Coding Dojo: Tic-Tac-Toe
March 2014

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Peter Kofler

- Ph.D. (Appl. Math.)

- Professional Software Developer for 14 years

- "fanatic about code quality"

- I help development teams
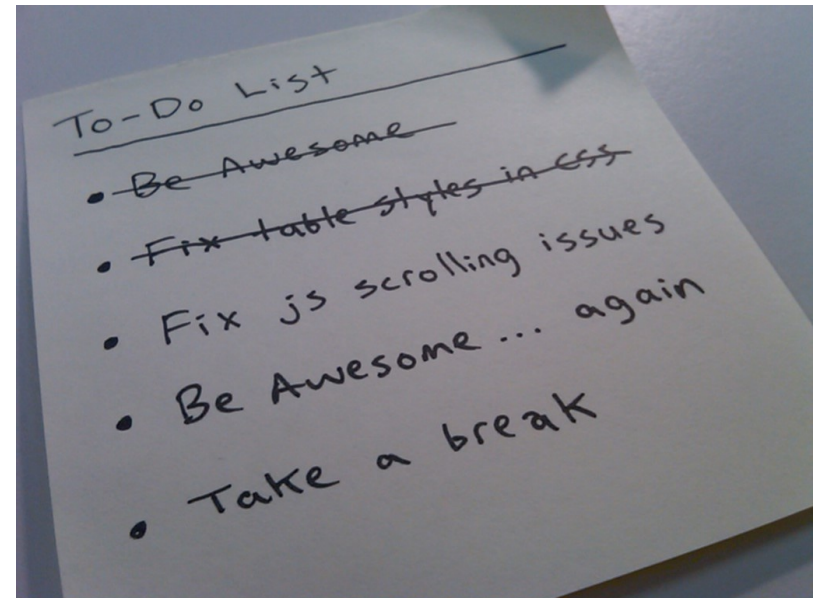
Coding Dojo? Expectations?

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 45'

- Interim (Retrospective) 15'

- Break 20'

- Coding 45'

- Retrospective 30'

The Exercise: Tic-Tac-Toe

Tic-Tac-Toe

- http://en.wikipedia.org/wiki/Tic-tac-toe

- Board 3x3

- X plays first, O plays second

- Check who/if is winner after moves

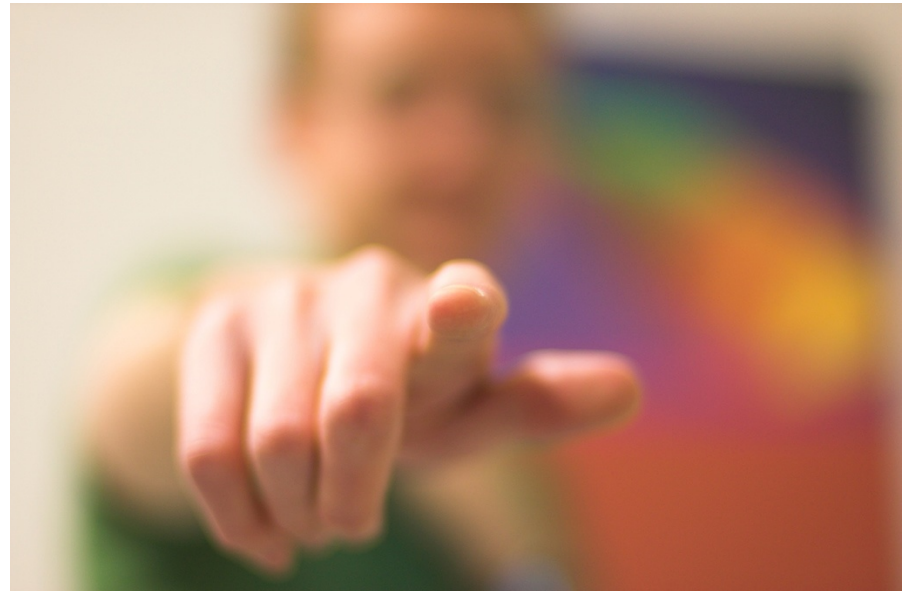Don't Focus on Getting it Done. Focus on Doing It Perfectly.

$\rightarrow$Practice

Constraint: Ping-Pong

- A writes a test and sees that it fails.
- B writes the code needed to pass the test.
- B writes next test and sees that it fails.
- A writes the code needed to pass the test.
- And so on.

Closing Circle

• What did you learn today?

• What surprised you today?

• What will you do differently in the future?

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- Todos http://www.flickr.com/photos/kylesteeddesign/3724074594/
- Game http://www.flickr.com/photos/benclinch/476855843/
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