CS169 Week 5 – BDD & User Stories

What is the difference between validation and verification? Which does BDD attempt to address?

User stories should be SMART. Give an example of a non-SMART story and a SMART story.

The SMART user stories that we've shown you in discussion and lecture so far haven't explicitly been "time-boxed" (e.g. we aren't specifying the precise timeframe during which they will be implemented). Why are we still considering them SMART?

What is the Connextra format? Give another example of a SMART user story, this time Connextra-formatted.

Name three advantages of Lo-Fi mockups.

The following user stories were converted to Cucumber scenarios. Name three things that could be improved about each user story and how this relates to the ease of implementation of the acceptance test the story represents.

Scenario: user must pay for purchase upon buy now

> Given I am logged in and visiting a product page on my e-commerce website,
>
> When I buy the product,
>
> Then I must pay for the product.

1.

2.

3.

Scenario: bad actor cannot edit other user's to-do lists

Given I am not logged in and on the to-do app home page,

When I try to add an item to another user's to-do list,

Then I should be shown a stern warning.

1.

2.

3.

Turn the following user stories into Cucumber scenarios:

1. As an e-commerce website user, so that I can aggregate all items I want to buy in one place to look at later, I can add items of interest to my cart.
2. As an e-commerce website user that qualifies for the special checkout experience, so that I can experience a faster, simpler, and more contextual purchase experience, I use the special checkout experience whenever I click buy now.

Optional challenge: make definitions for your cucumber steps. (Consider looking in the "features/" folder of the homework four repository for an idea of how to approach this.)