Brutal Coding Constraints

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Peter Kofler

- Ph.D. (Appl. Math.)

- Professional Software Developer for 15+ years

- "fanatic about code quality"
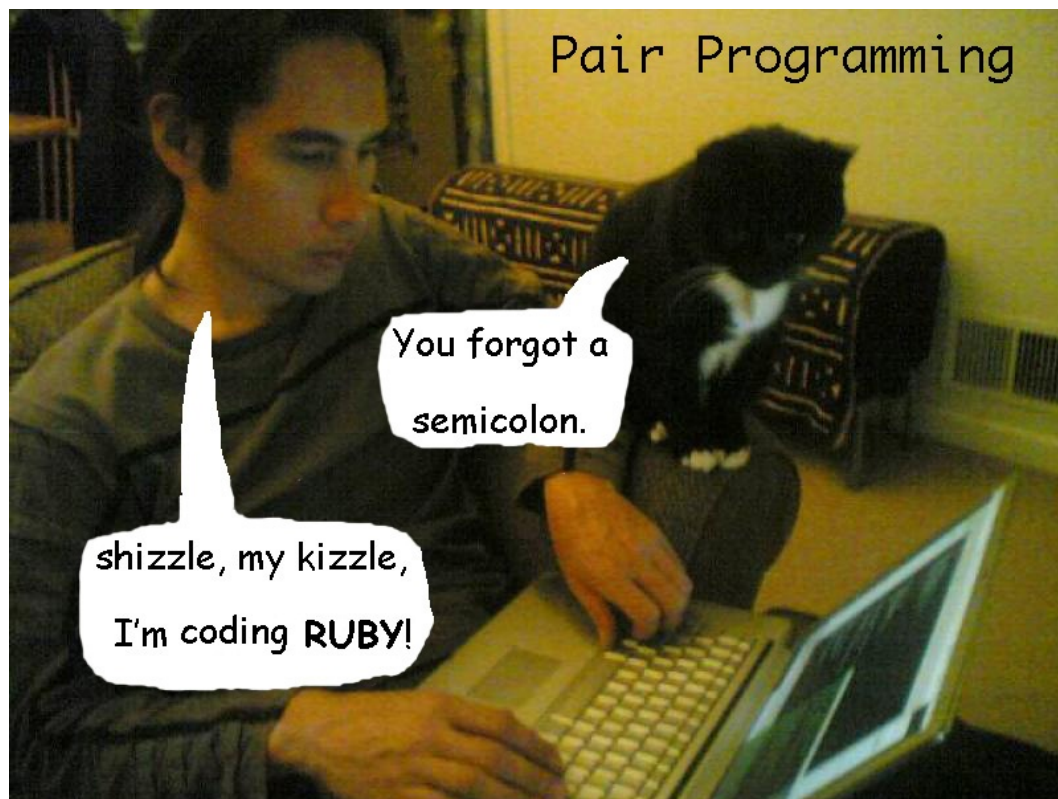
- Freelance Code Mentor

I help development teams with

- Professionalism

- Quality and Productivity

- Continuous Improvement

Mentoring

- Pair Programming

- Programming Workshops

- Deliberate Practice, e.g. Coding Dojos

Developing Quality Software Developers

Brutal Constraints? Expectations?
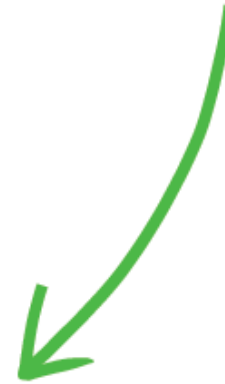
Coding Dojo Mindset

- Safe place outside work

- We are here to learn

- Need to slow down

- Focus on doing it right

- Collaborative Game

Write a failing test

Make the test pass

Refactor

Nathaniel Pryce, http://www.doc.ic.ac.uk/~np2/teaching/

Tic-Tac-Toe

Assignment

- http://en.wikipedia.org/wiki/Tic-tac-toe
- Board 3x3
- X plays first, O plays second
- Implement
    - 2 Player Game
    - Determine Winner
    - AI Bot Player

Constraints

- Challenges during a dojo or coderetreat

- Moving to the extreme is a way of learning

- Examples
    - Missing Tool (No Mouse, ...)
    - Missing Feature (No IFs, ...)
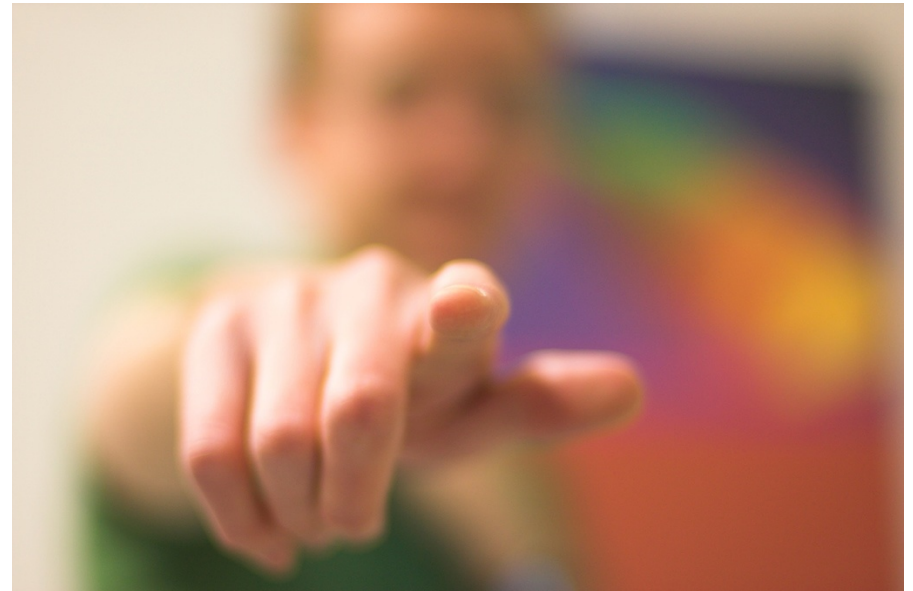
"Brutal" Coding Constraint

Brutal Coding Constraints

1. No Conditionals (also no ?:)

2. No Loops

3. TDD as if You Meant It (optional)

4. No Naked Primitives (no Set/Map/List)

5. All functions return something

6. All data is immutable

Try it!

Short Retrospective

- How did it work out?

- How do you feel?

- What did you learn and want to share with the group?

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CC Images

- Bruce http://www.flickr.com/photos/sherpas428/4350620602/

- pairing http://www.flickr.com/photos/dav/94735395/

- dojo http://www.flickr.com/photos/49715404@N00/3267627038/

- game http://www.flickr.com/photos/benclinch/476855843/

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