# 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) |