DOJOS, KATAS & SENSEI

KAUNAS PHP v5 / MARIJUS KILMANAS / 2013

ABOUT ME

MARIJUS KILMANAS

SOFTWARE ENGINEER

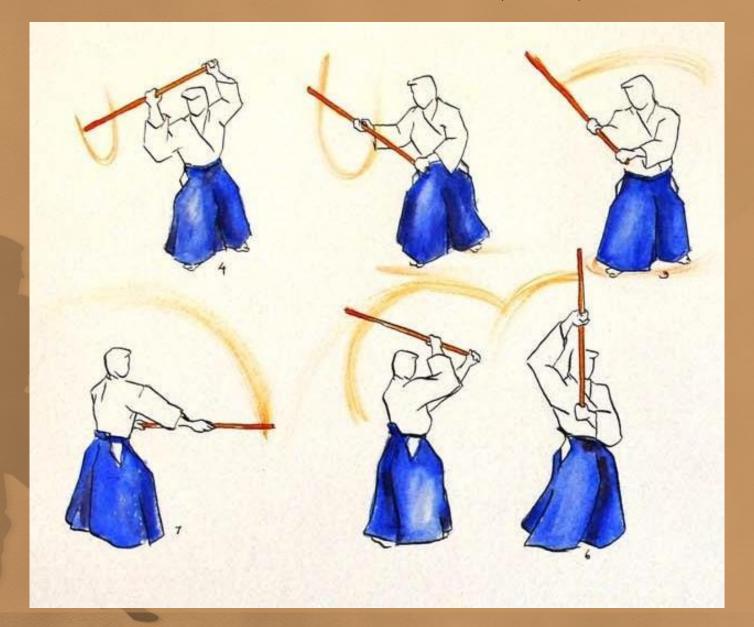
(A)INVIQA

- O HTTP://ABOUT.ME/MKILMANAS
- @MKILMANAS

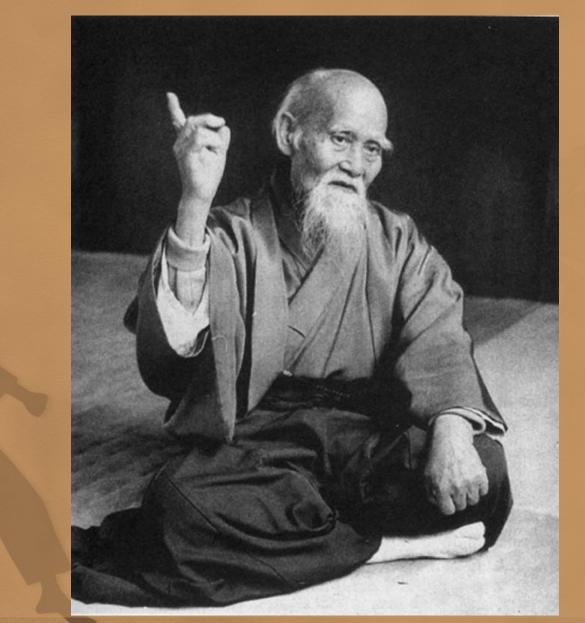
道場 - DOJO



型 OR 形 - KATA



先生 - SENSEI



DREYFUS MODEL OF SKILL ACQUISITION

EXPERT

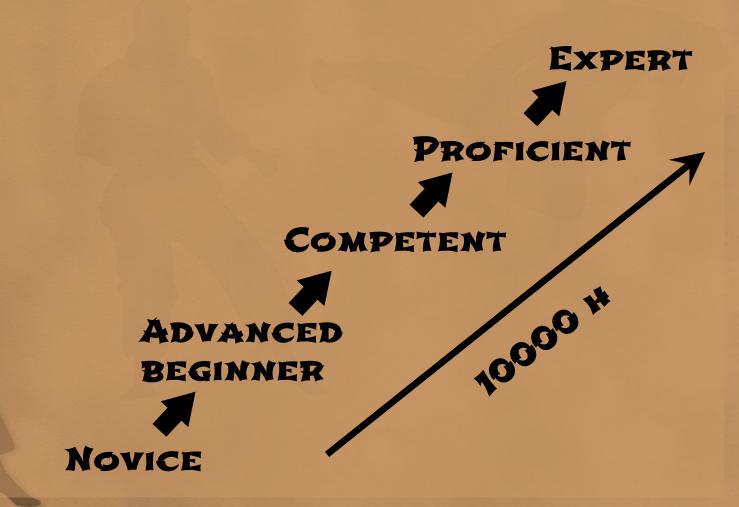


COMPETENT

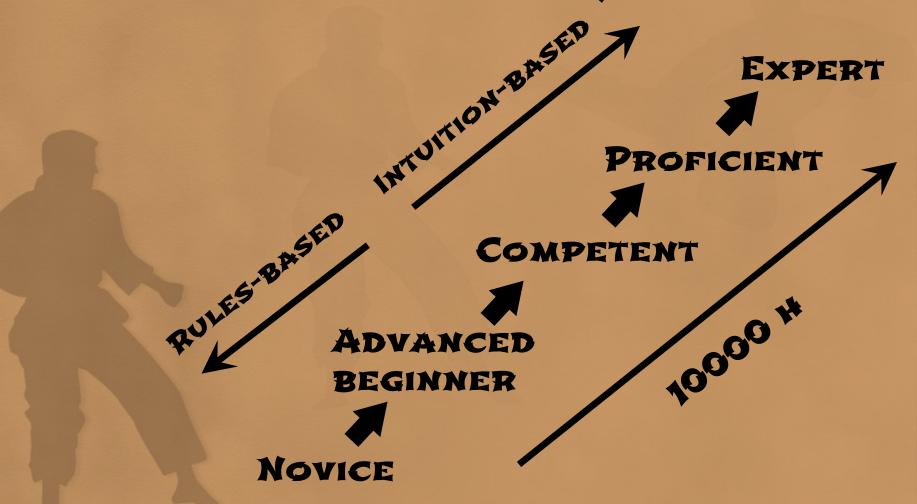
ADVANCED BEGINNER



DREYFUS MODEL OF SKILL ACQUISITION



DREYFUS MODEL OF SKILL ACQUISITION



PRACTICE MUST BE:

- FOCUSED
- GOAL-DIRECTED
- STRETCH YOUR ABILITIES
- GIVE CONTINUOUS FEEDBACK
- FOLLOWED BY SELF-REFLECTION

CODE KATA

- TIME TO IMPROVE SKILLS
- FOCUS ON PROCESS, NOT THE RESULTS
- PRACTICE
- REPETITION
- TDD

CODE KATA

- UNINTERRUPTED
- CHALLENGING
- No pressure (no competition)
- MISTAKES ARE GOOD
- SMALL STEPS

CODE KATA

IDEAS:

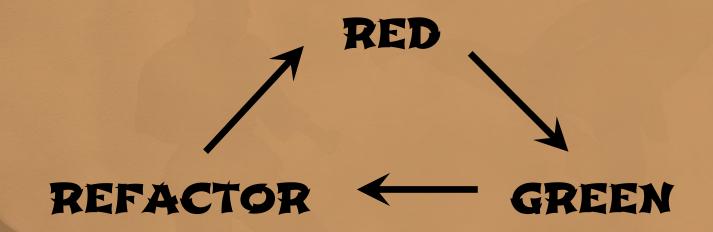
- FIZZBUZZ
- STRING CALCULATOR
- CODE BREAKER
- BOWLING GAME

MORE AT:

- http://codekata.pragprog.com/codekata/
- http://www.wiredtothemoon.com/2012/12/12-tdds-of-christmas/
- http://codingdojo.org/cgi-bin/wiki.pl?KataCatalogue

TEST DRIVEN DEVELOPMENT

TDD CYCLE



3 LAWS OF TDD

- 1. Don't write any code unless you are making the failing test pass
- 2. Don't add to the test more than necessary to make the test fail
- 3. Only write enough code to make the one failing test pass

4 RULES OF SIMPLE DESIGN

- 1. ALL THE TESTS PASS
- 2. Expresses every idea we need to express
- 3. CONTAINS NO DUPLICATION
- 4. MINIMIZE THE NUMBER OF CLASSES, METHODS AND OTHER MOVING PARTS

PAIR PROGRAMMING

- FLOW OF KNOWLEDGE
- EXCHANGE OF IDEAS
- BETTER DESIGN
- REDUCED DEFECTS
- IMPROVED DISCIPLINE
- BETTER TIME MANAGEMENT
- CONFIDENCE

TDD PING PONG

- FIRST PERSON WRITES A TEST
- SECOND PERSON WRITES CODE TO PASS THE TEST
- BOTH REFACTOR
- SECOND PERSON WRITES A TEST
- FIRST PERSON WRITES CODE
- BOTH REFACTOR
- REPEAT

CODE CLUB

- CHOOSE YOUR KATA
- SET SESSION TIME E.G. 3x20MIN
- PAIR PROGRAMMING
- Delete code after each session
- REMEMBER TO DO REFLECTION AFTERWARDS

CODE RETREAT

- Long Session E.G. 4x1 Hour
- DISCUSS WHAT HAPPENED
- PROBLEM IS MORE COMPLEX
- E.G. GAME OF LIFE

CODE DOJO

- CHOOSE YOUR KATA
- ONE PROJECTOR
- ONE IDE
- ONE PAIR
- SENSEI GUIDES THE SESSION
- LEARN FROM THE GROUP
- CHANGE EVERY N MINUTES

EXTRA CHALLENGES

- METHOD LENGTH LIMIT
- No Mouse
- NO LOOPS
- No IF/ELSE/SWITCH
- REFACTOR AT LEAST 3 TIMES
- NO STATE

CONTROVERSY

- DAN NORTH: @ http://youtu.be/SPj-23z-hQA
- KATA AIMS TO MINIMIZE VARIANCE
- SOFTWARE DEVELOPMENT IS ALL ABOUT MAXIMIZING IT

PROBLEM?

CONTROVERSY

NO

- PRACTICE THE PROCESS, NOT THE RESULT
- TDD MUST BE IN YOUR BLOOD
- DESIGN HAS TO BECOME INTUITIVE

"Practice does not make perfect."

Only perfect practice makes perfect."

Vince Lombardi

QUESTIONS?



WE ARE HIRING

- SENIOR SOFTWARE ENGINEERS
- LOOKING FOR THE BEST OF THE KIND
- WE DO DELIBERATE PRACTICE
- ... Amongst many other things

LET'S TALK IF YOU ARE INTERESTED

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- http://inviqa.com/

有難う - THANK YOU!

AND KUDOS TO @CAKPER FOR PUBLICLY SHARING http://www.slideshare.net/cakper/2013-0617-php3-city-code-dojo

