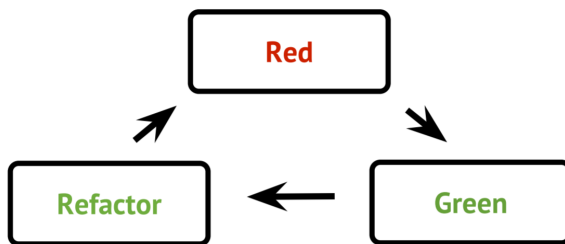

Part 3: Unit testing and Test Driven Development

In this part you shall use **Cyber-Dojo** to solve some programming exercises. You shall solve at least *two* programming tasks with varying degrees of difficulty. Start with an easy task, e.g. *Bowling game*, *Closest To Zero* or *Remove Duplicates* and then choose one that is more difficult. (Do not choose *Fizz Buzz*, *Calc Stats* or *Leap Years*. They have already been reviewed at the seminars.)

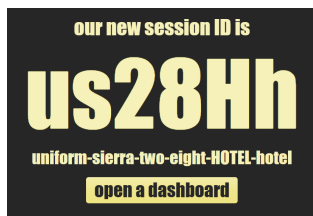
It is important that you follow the principles of **TDD**, with iterations of Red, Green and Refactor:

Test-Driven Development



For more information, see the [slides](#) from the lecture i TDD.

The delivery of this part will be your session ID's in Cyber-Dojo:



NB! You shall not use this concrete number, but your own sessions IDs.