



Coding Dojo: TDD as if You Meant It

Agile Testing Days 2013

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Peter Kofler

- Software Developer for 14 years
- “fanatic about code quality”
- I help development teams to do it right
- Pair Programming #CodeCopTour



Expectations?

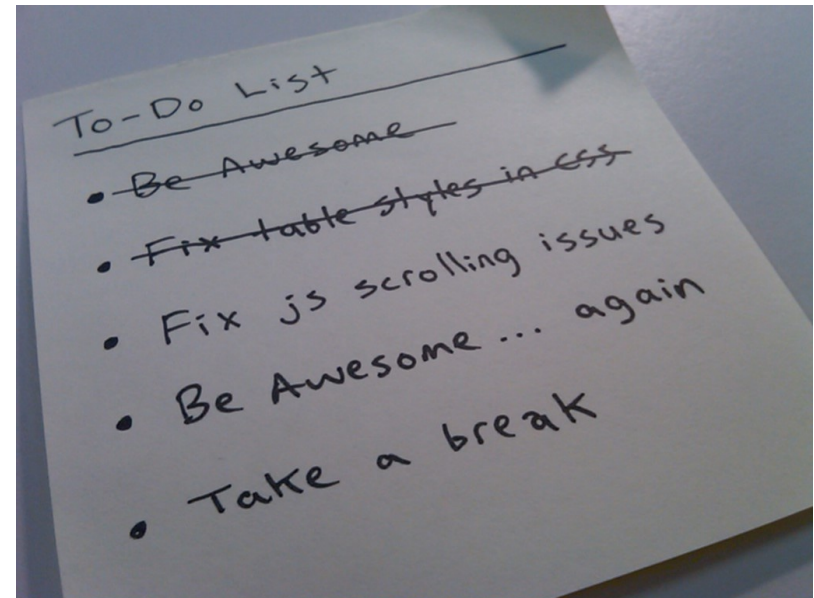
Coding Dojo Mindset

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




Dojo Structure

- Introduction 15'
- Coding 30'
- Interim (Retrospective) 15'
- Break 25'
- Coding 45'
- Retrospective 15'



TDD Skills

- Driving Development with Tests 
- Designing Test Cases
- Designing Clean Code
- Refactoring Safely

TDD should be...

- Add a test
- See it fail
- Add code to make all tests pass
- Refactor mercilessly
- Repeat

... but often is

- Think up design
- Write some tests that verify the design
- Write full implementation
- Test, debug, test, debug, test, debug, ...
- Add TODO to refactor later

TDD as if You Meant It



Rules

- Exactly one, simplest failing test
- Least code possible to pass failing test
 - Add code only to test methods
- When duplication is spotted
 - Extract non-test methods (extract method)
- New classes only as target for “move method”
- Refactor as required

Assignment



Tic-Tac-Toe

- <http://en.wikipedia.org/wiki/Tic-tac-toe>
- Board 3x3
- X plays first, O plays second
- Check if/who is winner

Don't Focus on
Getting it Done.
Focus on Doing
It Perfectly.

→ Practice

Closing Circle

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



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I appreciate your feedback.



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Kata by

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<http://cumulative-hypotheses.org/2011/08/30/tdd-as-if-you-meant-it/>

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