# Software Testing:

# Behaviour Driven Development

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| Question 1.What do you think should happen if a customer tries to pay but they aren’t logged in? Read the scenario and then complete the blank.Scenario: Trying to pay when I am not logged in |
| **GIVEN** | that I have tickets in my basket and I am ready to pay |
| **WHEN** | I press *checkout* and I am not logged in |
| **THEN** | I am \_1. Asked to log into my account
2. Given the tickets for free
3. Asked to leave, and banned from the app

(Circle the best answer)  |

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| Question 2. A customer wants to find the new Star Wars film. The app lets customers search for films. Complete the ‘THEN’ with a suitable next step.*Scenario*: Searching for films |
| **GIVEN** | that I have typed *Star Wars* into the search box |
| **WHEN** | I press *search*  |
| **THEN** | …(What happens? How should the app behave? Write in your answer)  |

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| Question 3.Tammy, the lead tester hasn’t finished the scenario for this feature. Complete the ‘THEN’, then give it a title that makes sense.*Scenario*: \_\_\_\_\_\_\_\_\_ |
| **GIVEN** | I have a ticket in my basket |
| **WHEN** | I change the quantity of that ticket to zero |
| **THEN** | (What happens? How should the app behave? Write in your answer) |

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| Question 4.Here’s an instant message conversation between the three amigos. Now you fill in the blanks. *Scenario*: I am ordering tickets on a Tuesday and want the half price deal |
| **GIVEN** | I have two tickets costing £8 each |
| **WHEN** | (What will the user do? Write in your answer) |
| **THEN** | (What happens? What effect will that have on the cost of the tickets in their basket? Write in your answer) |