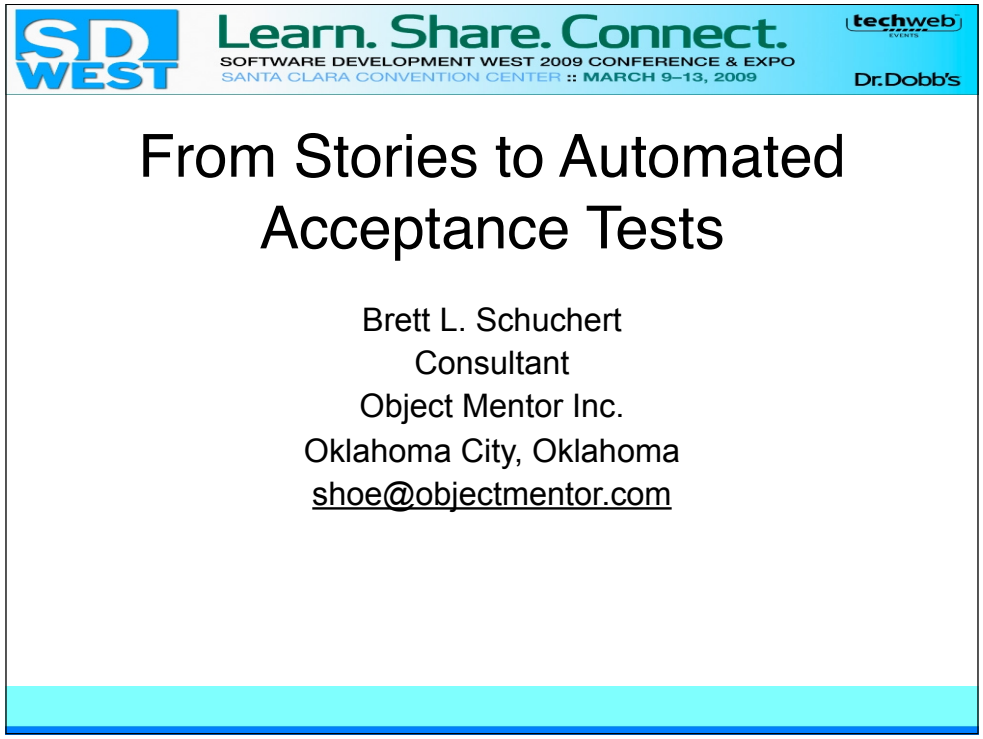
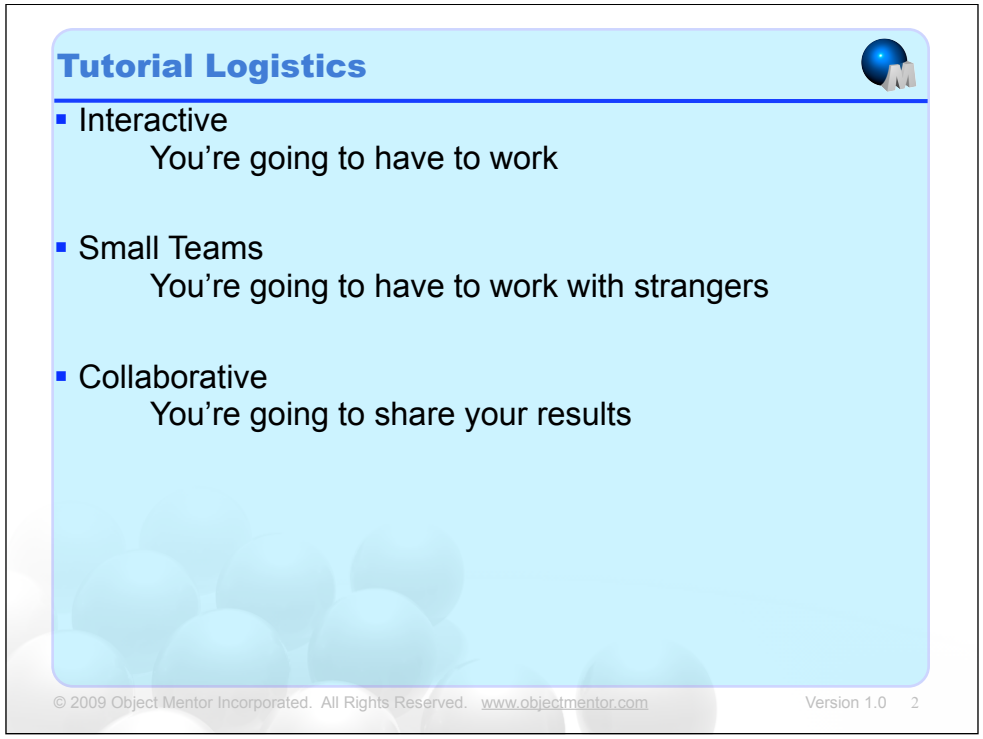


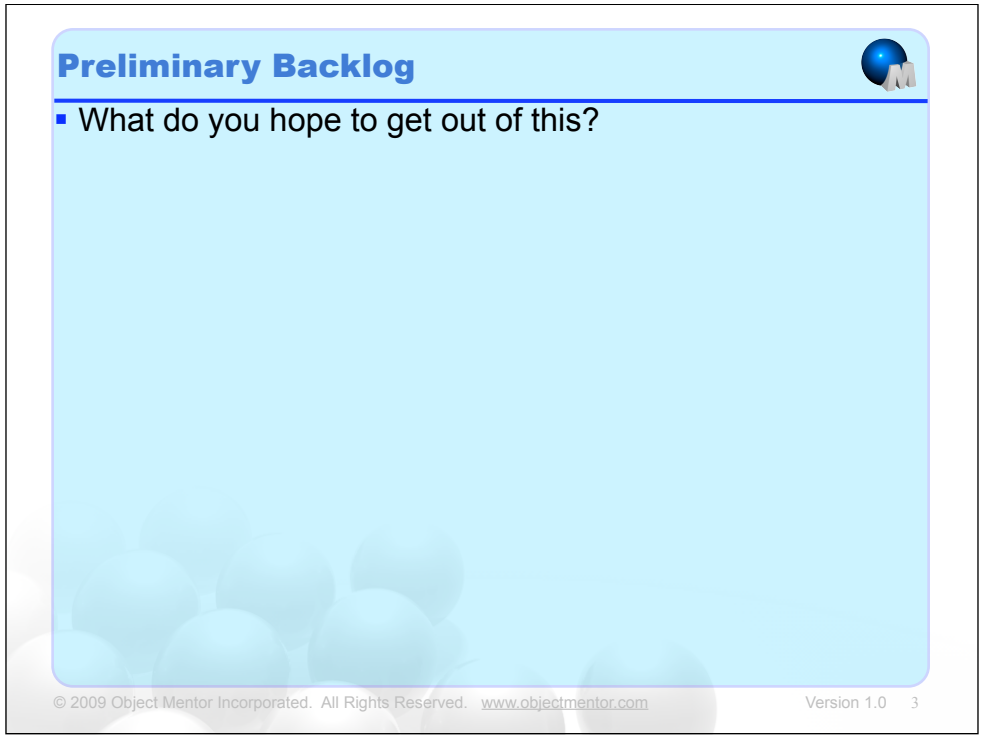
Timing: 2 minutes - not going to introduce myself much.

OK, I have no idea how many people to expect. Because of that, I'm not sure how this will run. If it's small (< 30) people, then I'll have time for all groups to present answers to their exercises. If it's much larger, then I won't have that luxury and I'll instead start with volunteers. After that, I'll call on groups.



Timing: 4 minutes, 1 to describe, 3 to wait for people to form into small groups.

This tutorial is designed to involved a lot of group interactions. Rather than the presenter being the primary source of info, it is designed so that the presenter is the coordinator. It is meant to be much more social.



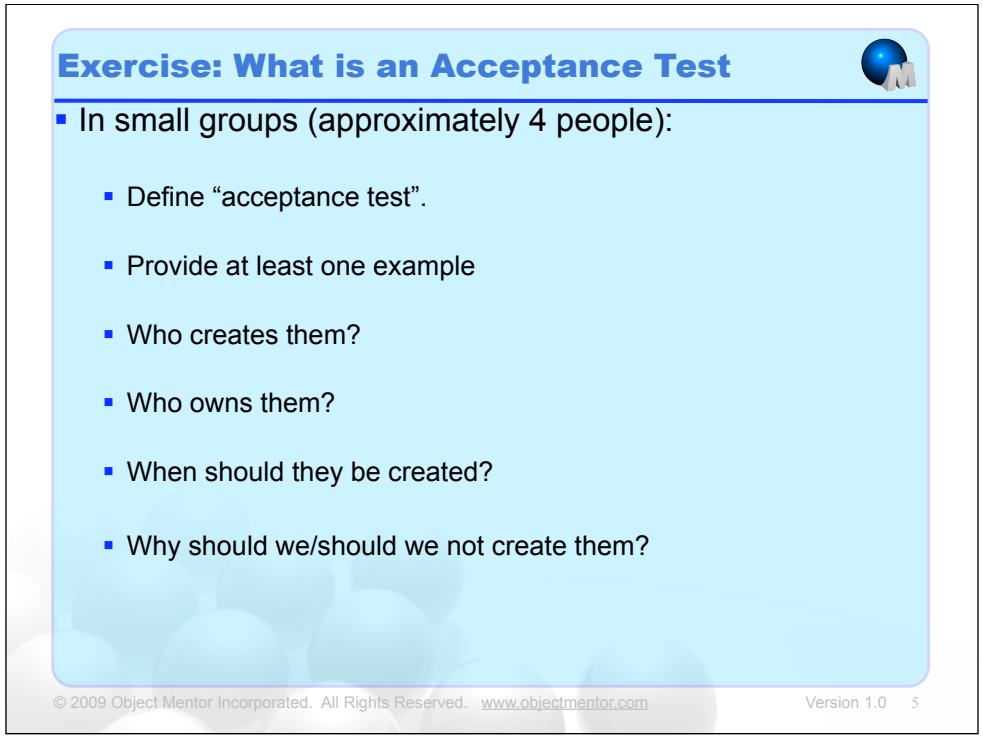
Timing: 5 minutes

Create a backlog in a visible location (editor or flip chart). This is for guidance during and review after. And to also direct people to other tutorials if this will not have what they want.

Tutorial Outline

- In this tutorial, you will work in small teams gaining experience on the following topics:
  - What is an Acceptance Test?
  - Where do they come from?
  - How can they be expressed effectively?
  - How can the by automated?
- This is an interactive series of exercises, so don't expect me to have many (any) of the answers. Opinions, yes, answers, not so much.

Timing 3 minutes to give overview.

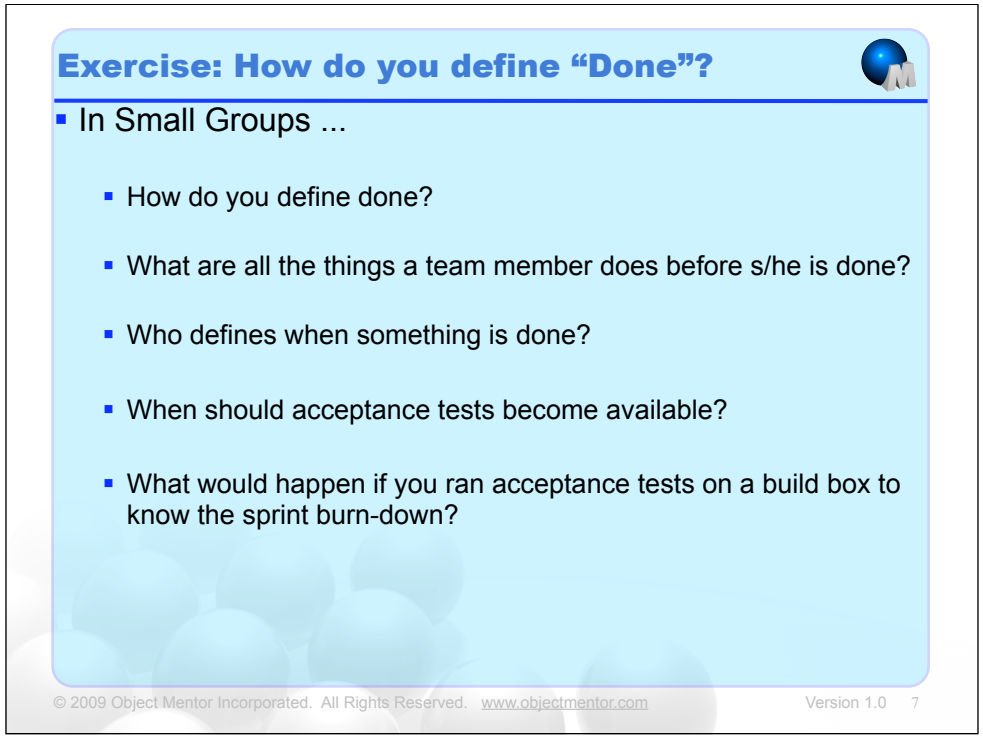


Timing: 9 minutes (23 minutes so far)

After this exercise, collect a few definitions. Could do some affinity clustering, followed by naming. In a 3-hour setting, might or might not. Won't know until I actually run it what I'm feeling like at that time.

Timing: 7 minutes, 30 so far

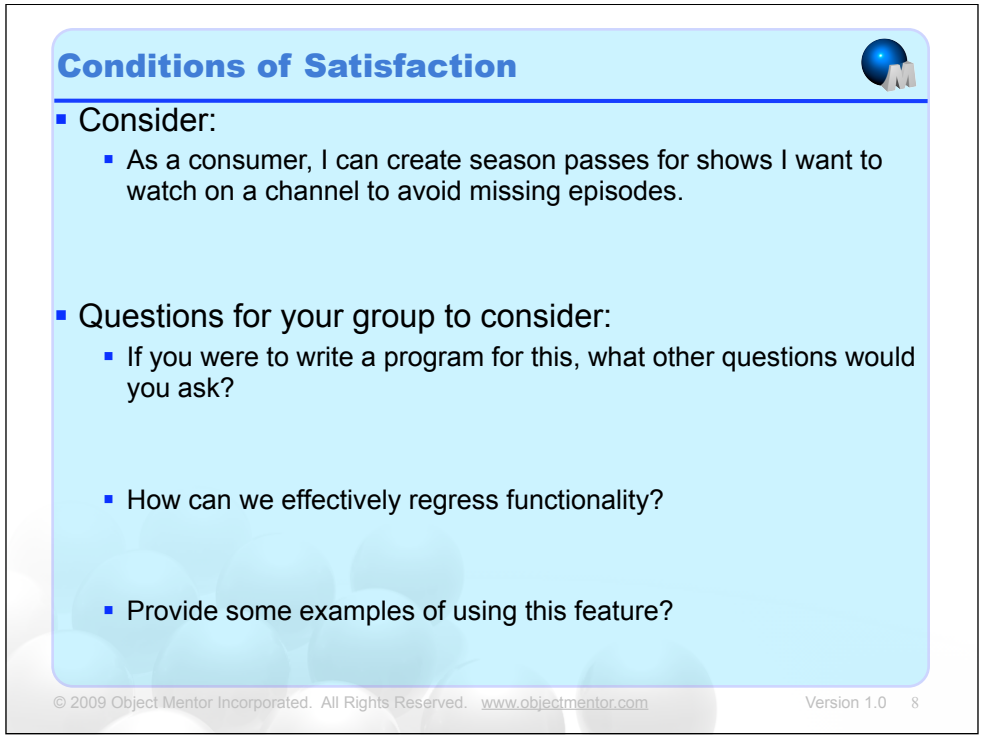
Collect a working definition. Pick out some key aspects. Put on a flip chart. Capture and report back? It'll be fun to go back and look at this once I've presented this 3 or 4 times (and thereafter).



Timing: 6 minutes (36 so far)

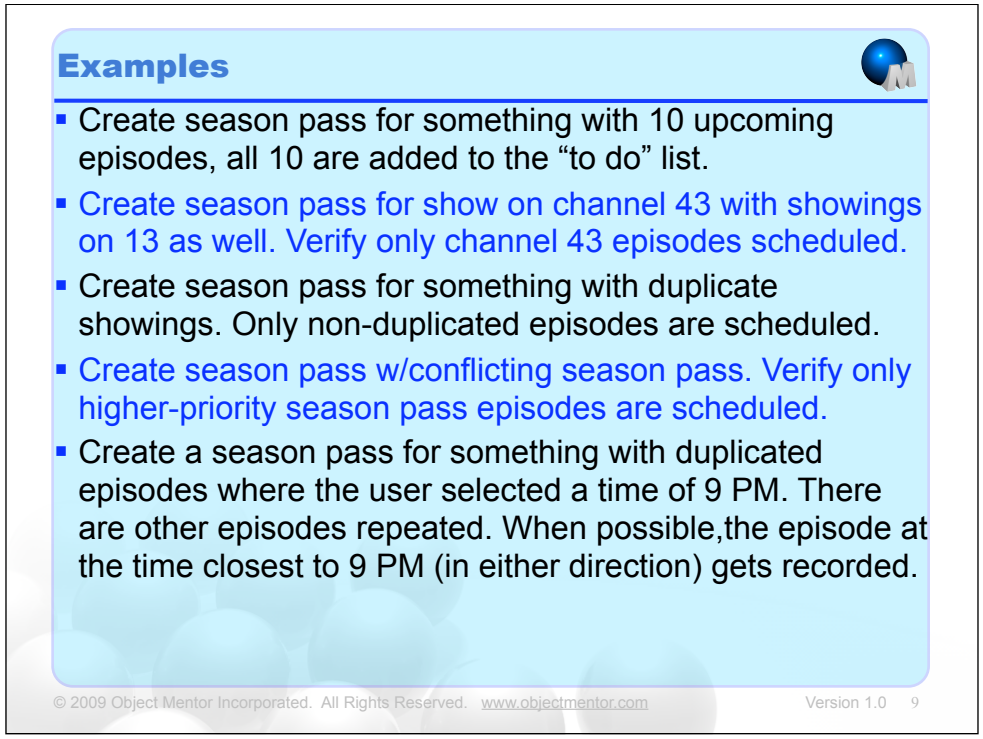
Part of what it takes to make this work is to get a team agreeing on the definition of done. At a minimum: checked in, merged, unit and acceptance tests executing and passing.

This also gets to the question of timing. Who should write these? When should they write them? Ideally, these need to be well defined during the sprint planning meeting. In practice, some at the beginning (pipelining) followed by the rest before the half-way mark can work.



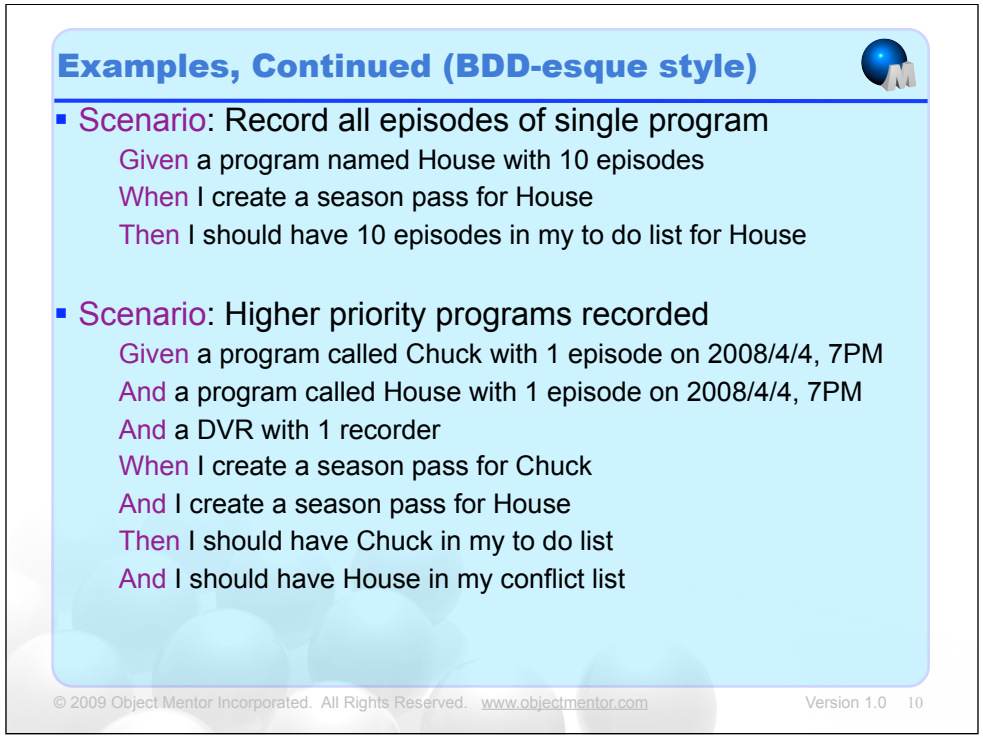
Timing: 6 minutes, 3 minutes group work, 3 minutes summary. (42 so far)

I'm still using this term from Cohen, Conditions of satisfaction. Not sure if I should just remove it. I've moved to the "example" camp. In any case, this is an attempt for small groups to try and create some first-cut examples. What I'm expecting is that people will go abstract rather than concrete. What I want them to get out of this is that concrete is the way to go at first.



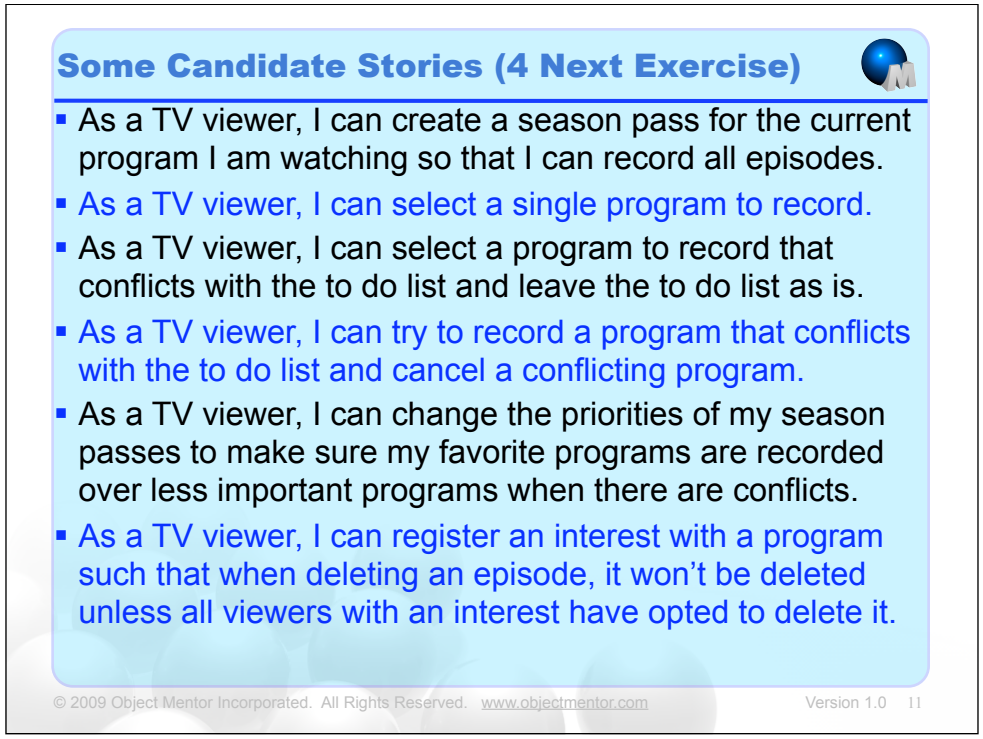
Timing: 1 minutes to cover, 2 minutes for questions (45 so far)

Here are some examples. A few better and more concrete than others. In some cases, having too much detail is not really important. For example, why the number 10 in the first one? Or why channel 43. This is where it helps to allow some things to be general, e.g. Channel, as opposed to the specific 43. I don't expect this to come up in discussion but who knows.



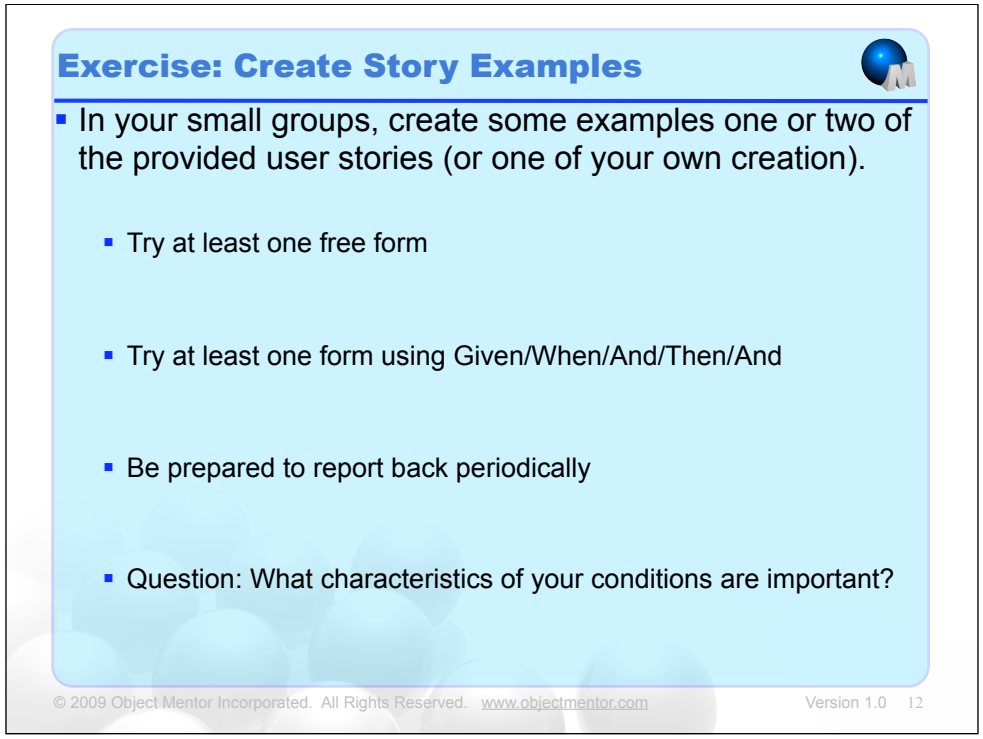
Timing: 5 Minutes to discuss and questions (50 so far)

I've recently been working (playing) with Cucumber because I'm reviewing the RSpec book. I am of two minds about story (feature) test runners. On the one hand they can be easy to write and read. On the other, there's a lot of duplication in the handling of their execution (a regular expression to handle the step). Even so, there's often duplication in tests written in FitNesse. Also, I want this to give ideas, not "the" way of doing things.



Timing 3 minutes: questions, 53 so far

This is another dense slide. This is meant as a reference for the next exercise.

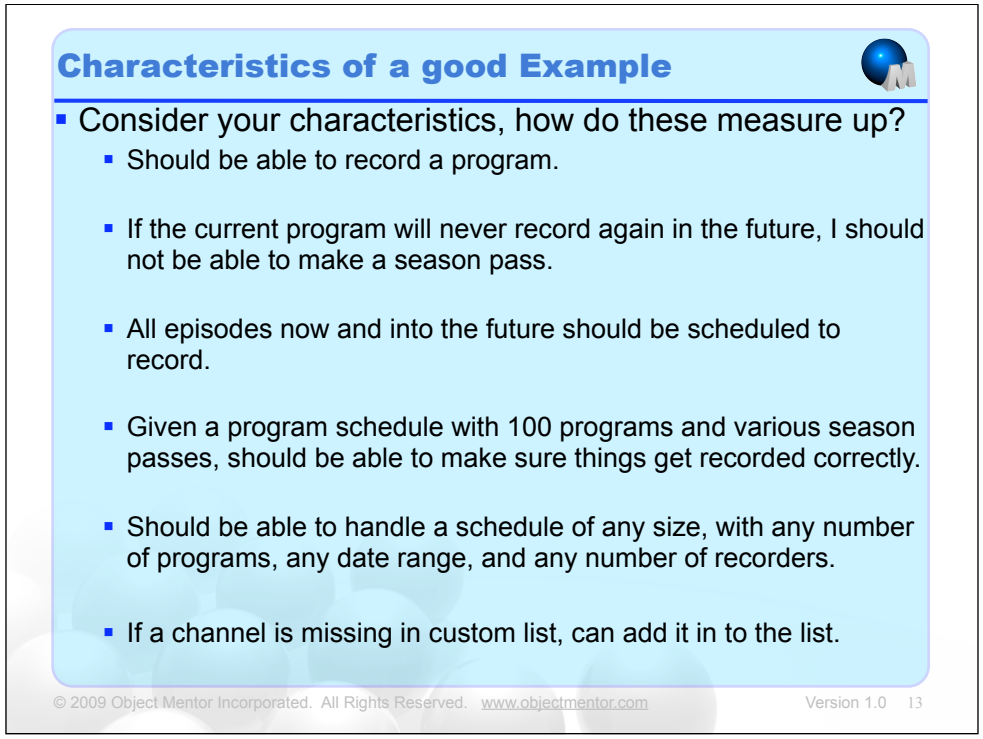


21 minutes: (5 minutes, 2 minutes) 3x (74 minutes)

Want them to try each form at least once. Will make things much more concrete. Will have some present their results.

Characteristics: (Rather than trying to reinvent the wheel) S.M.A.R.T

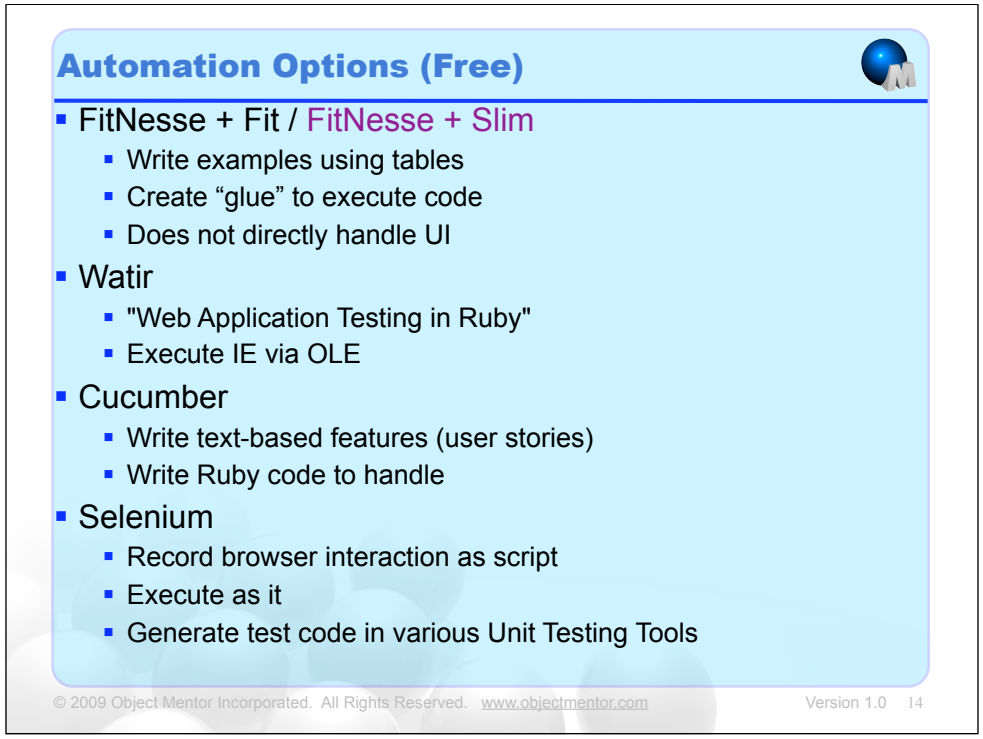
Specific, Measurable, Attainable, Relevant, Time-bound



Timing: 5 minutes, 79 total

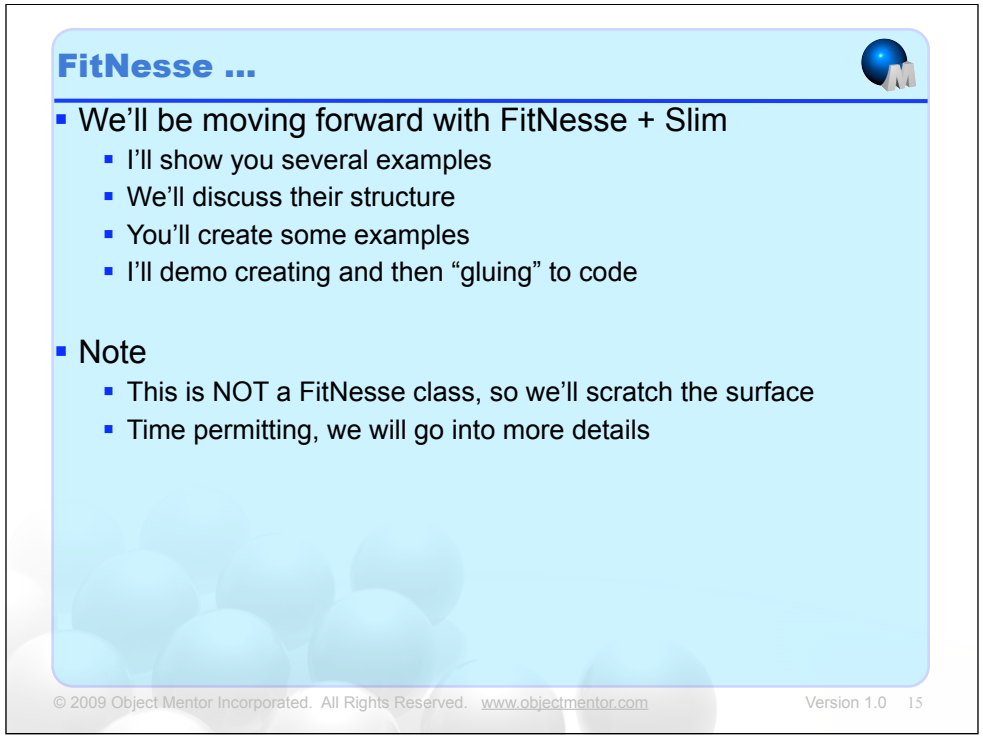
These are each meant to violate one or more of the SMART characteristics. People learn from critiquing other work. This is safe to critique and it will reinforce the learnings. I picked this up from David Nunn. He and I have a talk proposed at Agile 2009 in Chicago on this very subject.

1: Not really specific
2. Not time-bound
3: Not Attainable
4. Not specific, not measurable
5: Probably not attainable
6: Not relevant

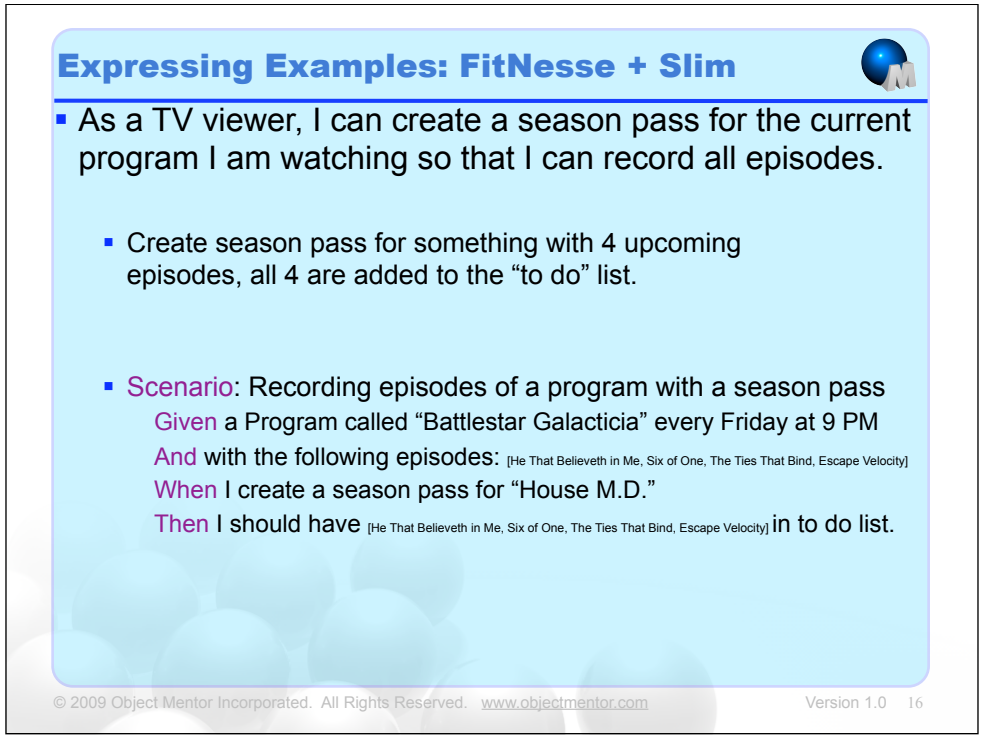


Timing: 6 minutes, 85 total

Quick listing more to give an idea of what’s out there. I expect (hope) that this will lead to questions about when to use which kind of tool. One point I want to really reinforce is the idea that it’s not either-or. It’s yes, and!

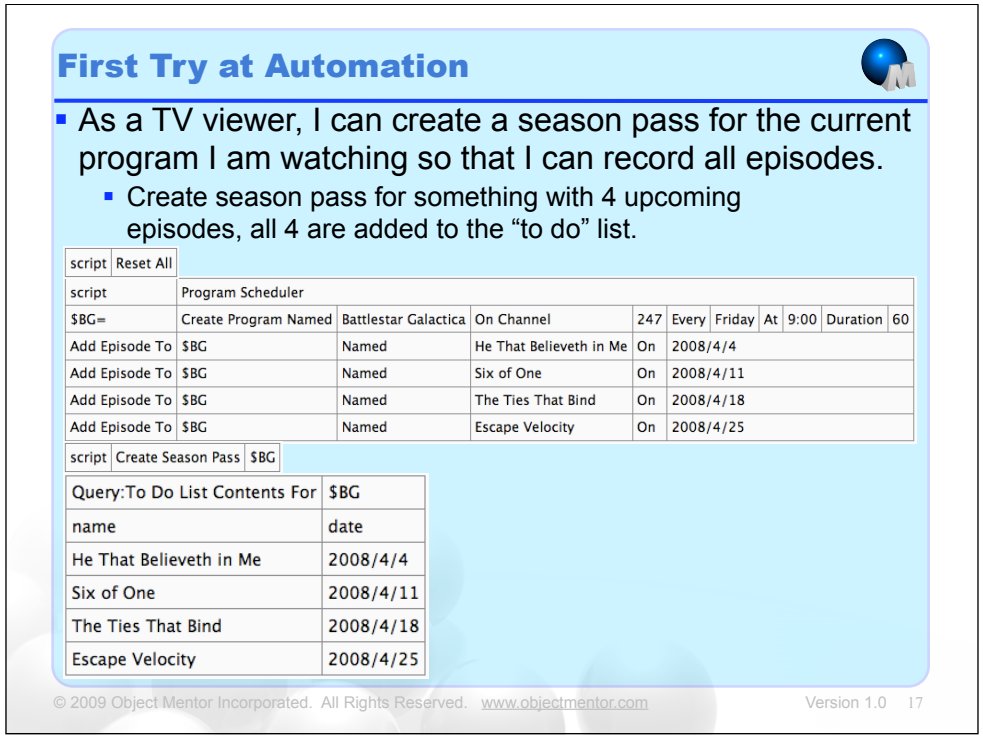


Timing: 3 minutes, 88 total



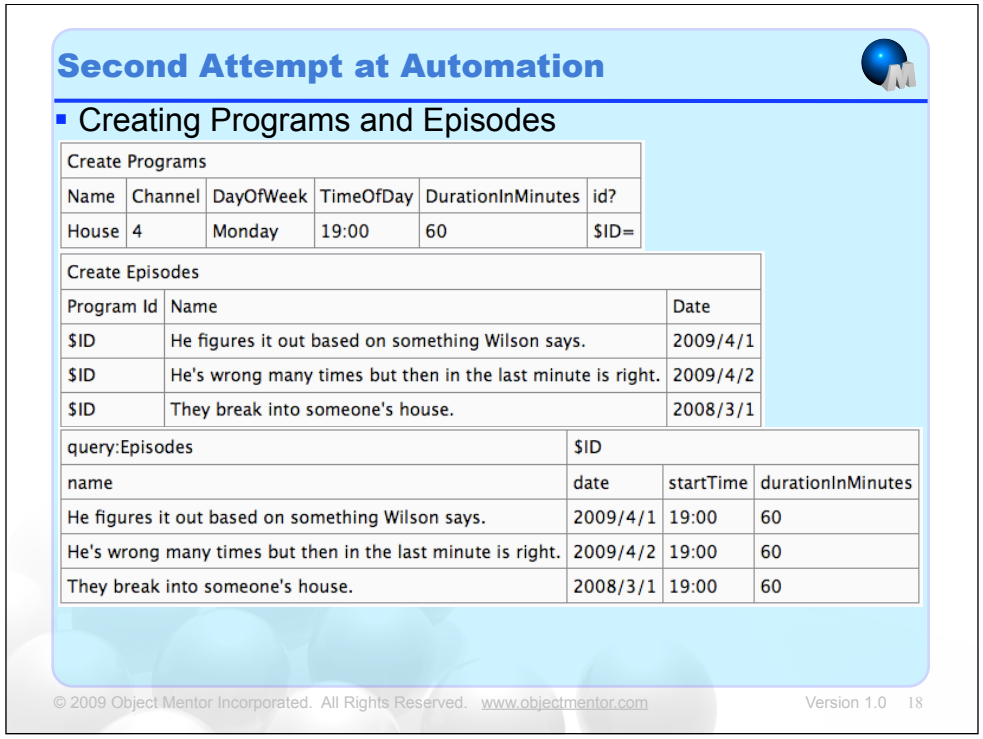
Timing: 3 minutes, 91 total

Here are a couple representations of the same example. This is one way of many to express it. I wanted it to look reasonable and this is the best I could come up with before I finally put the slides to rest.



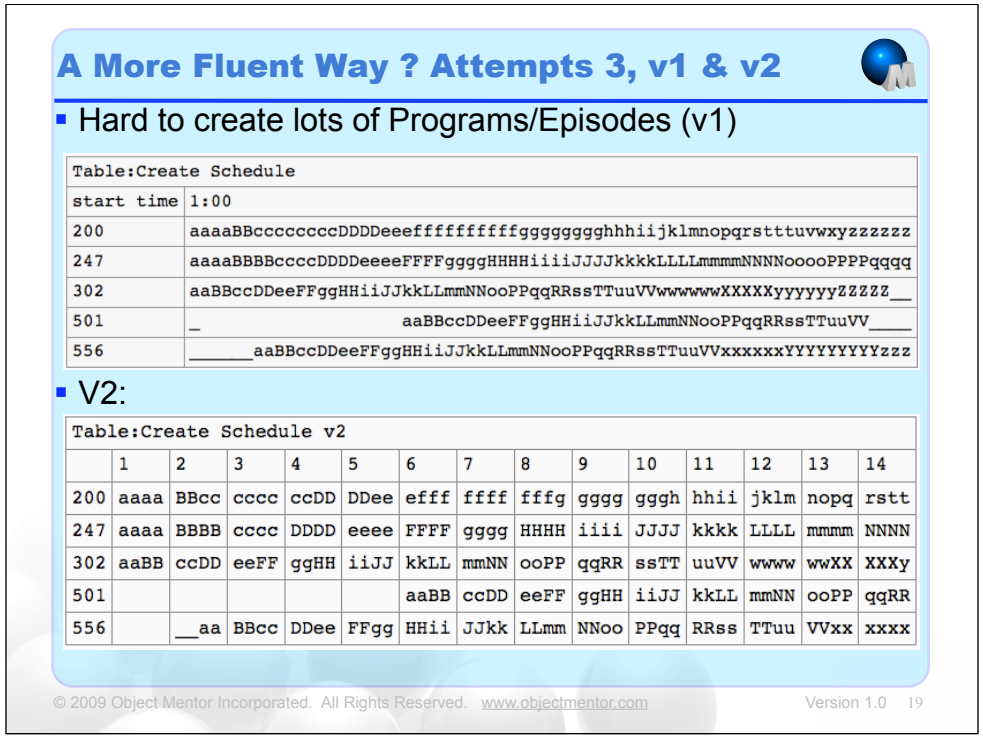
Timing: 12 minutes, 103 total

This really is the first way I though of the problem. I had a zero to many relationship, Program has zero or more episodes. When I see this, I used to default to using do fixtures (or two column fixtures). So when I started working on this in Slim I immediately used a script table. In retrospect, this was probably overkill.



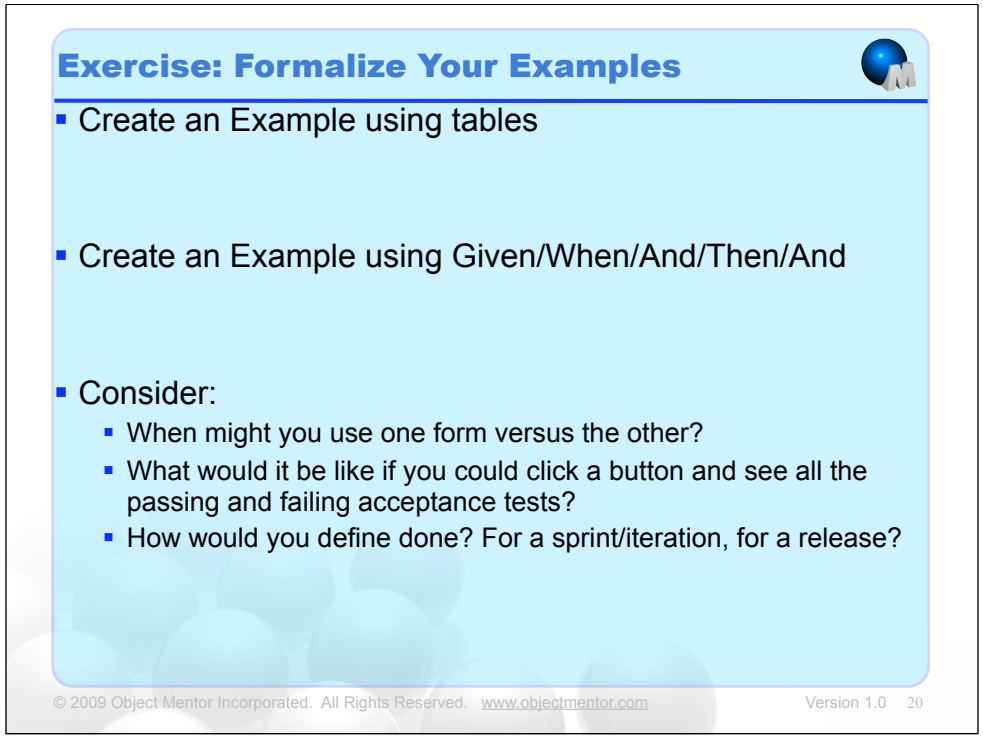
Timing: 2, 3, 2, 2 (9 total), 112 total

My next attempt at creating programs and episodes involved using Decision Tables (what fit would call Column Fixtures)



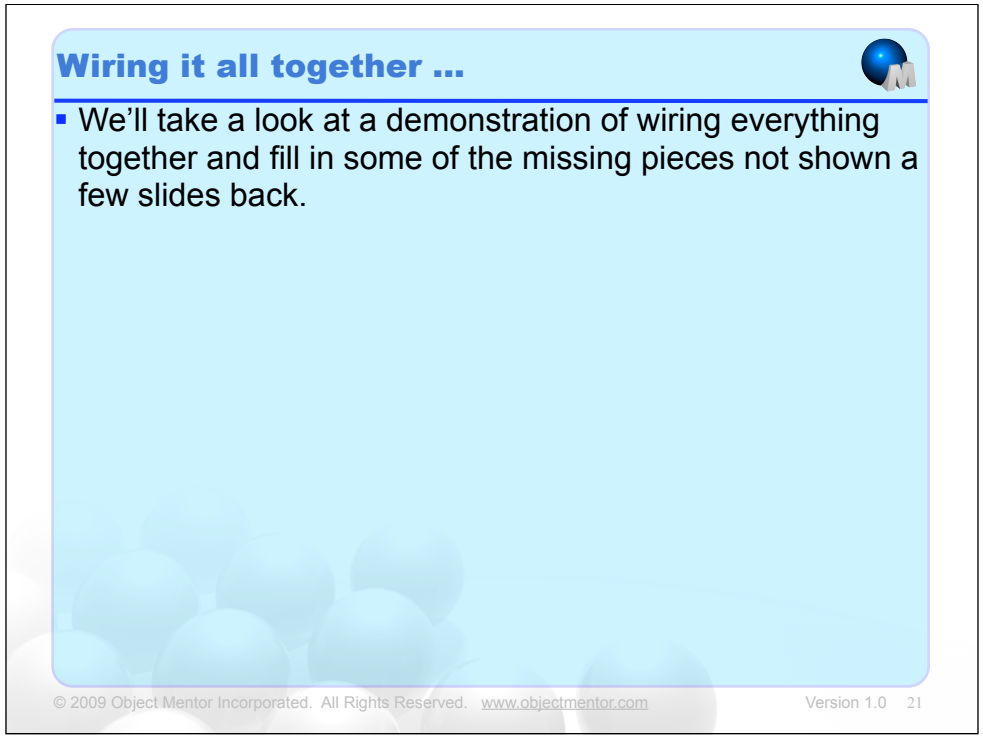
Timing: 6 minutes, 118 total

Finally, I needed to create lots of programs and episodes and then make sure that for various numbers of season passes I would record thing based on priority. I was having problems creating complex examples until I realized I was thinking about the program guide. So I created V1 then recently, based on a complaint by David Nunn, created V2.



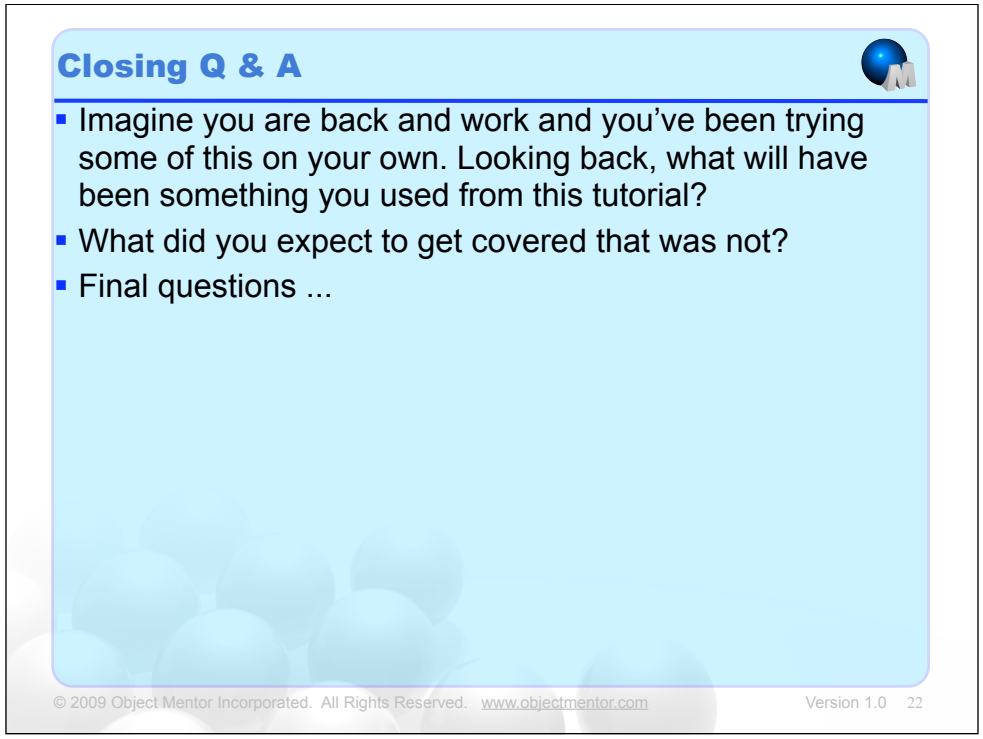
Timing: 21 (5,2 3x) minutes, 139 total

Now it is their turn. If I get any decent examples, I'll code them up and get them at least running and red.



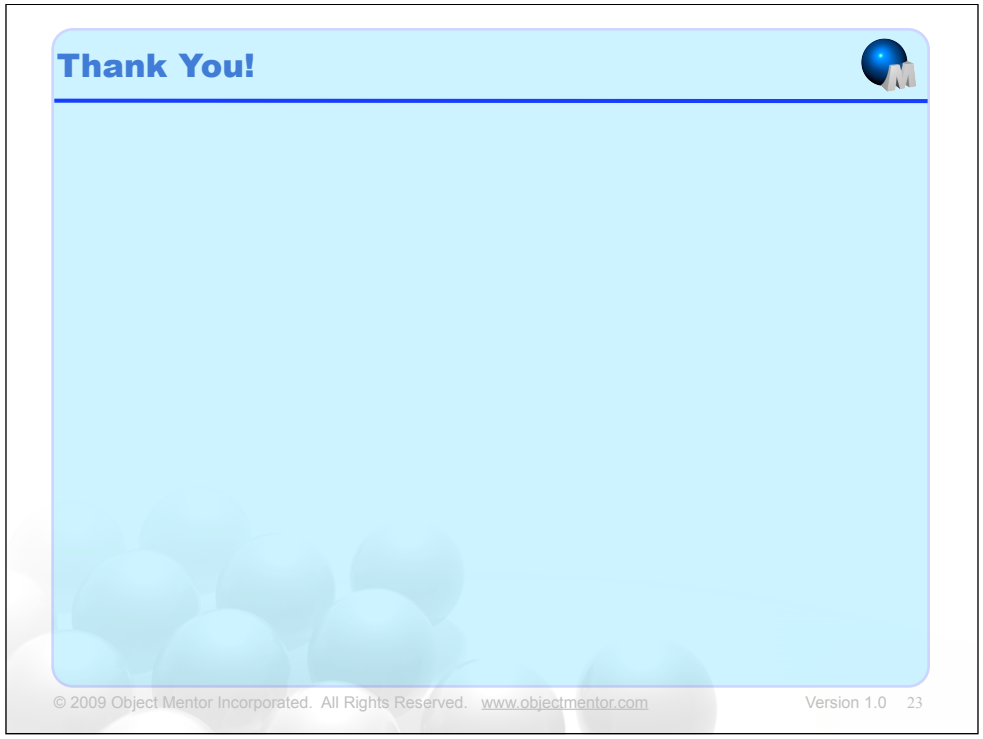
Timing: 3 minutes, basic nav & execution, 4 minutes, creating, 10 from scratch example, 17 total, 156 total

Switch to demo mode.



Timing: 10 minutes, 166 total

First question is future-perfect thinking, I want them to think about this and respond. The second question is a context-free meta question from Gauss and Weinberg "Exploring Requirements".



Timing: 1, 167 total

Small and simple thank you. Since I'm looking forward to giving this talk, I appreciate the opportunity and I don't think I need to write a huge thank you.