

Coding Dojo “Naming”

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CLEANING
IN
PROGRESS



Peter Kofler

- Ph.D. (Appl. Math.)
- Professional Software Developer for 20+ years
- “fanatic about code quality”
- Independent Code Quality Coach



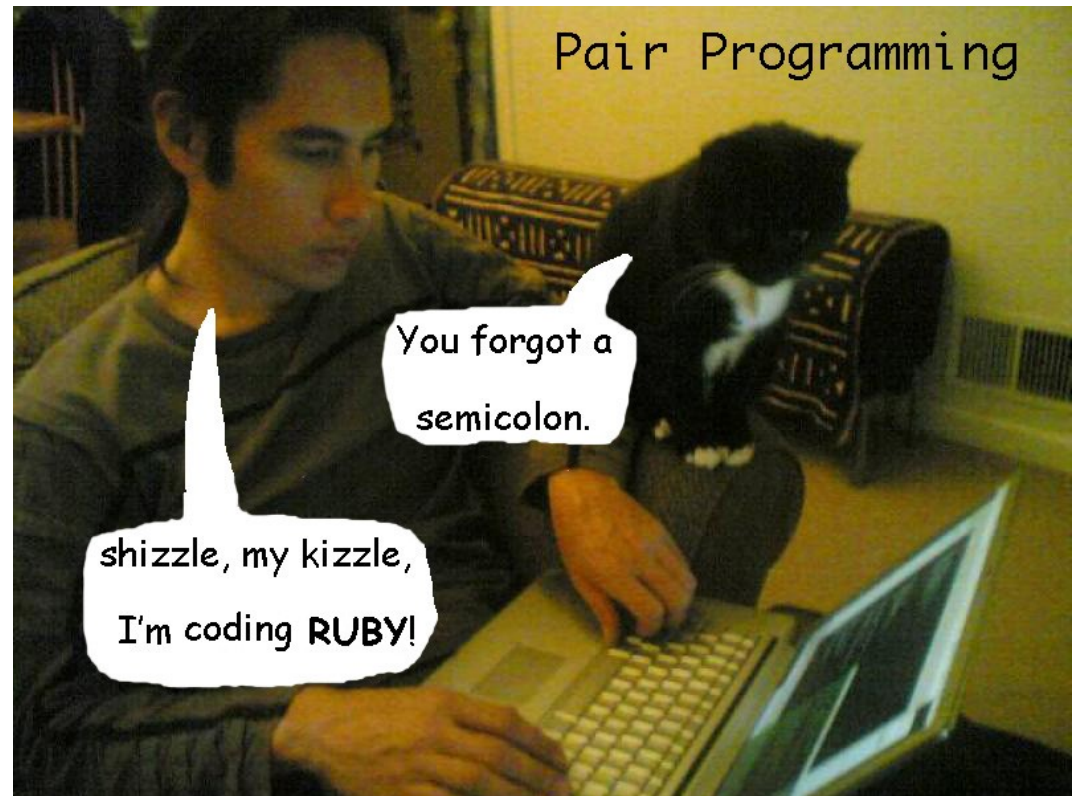
I help development teams with

- Professionalism
- Quality and Productivity
- Continuous Improvement



Mentoring

- Pair Programming
- Programming Workshops
- Deliberate Practice, e.g. Coding Dojos



Developing Quality Software Developers



Coding Dojo Mindset

- Safe place outside work
- We are here to learn
- Need to slow down
- Focus on doing it right
- Collaborative Game



Rules of the Dojo



Pair Programming & TDD

- regular Pair Programming
 - do not talk for too long
 - do not interrupt the other
 - no “keyboard hugging”
- use TDD (or at least “sort of” TDD)
 - start with a test list
 - write a test before you write code
 - refactor mercilessly

~~(Maybe Some)~~ Constraints

Today surely some fun

- Challenges during a dojo or Coderetreat
- Moving to the extreme is a way of learning
- Examples
 - Missing Tool (No Mouse, ...)
 - Missing Feature (No IFs, ...)

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

Constraint



Named by Dices

- Everything
- - but the names of test methods -
- is named using random dices.
- Specifically using these random dices with enterprise-y useless names.
- <https://blog.code-cop.org/p/arolla-dice-namer.html>

Prepare

- Find a pair.
- Choose a programming language.
- Set up the environment.
 - Create new project.
 - Add testing framework.
- Check Wikipedia for requirements.
- Implement Tic-Tac-Toe.

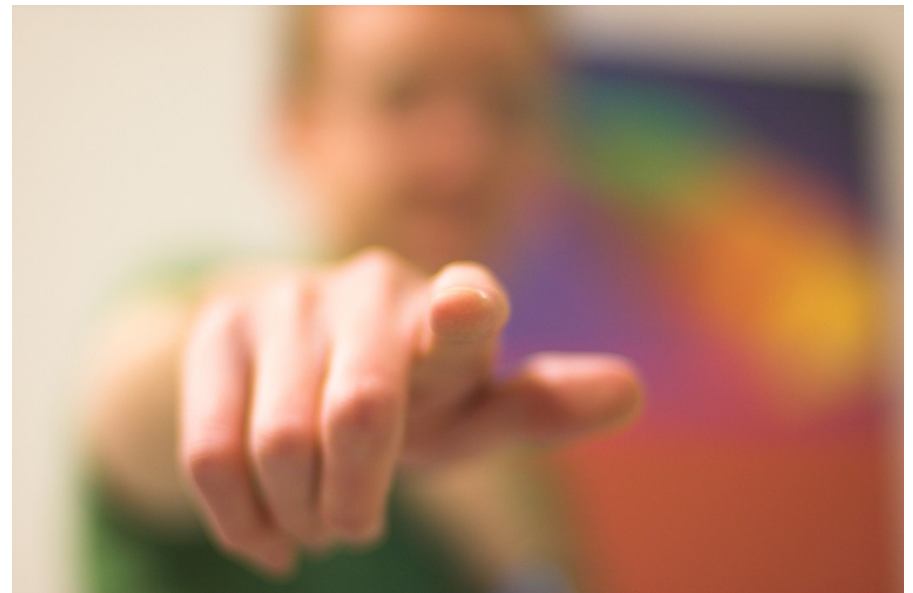
→ Practice



→ Break

Closing Circle

- What did you learn today?
- What surprised you today?
- What will you do differently in the future?



Code which does
not make me want
to kill the author.



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