

Utilizing Gherkin  
For AI Testing

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Why Gherkin for AI?

- Streamlines prompting
- Decreases rework
- Readable
- Acts as an executable specification

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Overall Rule

There are exceptions to every statement, except this one

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Another Overall Rule

**Context is Everything**

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Still Another Overall Rule

**Explicitness beats implicitness**

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Specific Rule

No code goes in till the spec/test goes on

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# A BDD Experience

## Equivalents for Purposes of this Session

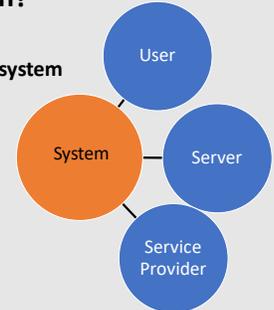
- Specification Driven Development
- Behavior Driven Development
- Acceptance Test Driven Development
  
- Specifying Behavior and Testing Behavior exists

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## What Is in a Specification?

- Behavior from external view of system
  - Inputs and outputs
  - State changes
  - External interfaces



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## Definitions

- Acceptance criteria (general)
  - Outlines correct behavior
- Acceptance tests (specific scenarios)
  - Specific tests of behavior that either pass or fail
  - Implementation independent

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## Example of Defining Behavior

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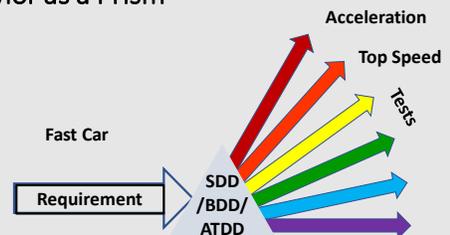
## Fast Car Example

- Who wants a fast car?
  - Criteria
    - Must accelerate to desired speed within some time
  - Test
    - Accelerate 0 to 60 mph / 100 kph in X seconds
- Top speed?  
Time at top speed?

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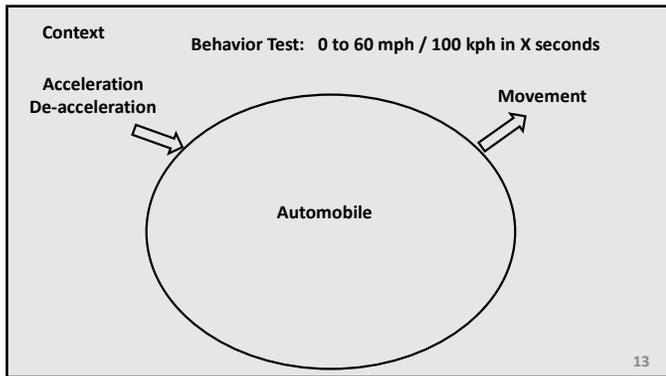
## Behavior as a Prism



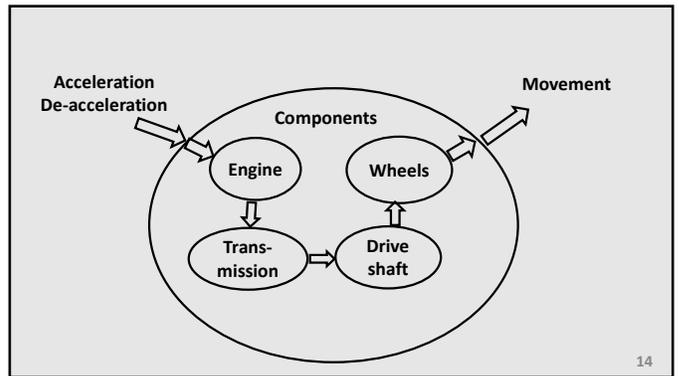
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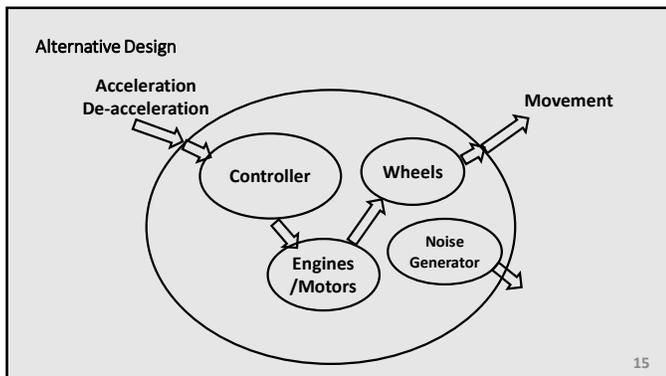
# A BDD Experience



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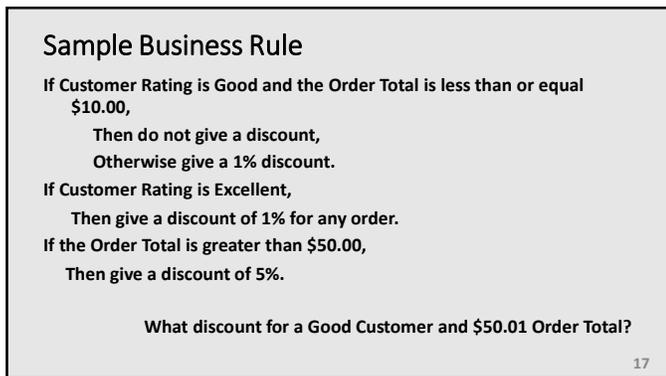
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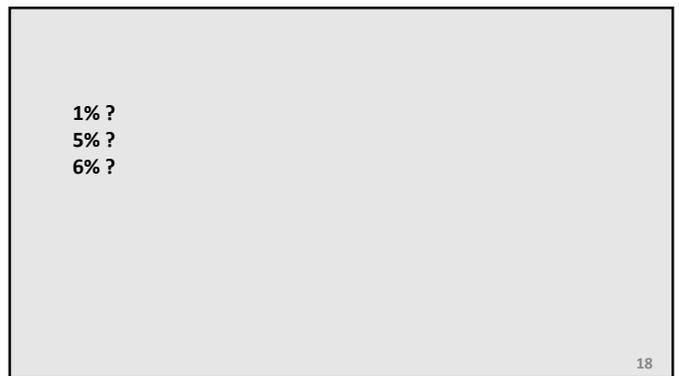
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# A BDD Experience

```
Given total is $50.01 and rating is Good
When discount computed
Then percent is 1%

Given total is $10.00 and rating is Good
When discount computed
Then percent is 0%

Given total is $10.01 and rating is Good
When discount computed
Then percent is 1%
```

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### Specifications and Tests

Specification

```
Given total is $10.01 and rating is Good
When discount computed
Then percent is 1%
```

Test

```
Given total is $10.01 and rating is Good
When discount computed
CHECK percent is 1%
```

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### Gherkin

Scenario: Compute discount

\* Discount based on Order Total and Customer Rating

Order Total	Customer Rating	Discount Percentage
50.01	Good	1
10.00	Good	0
10.01	Good	1
0.01	Excellent	1
50.00	Excellent	1
50.01	Excellent	15

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### Flow and Context

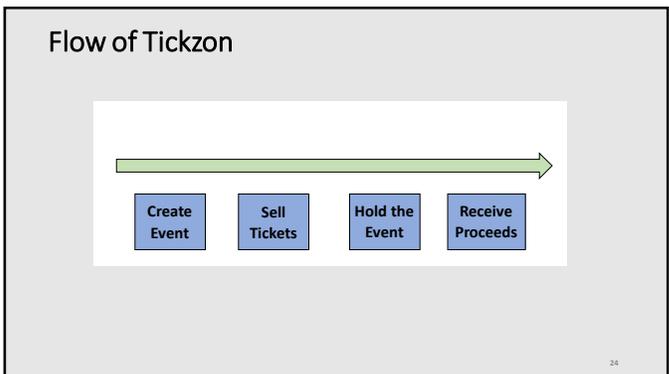


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### System Example

- Tickzon company presents on-line events for a charge:
- As an event manager, I want to create events, sell tickets, and receive the proceeds.

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# A BDD Experience

## Behavior - High Level

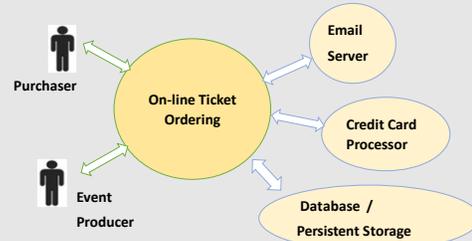
Scenario: Create Event  
Given event does not exist  
When producer creates event  
Then event is available for ticket sales

Scenario: Sell Tickets  
Given event is available for ticket sales  
When a purchaser purchases a ticket  
Then purchaser receives ticket in an email  
And purchaser is charged for the ticket

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## Context Diagram



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## Behavior - Detailed

Scenario: Create event  
Given event does not exist  
When producer creates event

Name	Adele			
Date	6/1/2021			
Time	1:00 PM EDT			
Number Tickets	100			
Price	\$5.00			

Then event is available for ticket sales

Name	Date	Time	Number Tickets	Price
Adele	6/1/2021	1:00 PM EDT	100	\$5.00

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## Another Behavior - Detailed

Scenario: Sell Ticket  
Given event is available for ticket sales

Name	Date	Time	Number Tickets	Price
Adele	6/1/2021	1:00 PM EDT	100	\$5.00

When a purchaser buys a ticket

Event	Adele			
Number Tickets	1			
Email	sam@thisisonlyatest.com			
Credit Card Number	4005550000000019			

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## Another Behavior - Detailed (continued)

Then purchaser receives ticket in an email containing

Name	Date	Time	Number Tickets
Adele	6/1/2021	1:00 PM EDT	1

And purchaser is charged for the ticket

Credit Card Number	Item	Charge
4005550000000019	Adele	\$5.00

And number of tickets decreases

Name	Number Tickets
Adele	99

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## More Details



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## Domain Terms

Scenario: Domain Term TicketCount

\* TicketCount represents how many tickets are available or being sold

Value	Valid	Notes
-1	No	
0	Yes	Must be at least 0
1	Yes	
10000	Yes	Maximum
10001	No	Over maximum

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## Domain Terms

Scenario: Domain Term Percentage

\* Percentages are between 0 and 100

Value	Valid	Notes
-1	No	Below zero
0	Yes	
100	Yes	
101	No	Over 100

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## Business Rules

Scenario: Business Rule Discount

\* Discount is given for buying more than one ticket

Number Tickets	Discount Percentage	Notes
1	0%	
2	5%	Discount for 2 to 5
5	5%	
6	10%	Discount for 6 or more
100	10%	

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## Discover the Possibilities

Scenario: Create Event for Date in the Past

Scenario: Sell a Ticket after Event is over

Scenario: Purchaser's Purchase Information is Invalid

Scenario: Purchaser Does Not Receive a Ticket

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## Executing the Tests



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## Alternatives

- AI
  - Gherkin files are used as the input.
  - It creates the glue code and calls to production code
  - Alternatively, it creates unit tests from the Gherkin
- AI is the specifier
  - Ask it to create additional Gherkin files

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## More Information

- Gherkin Executor
  - Adds a Data statement
  - Describes the datatypes for each table field
- Data statement gives more information to AI

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## Domain Term and Data Types

# From a scenario:

When a purchaser buys a ticket

Event	Adele	
Number Tickets	1	
Email	sam@thisisonlyatest.com	
Credit Card Number	4005550000000019	

Data

Name	Data Type	
Event	String	
Number Tickets	TicketCount	
Email	EmailAddress	
Credit Card Number	CreditCardNumber	

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## Business Rules

# Rule Scenario: Business Rule Discount

\* Discount is given for buying more than one ticket

Number Tickets	Discount Percentage	Notes
1	0%	

Data

Name	Data Type	
Number Tickets	TicketCount	
Discount Percentage	Percentage	

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## Smaller Steps



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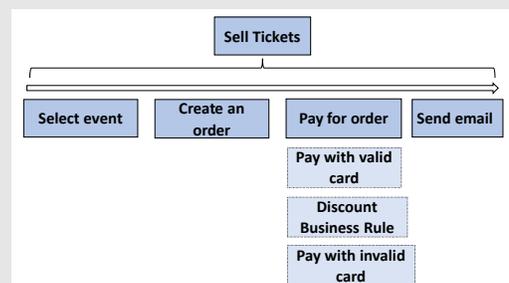
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## Act Locally, Think Globally

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## Decomposing Flows



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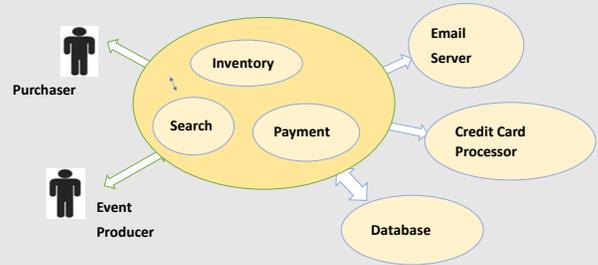
## Design

- Decomposing behavior into smaller behaviors
  - May have multiple levels
- AI implements the smaller behaviors

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## Decomposing Context



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## In Conclusion



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## Goal of Writing Gherkin

Replace misunderstanding  
with  
Shared understanding

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## Examples

- <https://github.com/atdd-bdd>
  - <https://github.com/atdd-bdd/TestRecorderFromClaude>
    - Full stack (UI/logic/database) created by Claude
    - Create manual tests and record test run results
  - <https://github.com/atdd-bdd/BowlingFromClaude>
    - Bowling program
    - Other modules

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Immersive training in  
Behavior Driven Development /  
Acceptance Test-Driven Development /  
Specification Driven Development

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Not an Ending  
But a Beginning