Build-In Quality into Your Continuous Delivery Pipeline





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Build Quality Into Your Continuous Delivery Pipeline

An immersive application of ASE/BDD/TDD to transform teams

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The Context







The Hypothesis



The Hypothesis

Establish a new way of working through full team *immersive learning* focused on behavior of the system from the outside world

▶ We believe that immersive learning of Behavior Driven Development will result in:

- Amplifying flow, collaboration and quality
- Changing the culture
- Creating empathy
- Better requirements

As measured by feedback from the teams and reduction in defects and rework



The Approach



Flow of BDD Immersion



Agile Software Engineering

eXtreme Programming Behavior Driven Development

Lean Agile Principles and Practices Design Patterns and Practices

Agile Modeling

Code Quality

Value: Build-In Quality

Principle: #4 – Build

incrementally with fast, integrated learning cycles Behavior Driven Development

Practice: Test-First

Test Driven Development





The Context



- > The Triad documents desired behavior of the system.
 - That expected behavior becomes the tests
- Every test is a requirement that a system must meet
- Every requirement should have a test for it



When are behaviors / tests defined?





Time Flow - Iterations

As an automobile policy reviewer,

I do not want to re-review a policy up for renewal if no new incidents have occurred since the last renewal

so that reviewer time is saved

Domain Terms



Incident | Type | Date Occurred | Date Reported | Description | | Major| January 1,2020 | January 31, 2020 | Speeding |

> Renewal Preparation Date – one month prior to Renewal Date

Context of the story



Test Doubles for Automation



Acceptance Criteria as a Scenario

Acceptance Criteria:

 Request for review is not sent for policies with no new incidents

Template for Scenario of a Flow

Given current state When action or event occurs Then state change or output

Scenario

Given a policy with no new incidents When policy is renewed Then no review is requested

Scenario with trivial incidents

Given a policy with only trivial incidents When policy is renewed Then NO review is requested

Scenario with major incident

```
Given a policy with one or more major incidents
since the last renewal
When policy is renewed
Then a review is requested
```

Acceptance Criteria into Testable Scenarios

```
Given a policy with one or more major incidents
since the last renewal
When policy is renewed
Then a review is requested
```

Test defines specific pass/fail behavior – a story's details

```
Given a policy
|Owner | Renewal Date |
|Sam | March 1, 2021 |
And incidents are
| Type | Date Occurred | Date Reported |
| Major| January 1,2020 | February 2, 2020 |
When policy is prepared for renewal on
| Preparation Date |
| February 1, 2021 |
Then a review is requested
```

Another Acceptance Criteria into Testable Scenario

Given a policy with no new incidents When policy is renewed Then NO review is requested

```
Given a policy
|Owner | Renewal Date |
|Sam | March 1, 2021 |
And incidents are
| Type | Date Occurred | Date Reported |
| Major| January 1,2020 | January 31, 2020 |
When policy is prepared for renewal on
| Preparation Date |
| February 1, 2021 |
Then a review is NOT requested
```

End-to-end and step scenarios



| Incidents | Renewal Preparation Date | Review Required |
|--|-----------------------------|----------------------------|
| Type Date Occurred Date Reported Major January 1,2020 January 31, 2020 | February 1, 2021 | No - reviewed last time |

| Type Date Occurred Date Reported | January 31, 2021 | Yes ?? |
|--|------------------|--------|
| Major January 1,2020 January 31, 2020 | | |

| Type Date Occurred Date Reported | January 30, 2021 | Yes |
|--|------------------|-----|
| Major January 1,2020 January 31, 2020 | | |

| Type Date Occurred Date Reported | | January 30, 2021 | No - more |
|--|---|------------------|--------------|
| Major January 1,2018 January 31, 2020 | 1 | | than 3 years |

Tests written in Gherkin

Store in source code control

Can usually be automated (Cucumber, SpecFlow, etc.)

Design components with responsibilities specified by tests

- Components work together to pass the BDD tests
- No code goes in until the test goes on

Type | Date Occurred | Date Reported

Major| January 1,2020 | January 31, 2020

- Don't test code, code to the test

Incident

| class | Incident | { |
|-------|----------|---|
|-------|----------|---|

• • •

| Incidents | class IncidentCollection |
|--|--------------------------|
| Type Date Occurred Date Reported Major January 1,2020 January 31, 2020 | Boolean reviewRequired(|
| Minor January 2,2020 February 1, 2020 | 1 |



The Results



The Teams

Existing Agile Teams with SAFe

Collocated when possible

Require full cross-functional team participation

Use "real work"

Retro and adapt

Workshop Variations



Observer Notes

Every team went from zero to having solid usable examples of how to automate

There was so much discussion where they were trying to get on the same page that it made you wonder how they were working before – it was amazing Immersive element is a huge differentiator – not short scenarios and not examples, real work – and fully cross functional – lays the groundwork for future requirements clarity

Some Feedback

BDD makes communicating details and requirements MILES easier

Wondered how they ever worked together before

This class allows us to reduce ambiguity and redundancy, and better map tests.

We're rarely on the same page. This training requires and reinforces it...this is how training should be. Now I know why developers hate me! (From the Business)

Some More Feedback

I saw the whole perspective of a software lifecycle in a different and better way

Communication and understanding will be improved

Help me and the team to understand when something is "done"

Improve everyone's understanding of our business requirements and produce better documentation This will help us find issues earlier in the process

Still More Feedback

Help make sure our code is written to the correct specification

Better implementation and testing resulting in fewer defects

Use good structure to reduce redundancy and better mapping to automated tests

Provide better understanding to save time and reduce frustration Frames the way our team will create stories and tests A few months after BDD/ATDD adoption, one team reported

- Team "happiness factor" increased

Specifically, lead developer and tester are much happier

 \odot Less stress on testers

- More distributed testing effort across the sprint
- Helped to create/enhance "we are a team" feeling
- Fewer production defects
- Fewer test environment defects
- Less rework due to miscommunication

Collaboration – provide virtual tools (e.g. Mural, Miro) Remote working agreements – necessary to create and protect a rich interaction

TDD – solve how two developers do virtual pair programming Technical Prework – do tech check of tools / breakout plan

Prepare for remote troubleshooting – how do students indicate they need help

Internal leaders to promote engagement



The Pitch



The Pitch – Enable your business and connect your teams

Whole team / triad collaborates on tests and requirements

BDD scenarios represent shared understanding of details of requirements

Shared understanding – particularly when spread apart – is golden

Invest in infrastructure/tools/working agreements to make collaboration possible

Join us at the Meet the Speaker Session!



Please refer to the agenda for scheduled times



Participate in polling, post comments, and rate sessions

Polling

Comment

Thumbs up or down

#SAFeSummit

Thank you!