki-based acceptance test framework Use examples more effectively in Behavior-Driven Development (BDD)Specify software collaboratively through innovative workshopsImplement more user-friendly and collaborative test automationTest more cleanly, listen to test results, and refactor tests for greater value If you're a tester, analyst, developer, or project manager, this book offers a concrete foundation for achieving real benefits with ATDD now-and it will help you reap even more value as you gain experience.

ATDD by Example: A Practical Guide to Acceptance Test-Driven Development Details

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Elias Nogueira says

Great book showing what is ATDD in the fists chapters in a light way.

Vladislav Gangan says

A good ATDD primer for beginners. Those who have already experienced ATDD or have read "Specification by Example", "The RSpec Book" and "The Cucumber Book" would uncover few secrets. Although I have to admit that Part 3 about principles and values is a good summary to refer to if you need to quickly refresh your memory or teach someone else the ATDD discipline.

Matteo Tomasulo says

On piratical side, just ok to see a little bit how to combine ATDD and TDD and have a introduction on different tools (Part I and Part II).
On the conceptual/principle side I did not find nothing very interesting or useful.

Marek says

very nice primer, just sometimes violating the DRY principle.

Nick Zdunic says

Fairly good in that in provide technical examples whilst others haven't.

Shenyu says

A book introduces some basic knowledge of ATDD and usage of cucumber as well as FitNesse. This book is generally okay, but some parts appear to be outdated or difficult to understand.

Olha says

https://drive.google.com/open?id=1nHp...

Torben Rasmussen says

ATDD by Example is an excellent primer on Acceptance Test Driven Development. The author switches fluently between detailed technical considerations on how to automated functional tests and the higher level abstractions and testing techniques that underlies it.
Exactly this seems to become the books weak side. It requires a solid understanding of both programming and testing to be really valuable, a combination of skills that is still all too rare.
This may confuse some readers that would either need to have a stronger focus on the underlying testing techniques and an introduction to ATDD or more focus on the actual test implementation in code. For the former I strong recommend Specification by Example by Gojko Adzik. For the the latter this seems to be a good starting point and a number of online resources can be used to further explore this subject.
Markus Gärtner have written a good book on this subject that nicely complements the body of litterature on this subject. It is recommmended reading for anyone who are concerned with automated testing. I give it 4/5.

Christophe Addinquy says

This book is a clear disappointment. It's about looking at ATDD from a developper perspective alone. Because you know, we're developers and we're the smartest guys in the room. And everybody else sucks. ATDD is a specification activity, a way to create shared understanding among the project actors. Instead the book focus heavily on code (not very well also), using Fitness and Selenium. I don't care about it or I would purchase a Selenium book.
The parts of the book dedicated to the real Specification by example activity are poorly borrowed from Gojko Adzic. So read Gojko's book instead.
ma note de lecture en français ici

Alf Kåre Lefdal says

The book is OK. I enjoyed the first part, which is similar to the first part of Kent Beck's TDD book. The rest of the book did not add much more value than Gojko Adzic's SBE book.

Johnny Graber says

A well written starting guide on the topic of acceptance test-driven development. The book shows the basic topics and helps you to make your first steps with ATTD. The examples are realistic and help you to understand how this style of testing is different from other approaches. However, by aiming at beginners it will not cover intermediate topics.

Kim says

Very clear and practical book that got me started right away.