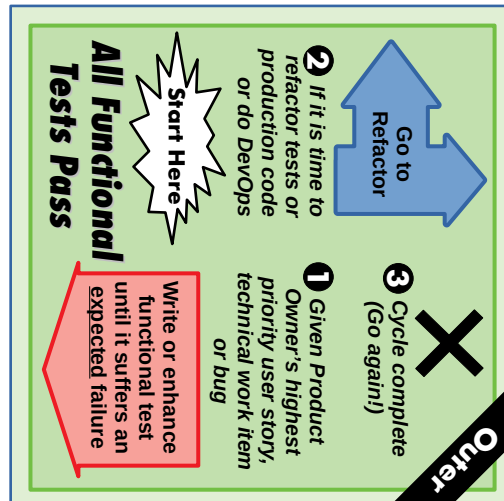


This cube walks you through a no-shortcuts, Outside-In Test-Driven Development (TDD) workflow that you will be using while training and whenever you need a rigorous process on the job.

Use the up-facing side of the cube to keep track of where you are in the workflow and what to do next.



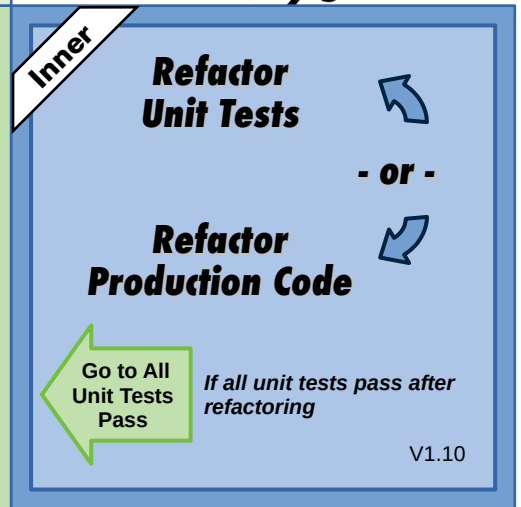
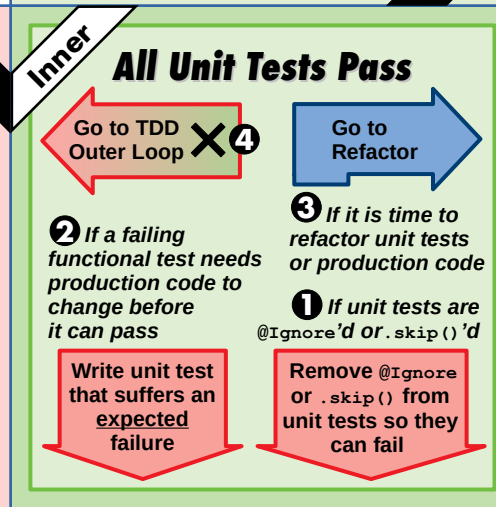
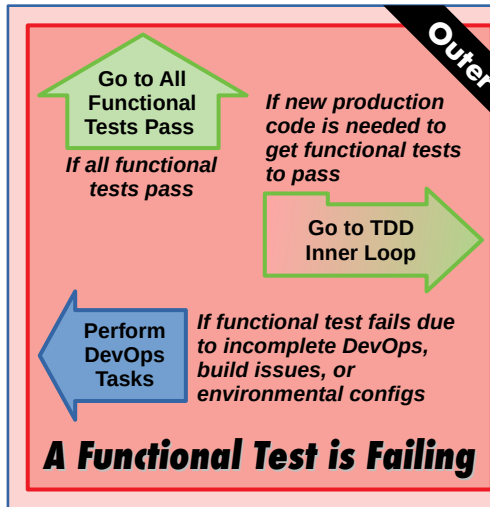
Materials needed -

- 7 pieces of clear tape cut to the length of a cube edge
- 1 piece of paper towel or cardstock

Directions -

1. Cut out the t-shaped cube faces as a single piece
2. Crease along cube face edges
3. Fold into cube shape and tape the seven adjacent edges together

To stiffen cube sides: back paper with cardstock, or before sealing cube 'lid', stuff in a loosely balled-up paper towel



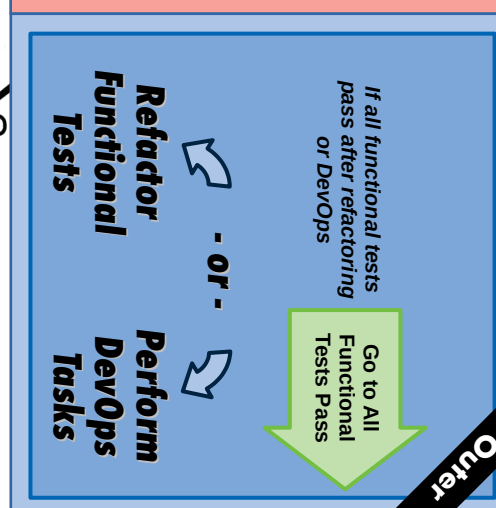
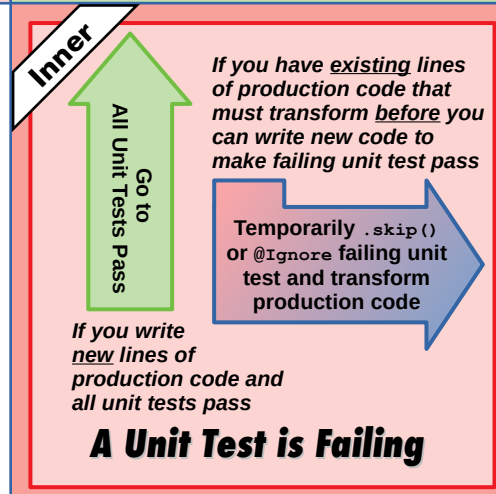
Refactoring is the process of restructuring existing computer code without changing its external behavior.

Refactoring website
goo.gl/iGbcGa
 Refactoring catalog
goo.gl/VykPMY

Existing production code often needs to be restructured into a more complex form before it can play host to new production code. We call this kind of refactoring a **transformation**.

Repeated transformations of the same production code tends to predictably increase in complexity as your program develops over time. The theory of this progression is captured in the **Transformation Priority Premise**.

TPP wiki
goo.gl/HCEBoZ
 TPP lecture
goo.gl/uKZiqS



The 3 laws of the TDD inner loop

1. You are not allowed to write any new production code unless it is to make a failing unit test pass
2. You are not allowed to write any more of a unit test than is sufficient to fail; compilation failures qualify as failures
3. You are not allowed to write any more production code than is sufficient to pass the one failing unit test

H.T. "Uncle Bob" Martin



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v1.10