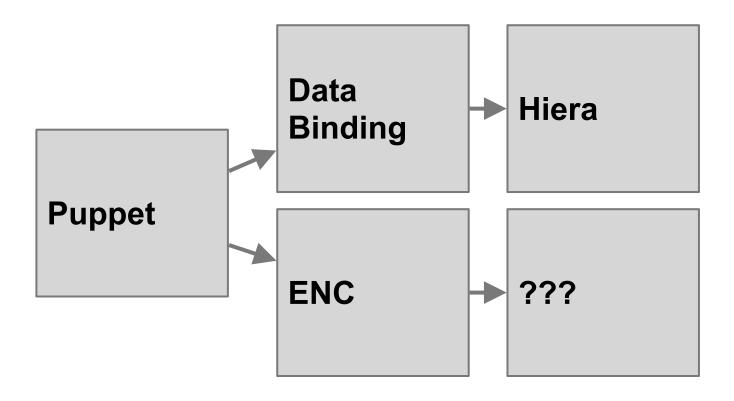# Metaphor and BDD

Telling stories about code
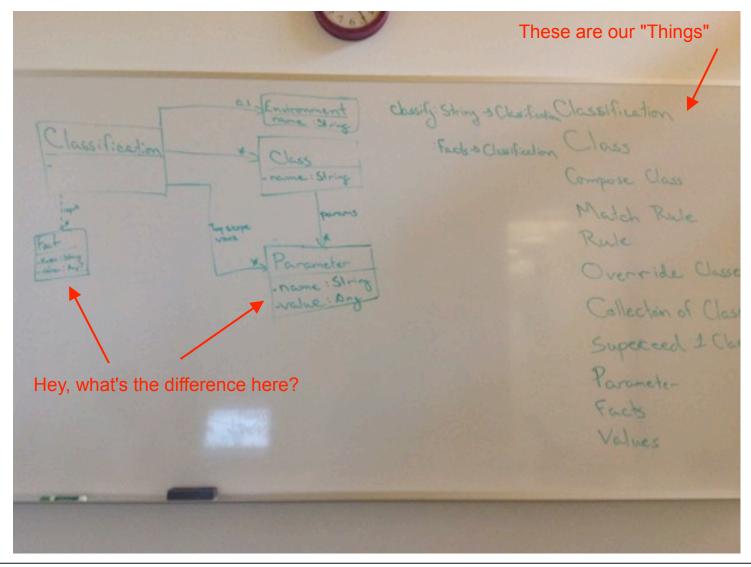
Andrew Parker, Jeff Weiss
Puppet Labs, Inc.

The Project - Linnaeus
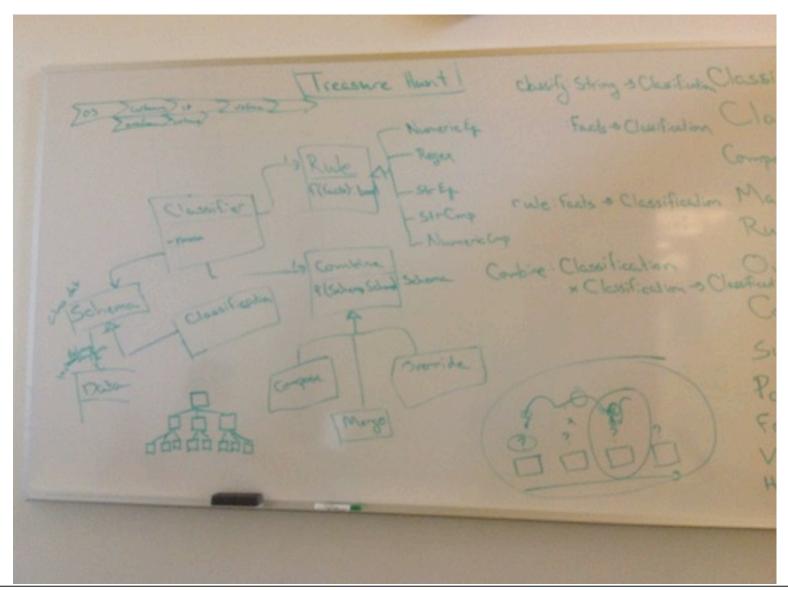
Kinda the same thing. We need one to rule them all.
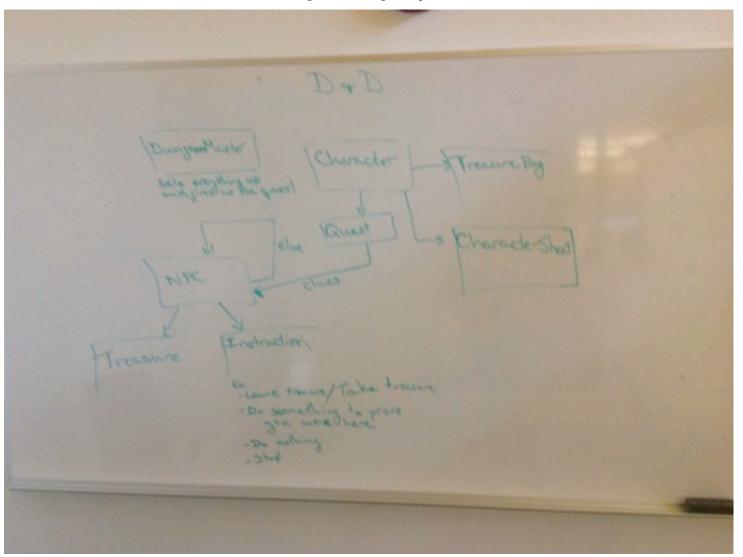
```
                   ┌──────────┐      ┌──────────┐
              ┌───▶│   Data   │─────▶│  Hiera   │
              │    │ Binding  │      │          │
   ┌──────────┤    └──────────┘      └──────────┘
   │  Puppet  │
   └──────────┤    ┌──────────┐      ┌──────────┐
              └───▶│   ENC    │─────▶│   ???    │
                   └──────────┘      └──────────┘
```
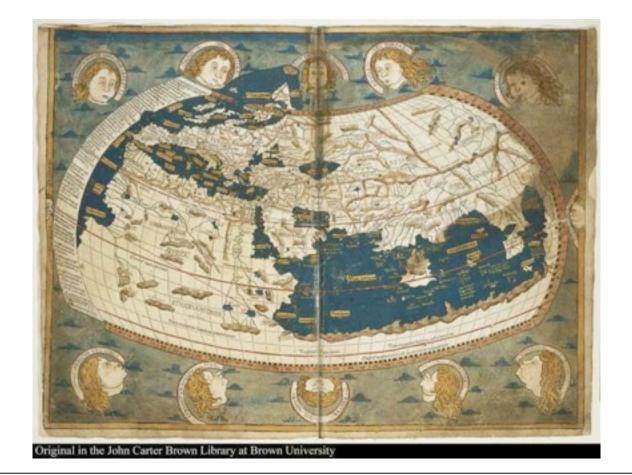
Naming is HARD

REALLY HARD!

Screw it, let's play A(T)D&D

Eric doesn't wanna slay dragons

"There be dragons" is not what we want to tell our customers

"You shall not pass!"

Given a node node1 with facts { :name => "bob" }
And node2 with facts { :name => "frank" }
When the quest is:
  generous "classification1"
  generous "classification2", :when => has(:name, is("bob"))
  generous "classification3", :when => has(:name, aint("bob"))
Then node1 has a classification of ["classification1", "classification2"]
And node2 has a classification of ["classification1", "classification3"]

This is the behavior I want

Given a node node1 with facts { :name => "bob" }
And node2 with facts { :name => "frank" }
When the ***data hierarchy*** is:
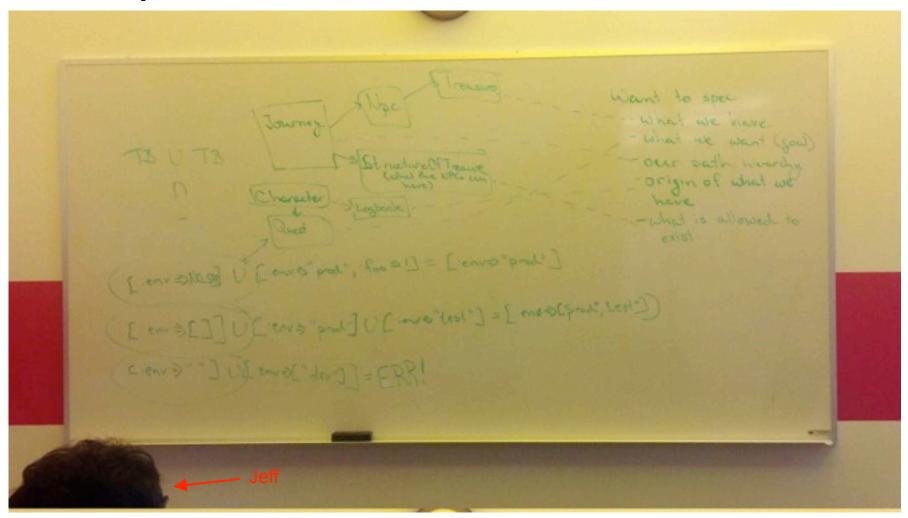 ***append*** "classification1"
  append "classification2", :when => has(:name, is("bob"))
  append "classification3", :when => has(:name, aint("bob"))
Then node1 has a classification of ["classification1", "classification2"]
And node2 has a classification of ["classification1", "classification3"]

Metaphor, mark 2

The Balrog Defence Decree

BDD should emphasize talking about the behavior. The test is incidental.

Questions?

Comments?

Treasure?

@jeffweiss
@aparker42

github.com/puppetlabs/linnaeus