



Willkommen

Coding Dojo 24.6.2015

Twitter: #CodingDojoVie

Next Session: July @Frequentis?

Moderation

Martin Hillbrand

- DI(FH) (SE), MA (IEM)
- Software Development 8y & Scrum Master 6y
- „team work & fun @ work“
- Work @ ÖLG

Ernst Fastl

- DI(FH),MSc
- Software Development 9y & Scrum Master 5y
- „Kaizener and Education Junkie“
- SM @ ÖLG

Continuous improvement philosophy

Kung fu 功夫

“... any skill that is
acquired through
learning or practice ...”

Kaizen 改善

„change for better“



Wikipedia

Coding Dojo Mindset

Dojo = Place of the way

„A relaxed state of mind increases the ability to learn“

- Safe place outside work
- We are here to learn
- Relax and slow down
- Focus on doing it right

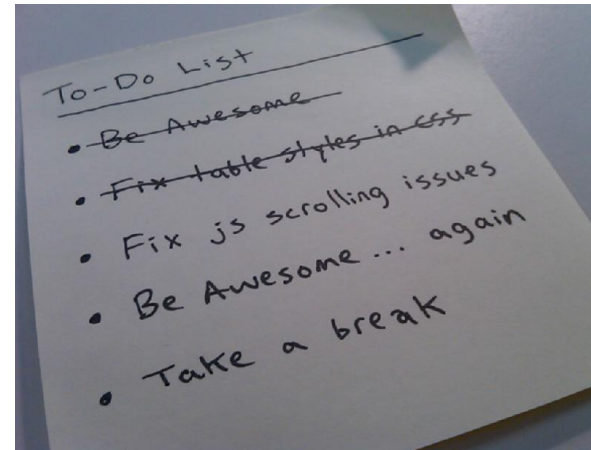


Two Basic Rules

- Collaborative = Pair Programming
- Test Driven Development

Coding Dojo Structure

- Introduction 10'
- Round 1 50'
 - Code 45'
 - Reflect 5'
- Break 10'
- Round 2 50'
 - Code 45'
 - Reflect 5'



The Assignment – Poker Hands

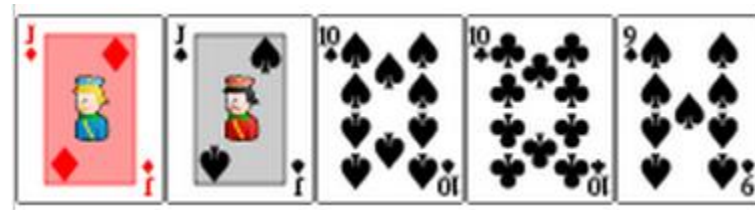
Compare 2 Poker Hands & determine winner

Input: 2 x Poker Hand (5 cards out of 52)

face value: A (highest), K, Q, J, T, [9-2]

suit: h(earts)♥, d(iamonds)♦, c(lubs)♣, s(pades)♠

e.g: „Jd Js Ts Tc 9s“ =





















































The Assignment – Poker Hands

- Possible **output**:
 - Player 1 wins
 - Player 2 wins
 - Split Pot (tied)

Example: „Jd Js Ts Tc 9s“ vs „Jd 8s Ts Tc 9s“

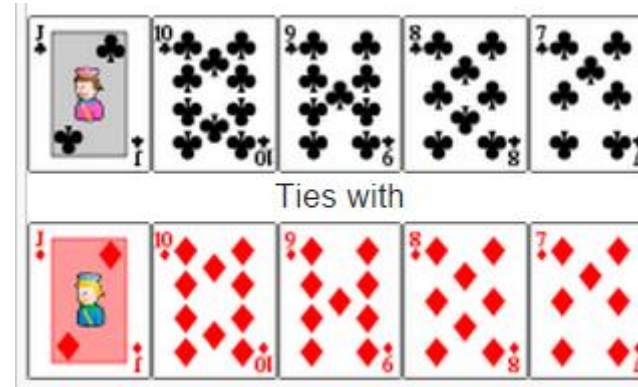
=> Player 1 wins!!!

The Assignment – Poker Hands

1 Royal Flush     	6 Straight     
2 Straight Flush     	7 Three of a Kind     
3 Four of a Kind     	8 Two Pair     
4 Full House     	9 One Pair     
5 Flush     	10 High Card     

The Assignment – Poker Hands

- All Suites are equal



- Order doesn't matter

10♠ 8♦ 10♦ 6♣ 10♣ = 10♣ 10♦ 10♠ 8♦ 6♣

aka “Ts 8d Td 6c Tc” = “Tc Td Ts 8d 6c”

The Assignment – Example 1

- Player 1



- Player 2

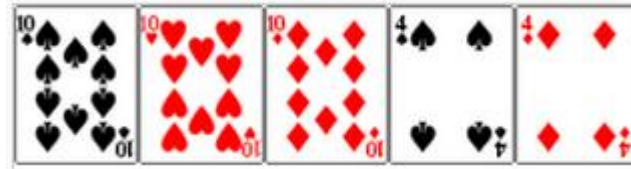


„Qs Qc Qd 5s 3c“ vs „6d 5s 4d 3h 2c“

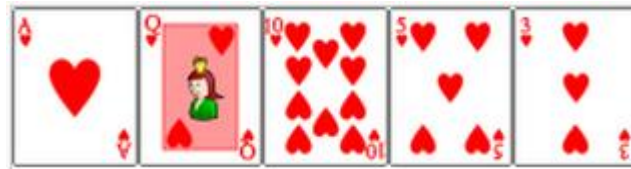
Player 2 wins!!! (Straight beats 3 of a kind)

The Assignment – Example 2

- Player 1



- Player 2



„Ts Th Td 4s 4d“ vs „Ah Qh Th 5h 3h“

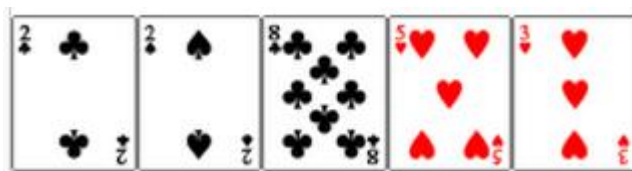
Player 1 wins!!! (full house beats flush)

The Assignment – Example 3

- Player 1



- Player 2



„2d 2h 8s 5c 4c“ vs „2c 2s 8c 5h 3h“

Split Pot!

Round 1

- Make a test list
(no coding in the first 10 minutes)

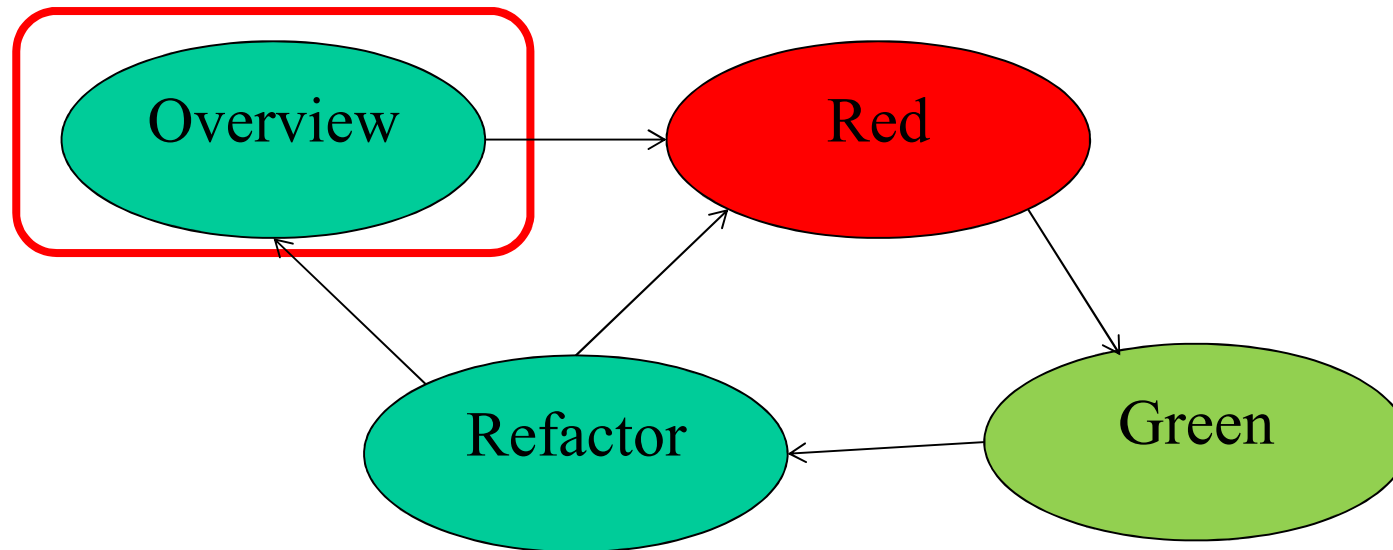


Diagram by Emily Bache

Topics for reflection

- How did you choose the order of the test cases to implement?
- Are all your test for whole hands?

Round 2

Constraint:

„Find 5 more tests“

1. Now that you have learned something about the problem try to find 5 more tests
2. Re-Prioritise all the tests with regards to the difficulty of the implementation

Topics for reflection

- Did you find new tests after getting to know the problem?
- Did you change priorities of tests and worked on another one?
- How did the selection/choice of the next test case to work on influence the code/design/flow?

Final

- Martin Hillbrand
 - @master_hilli
- Ernst Fastl

Images:

- en.wikipedia.org
- www.wsop.com
- Coding Dojo Handbook - Emily Bache

Thanks

 **CASINOS AUSTRIA**

 **österreichische
LOTTERIEN**
