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# TENNIS REFACTORING KATA

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by Emily Bache

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[github.com/martinsson/Tennis-Refactoring-Kata](https://github.com/martinsson/Tennis-Refactoring-Kata)





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# POURQUOI?

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- Expression du métier
  - Petits pas
  - Refactorings automatiques
  - Reduction de complexité cyclomatique
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# INSTRUCTIONS

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- Clone the repo [github.com/martinsson/Tennis-Refactoring-Kata](https://github.com/martinsson/Tennis-Refactoring-Kata)
  - Set the auto test runner
  - Start with TennisGameI
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# RETROSPECTIVE

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- How did it feel working with rapid tests?
  - How did it change how you worked
  - The constraints, how did they change the way you worked?
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# INTERESTING SOLUTIONS

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- 2D array
  - Polymorphic
  - Pattern matching
  - Decision trees, with home-made pattern matching
  - Type-Driven
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