Lets TDD in GO

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Thanks to our Host



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Objectives

- Fun with **GO**:)
- Introduction to TDD (short)
- Try TDD and apply it to GO

TDD principles

- Write tests BEFORE the code
- Automate Tests that run quickly and often

TDD Advantages

- You are your first user
- Your code becomes the documentation
- It protects from regression (Changing Tests is NOT Refactoring)

TDD Workflow

- Write the test
- Make it fails (Why?)
- You write the smallest amount of code to make it pass
- Refactor

TDD Tooling for GO

- go test....
 - -v for verbose
 - -timeout 2s
 - -short ,testing.Short(), t.Skip()
 - t.Parallel()

Kata and Fun

 A code kata is an exercise in programming which helps programmers hone their skills through practice and repetition. The term was probably first coined by Dave Thomas, co-author of the book The Pragmatic Programmer, in a bow to the Japanese concept of kata in the martial arts.

https://en.wikipedia.org/wiki/Kata_(programming)

Kata 1: String Calculator

By Roy Osherove

- Rules
 - Try not to read ahead
 - Do one thing at the time. Learn incrementally...
 - Test for correct inputs. No error management here but...

• Create a simple string calculator that can take 0, 1,2 or any numbers and return their sums

Add(numbers string) (int,error)

- "","1","x","1,2", "x,y"
- Support any number
- Support new line "\n" instead of ","
- Support any separator: should be specified at beginning "//;\n1;2"
 - The separator declaration is optional all test should still pass
- Calling Add with <0 should return error "No negative numbers"



- Numbers bigger than 1000 should be ignored
- Delimiters can be of any length "//[***]\n1***2"
- Handle multiple delimiters "//[;][]\n1|2;3"
- Handle multiple delimiters of any length