

07-120
**Introduction to
Software
Construction**

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Michael Hilton and Mayank Goel

Administrivia

1. Update on final project

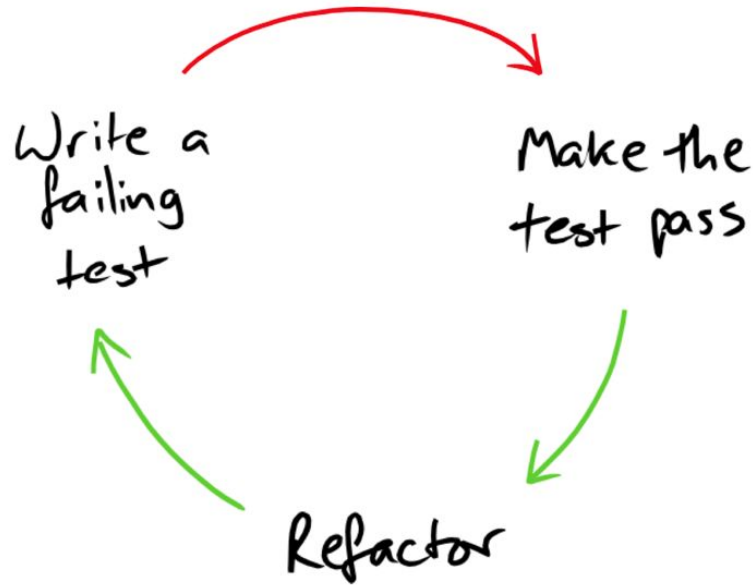
Test Driven Development

Test Driven Development (TDD)

Three Simple Rules

- You are not allowed to write any production code unless it is to make a failing unit test pass.
- You are not allowed to write any more of a unit test than is sufficient to fail; and compilation failures are failures.
- You are not allowed to write any more production code than is sufficient to pass the one failing unit test.

Test Driven Development (TDD)



From Growing Object-Oriented Software by Nat Pryce and Steve Freeman

<http://www.growing-object-oriented-software.com/figures.html>

@sebrose

<http://cucumber.io>

Why TDD

“The act of writing a unit test is more an act of **design** than of verification.

It is also more an act of **documentation** than of verification.

The act of writing a unit test closes a remarkable number of feedback loops, the least of which is the one pertaining to **verification** of function”.

Advantages of TDD

Clear place to start

Much less code thrown away, less wasted effort

Less Fear

Side Effect: Robust test suite

TDD Demo