

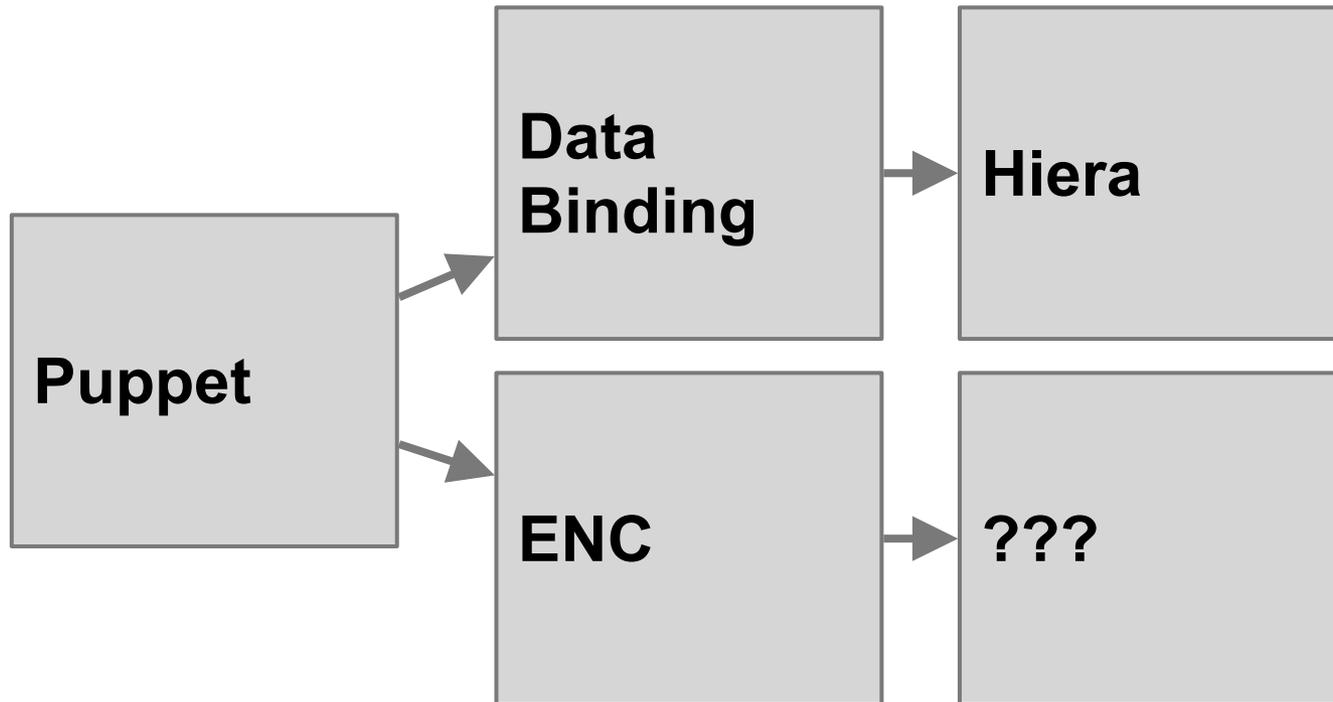
Metaphor and BDD

Telling stories about code

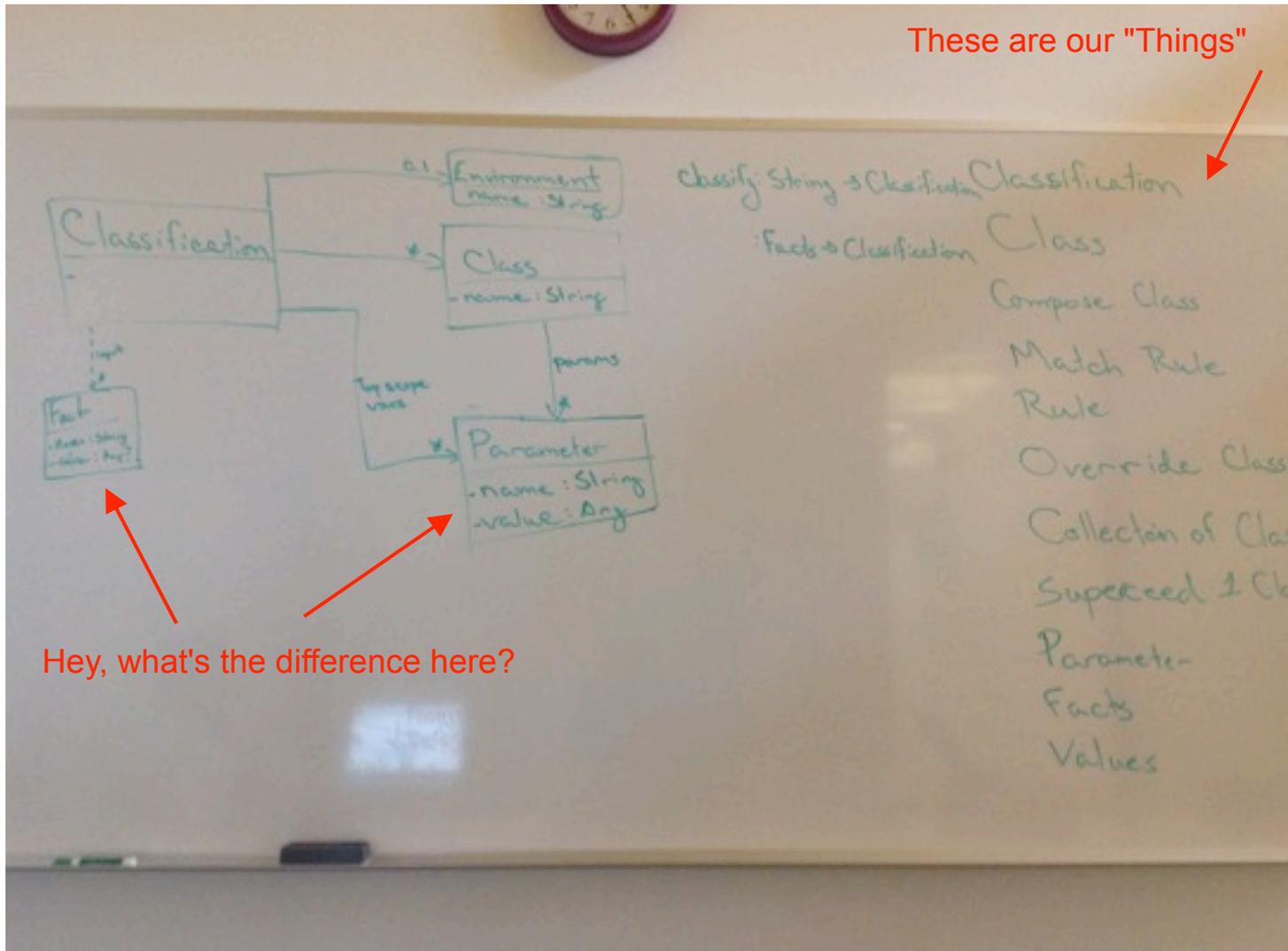
Andrew Parker, Jeff Weiss
Puppet Labs, Inc.

The Project - Linnaeus

Kinda the same thing. We need one to rule them all.

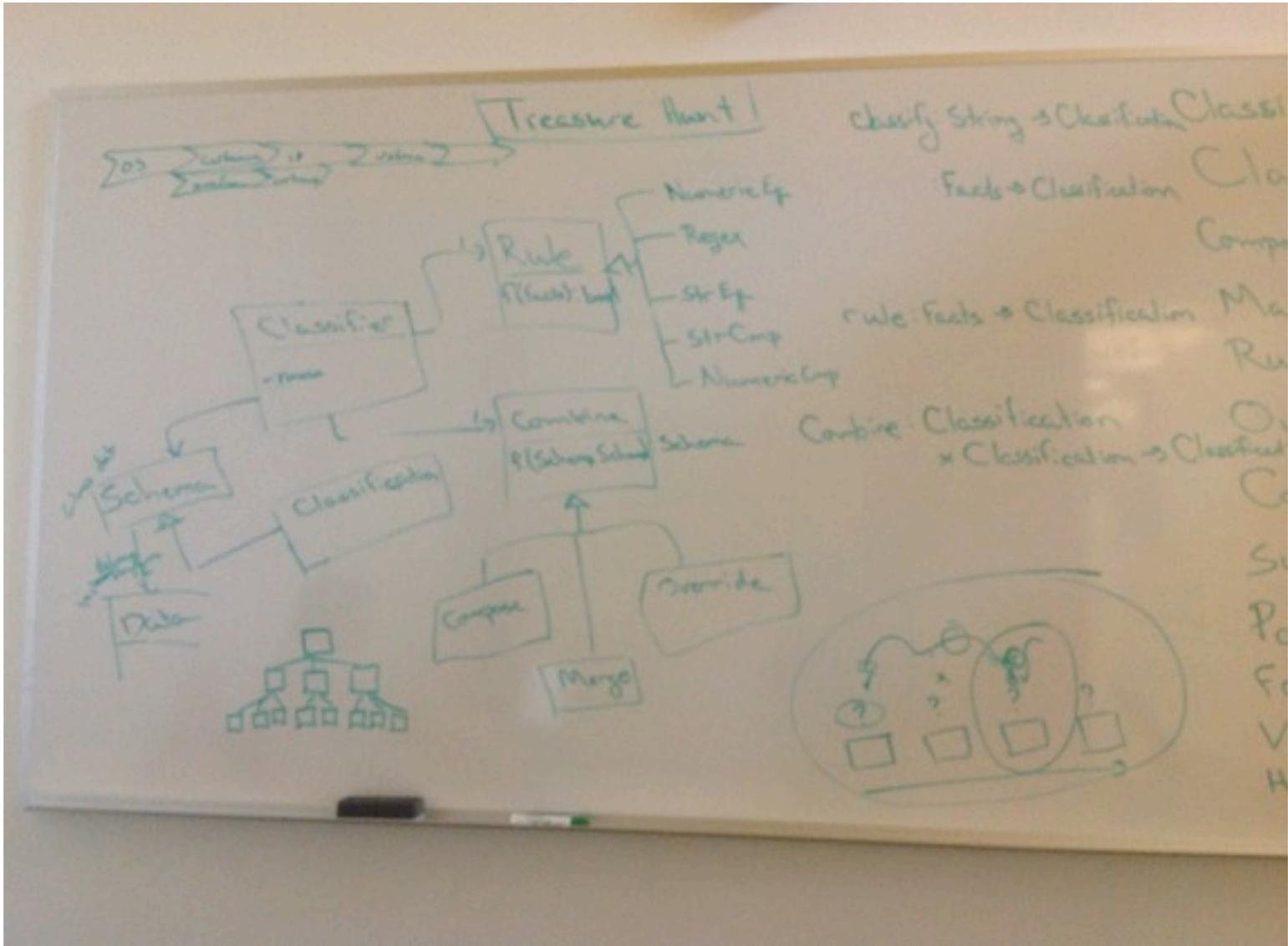


Naming is HARD



Hey, what's the difference here?

REALLY HARD!



Eric doesn't wanna slay dragons

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



Original in the John Carter Brown Library at Brown University

"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

T3 U T3
∩

Journey → NPC → Treasure

Character & Quest → Logbook

StructureOfTreasure (what the NPC can have)

Want to spec

- what we have
- what we want (goal)
- our path/hierarchy
- origin of what we have
- what is allowed to exist

$[env \ni \{res\}] \cup [env \ni \{prod, foo \ni \}] = [env \ni \{prod\}]$

$[env \ni \{\}] \cup [env \ni \{prod\}] \cup [env \ni \{test\}] = [env \ni \{prod, test\}]$

$[env \ni \{\}] \cup [env \ni \{dev\}] = ERR!$

← Jeff

The Balrog Defence Decree

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

Questions?

Comments?

Treasure?

@jeffweiss
@aparker42

github.com/puppetlabs/linnaeus