

## Story Testing Patterns Summary

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I will be available for Coaching and Consulting engagements in January 2013. Please [contact me](#) if you're interested.

Pattern	Generally Good For...	Generally Bad For...
"Test that..."	<ul style="list-style-type: none"> <li>• Beginning Story Testers</li> <li>• Simple Tests</li> <li>• Tests hard to describe using the other patterns</li> </ul>	<ul style="list-style-type: none"> <li>• Experienced Story Testers that know a better pattern.</li> <li>• Tests with a lot of setup logic or behavior logic(try a different pattern)</li> <li>• Tests where behavior depends on numerous test inputs</li> </ul>
Given/When/Then	<ul style="list-style-type: none"> <li>• Tests that require               <ul style="list-style-type: none"> <li>◦ a lot of preconditions or setup, OR</li> <li>◦ setup that is important or easily forgotten</li> </ul> </li> <li>• Tests that have a specific, non obvious trigger</li> <li>• Tests where there are few expected outputs</li> </ul>	<ul style="list-style-type: none"> <li>• Tests that have unimportant/simple/obvious preconditions</li> <li>• Tests where there are multiple different inputs and multiple different outputs</li> <li>• Tests where a single Given/When/Then only describes one of numerous very similar test scenarios</li> </ul>
Specification By Example - Conceptual or Concrete	<ul style="list-style-type: none"> <li>• Tests that have numerous:               <ul style="list-style-type: none"> <li>◦ Inputs that affect output behavior</li> <li>◦ Outputs/expected behaviors</li> </ul> </li> <li>• Tests where it's important to test a lot of different data scenarios</li> <li>• Tests where the trigger event is somewhat obvious</li> <li>• Any test where it seems like a table would be useful to:               <ul style="list-style-type: none"> <li>◦ describe the test better, or</li> <li>◦ help explore all of the possible inputs and outputs for a test.</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Simple tests</li> <li>• Tests that are more about verifying simple UI behavior               <ul style="list-style-type: none"> <li>◦ For instance – “Test that an error message is displayed when the user enters an incorrect password.”</li> </ul> </li> <li>• Test where there is really only one input or precondition</li> </ul>
Bullet Points	<ul style="list-style-type: none"> <li>• Teams that are highly co-located with PO</li> <li>• Stories that are very small(2-3 days)</li> <li>• Tests that are very simple</li> <li>• Tests with fairly obvious expected behavior</li> </ul>	<ul style="list-style-type: none"> <li>• Distributed Teams</li> <li>• Stories that are large (which is a bad habit anyway)</li> <li>• Tests that are not simple</li> <li>• Tests with non-obvious expected behavior</li> </ul>
"Test With..."	<ul style="list-style-type: none"> <li>• Teams that are highly co-located with PO</li> <li>• Stories that are very small(2-3 days)</li> <li>• Tests that are very simple</li> <li>• Tests with fairly obvious expected behavior</li> </ul>	<ul style="list-style-type: none"> <li>• Distributed Teams</li> <li>• Stories that are large (which is a bad habit anyway)</li> <li>• Tests that are not simple</li> <li>• Tests with non-obvious expected behavior</li> </ul>
Flow Charts	<ul style="list-style-type: none"> <li>• Tests where the flow of behavior is very complex, and easier to represent with a series of successive questions/answers</li> </ul>	<ul style="list-style-type: none"> <li>• Generally bad for everything else.</li> </ul>
State Diagrams	<ul style="list-style-type: none"> <li>• Tests where a system object can go through numerous (often workflow related) states</li> </ul>	<ul style="list-style-type: none"> <li>• Generally bad for everything else.</li> </ul>

**Remember to strongly prefer index cards(5x8), wiki's, and whiteboards(take photos!) over ALM tools and other electronic documents/tools.**