

# INTRO



{

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LAMBRET

AGE: OX28

JOB: BACKEND  
DEVELOPPER

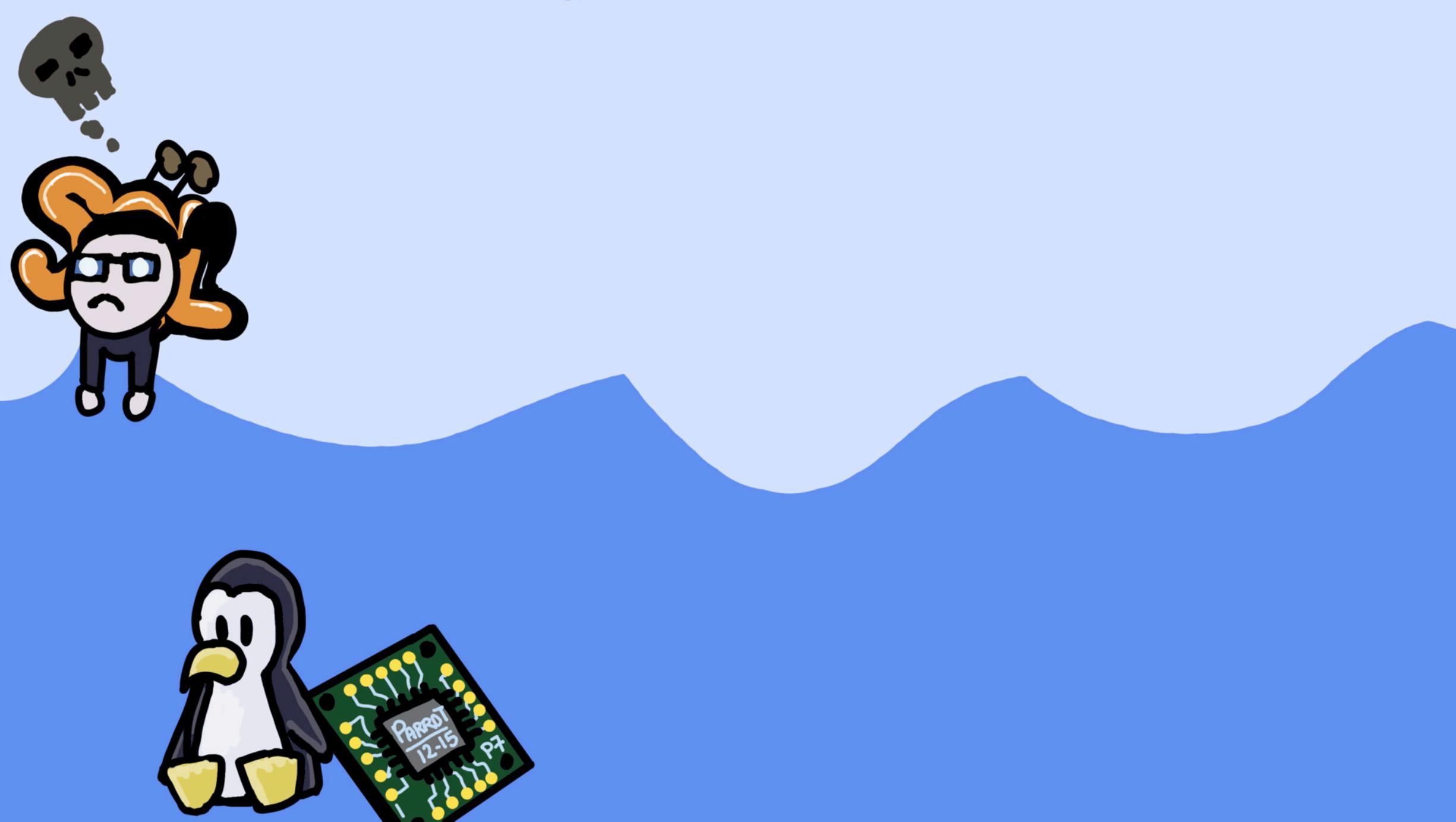
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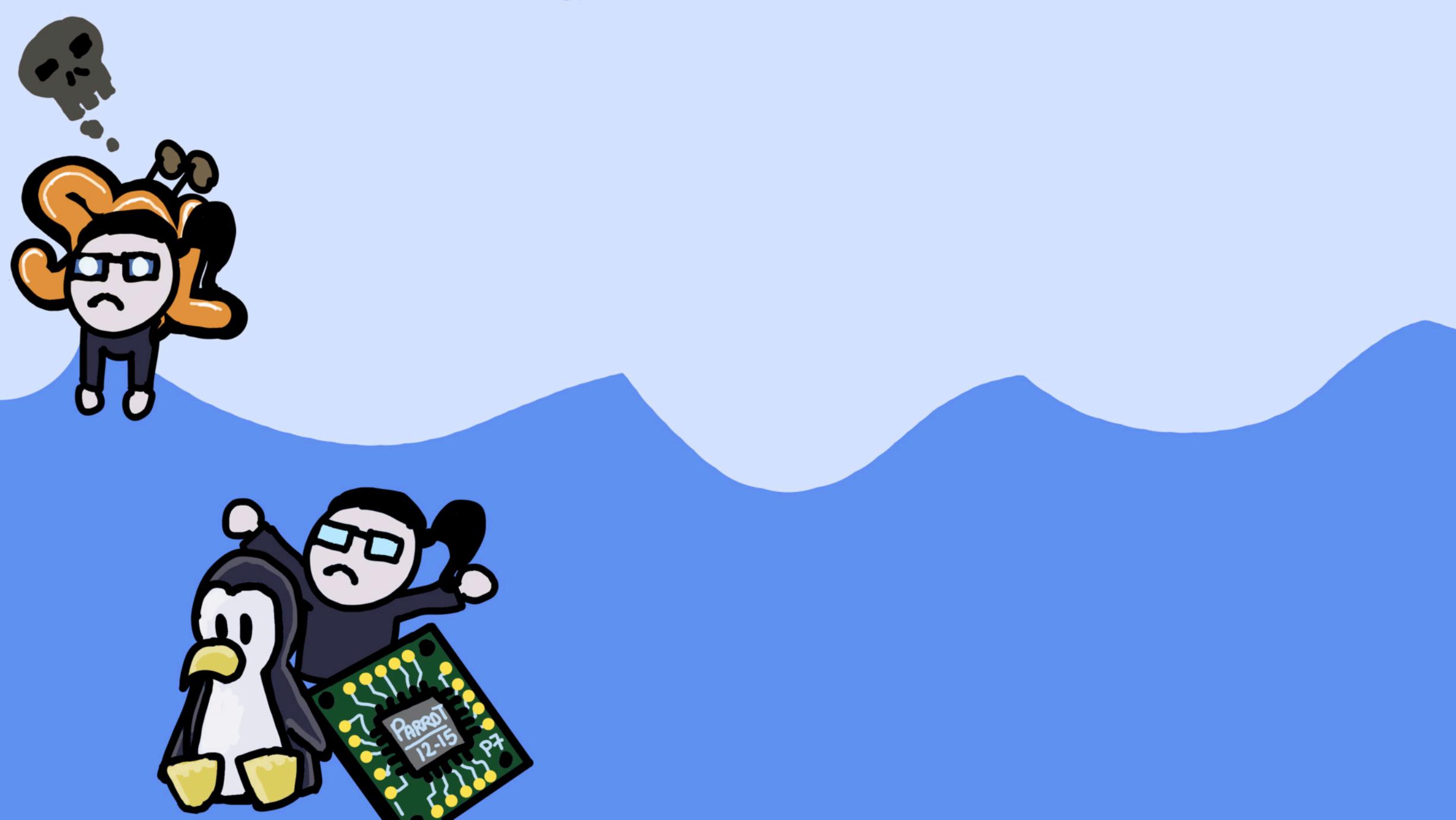
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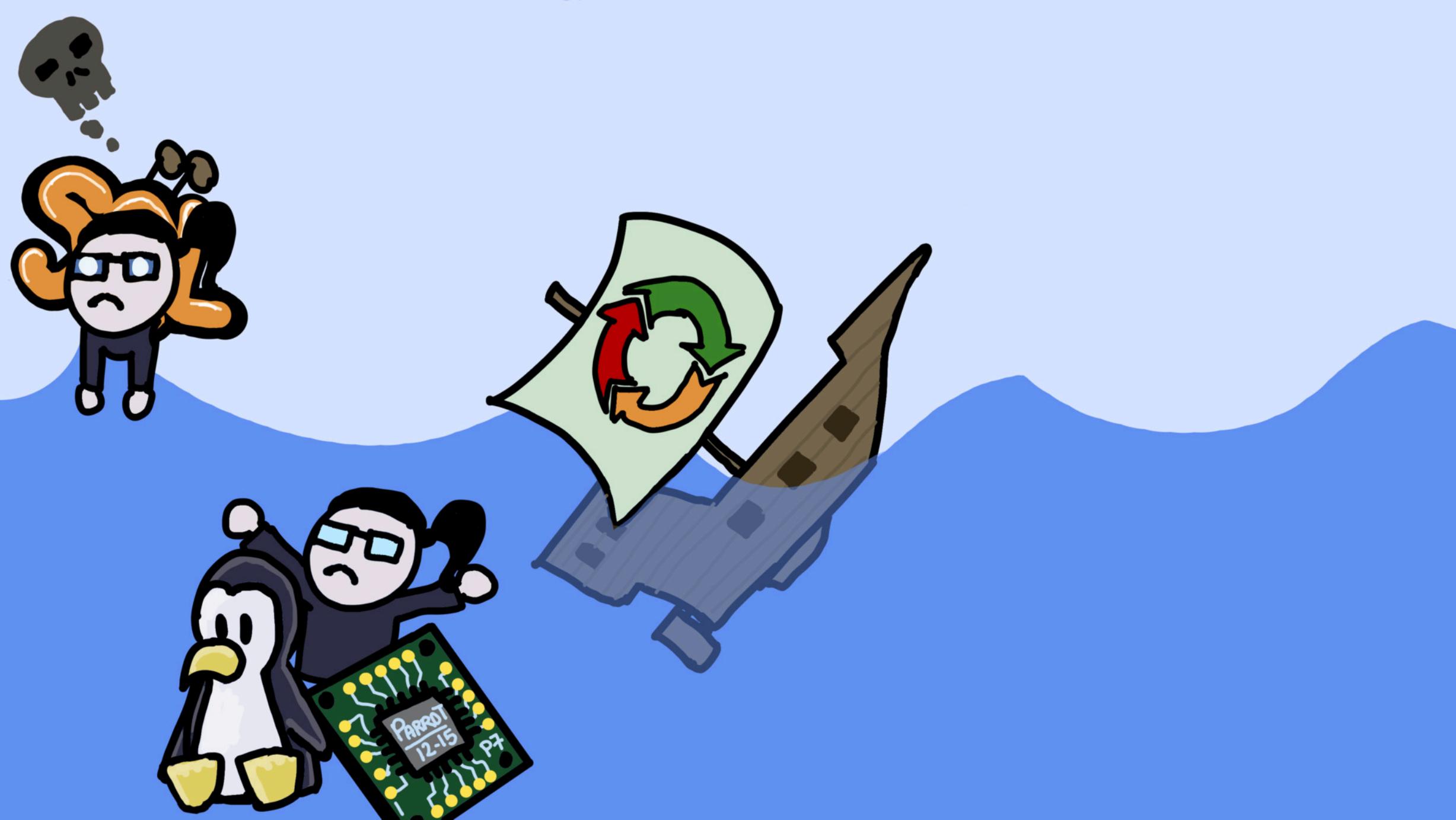
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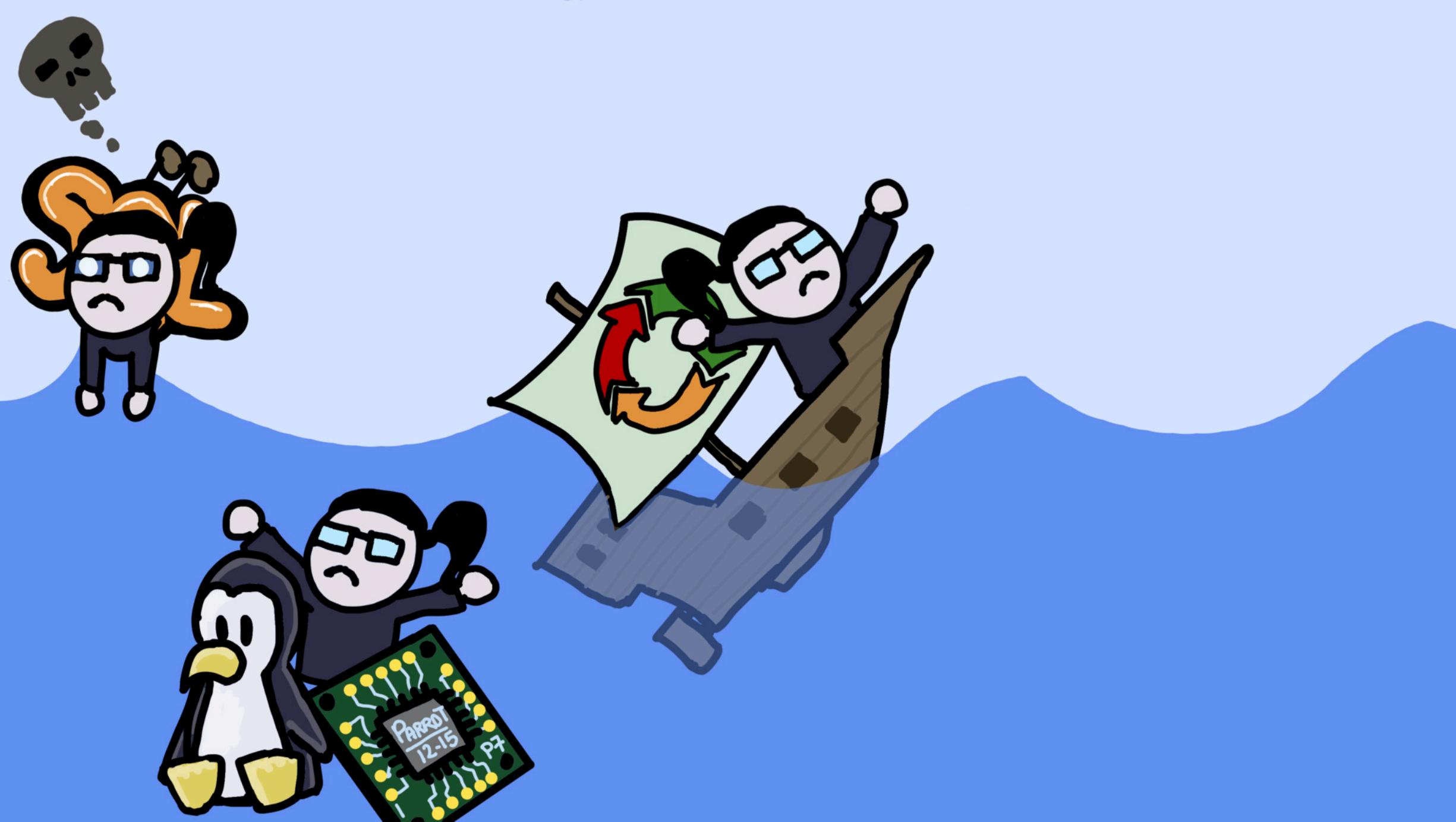


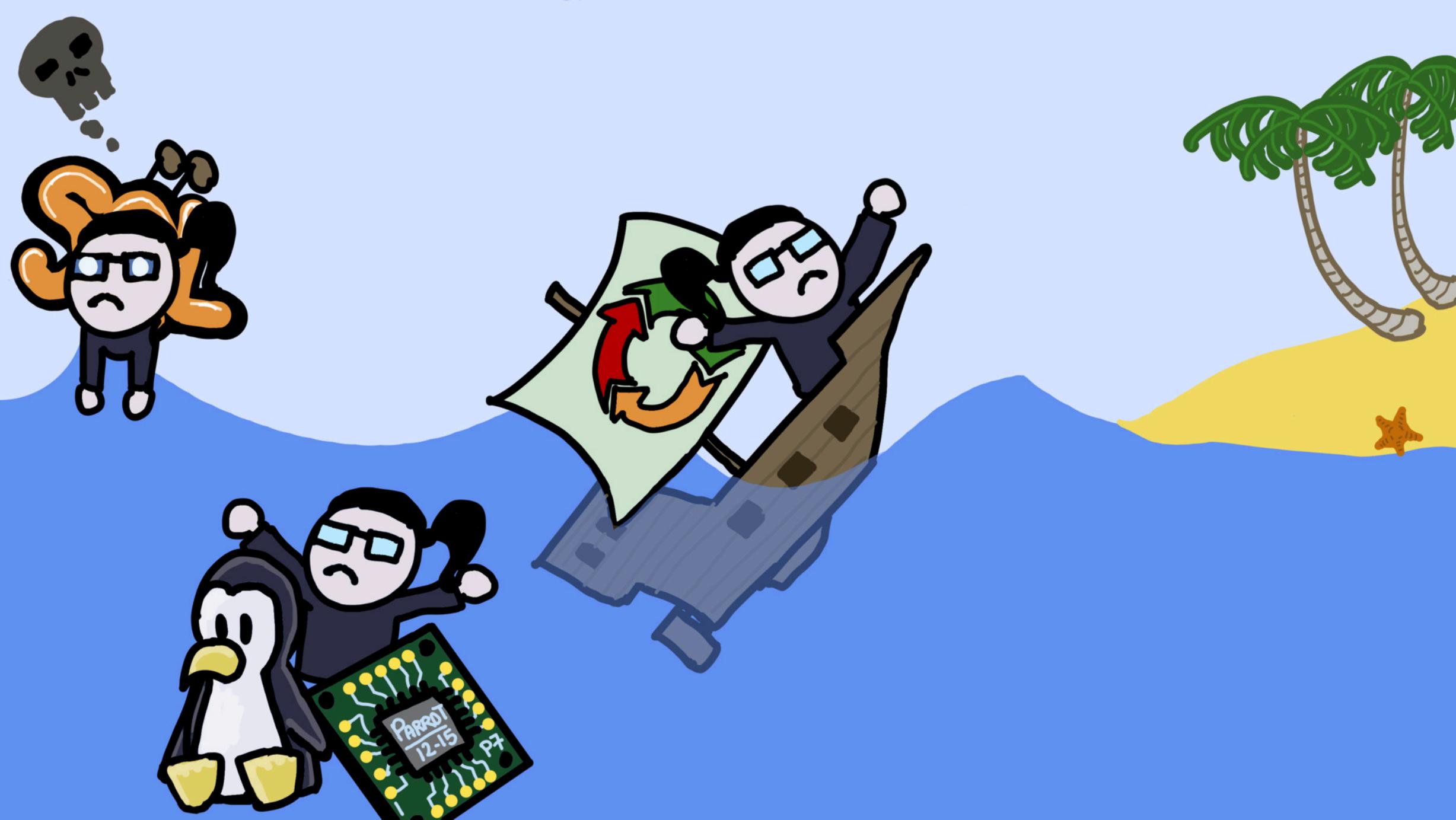


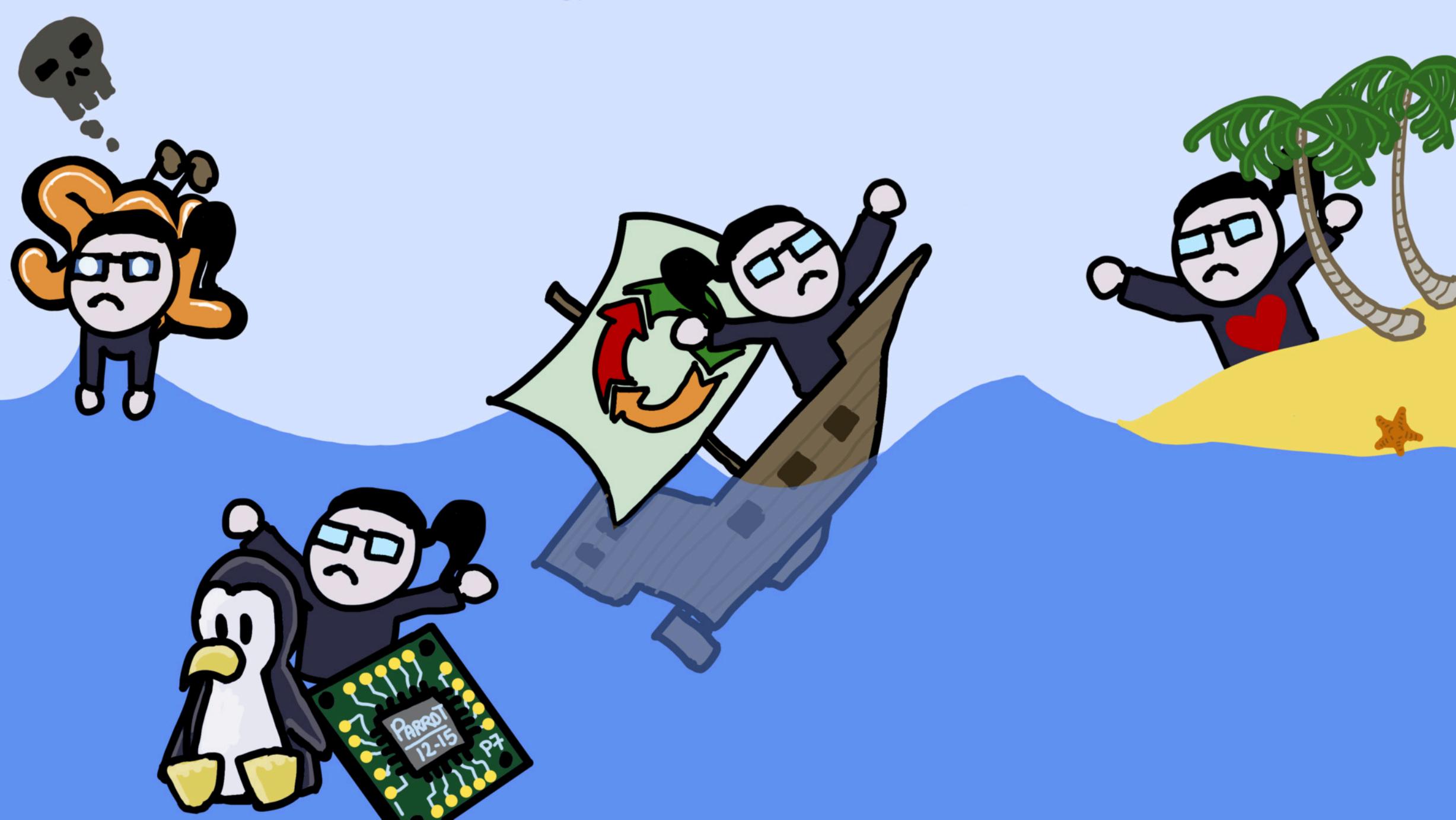


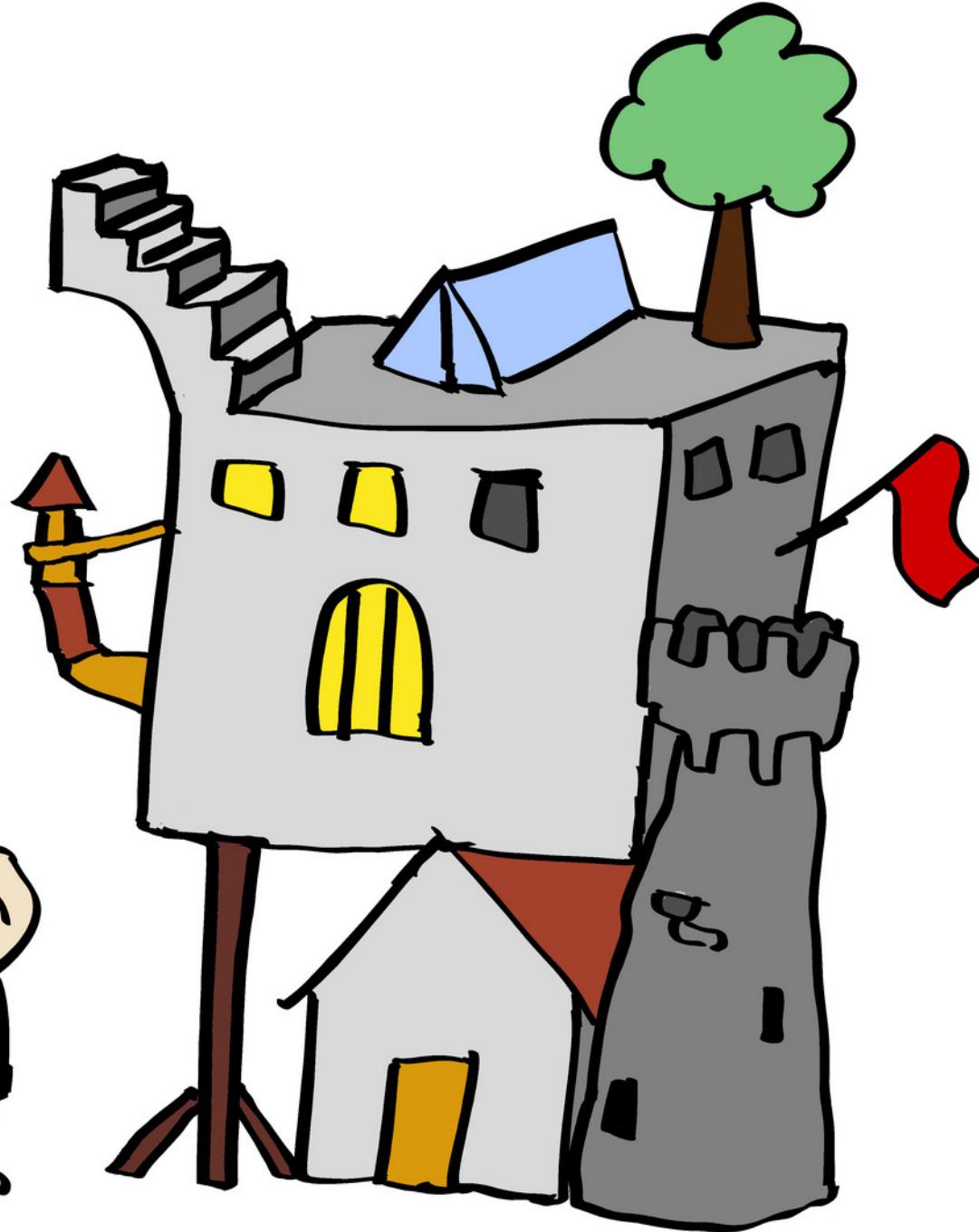
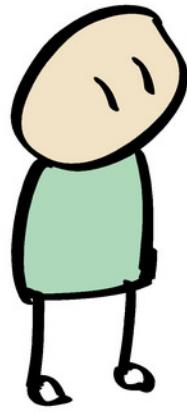


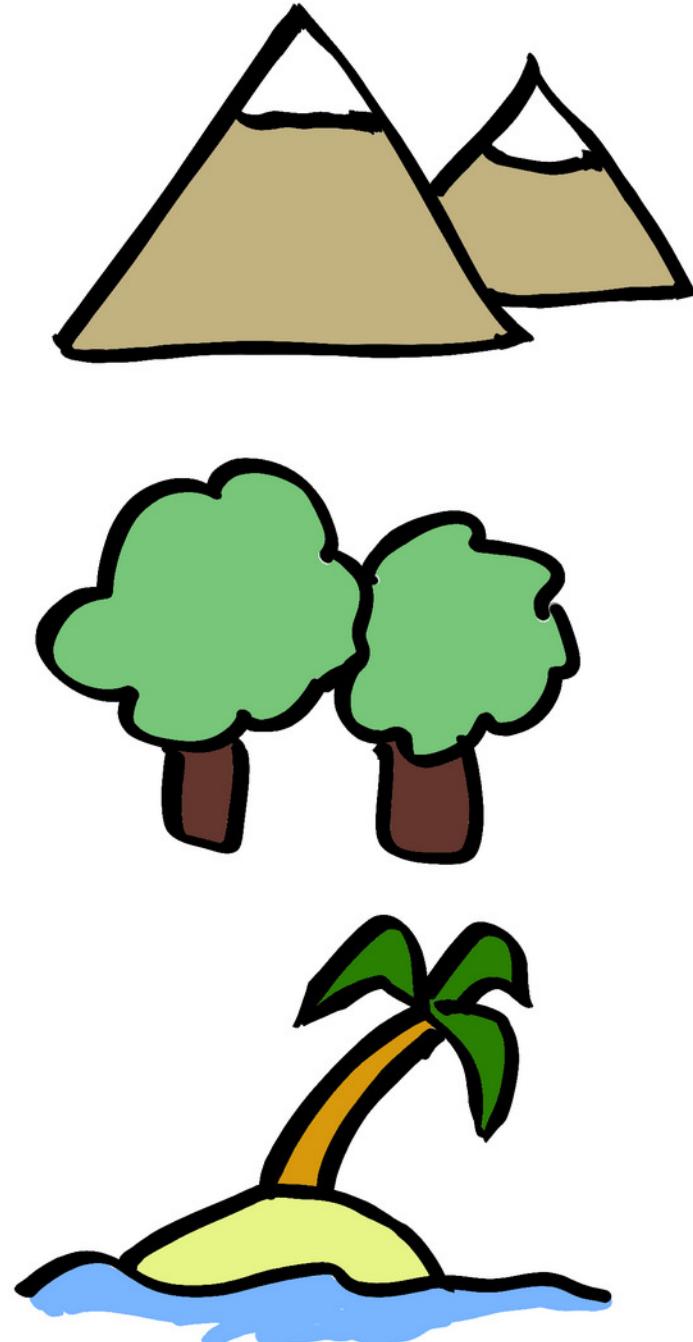
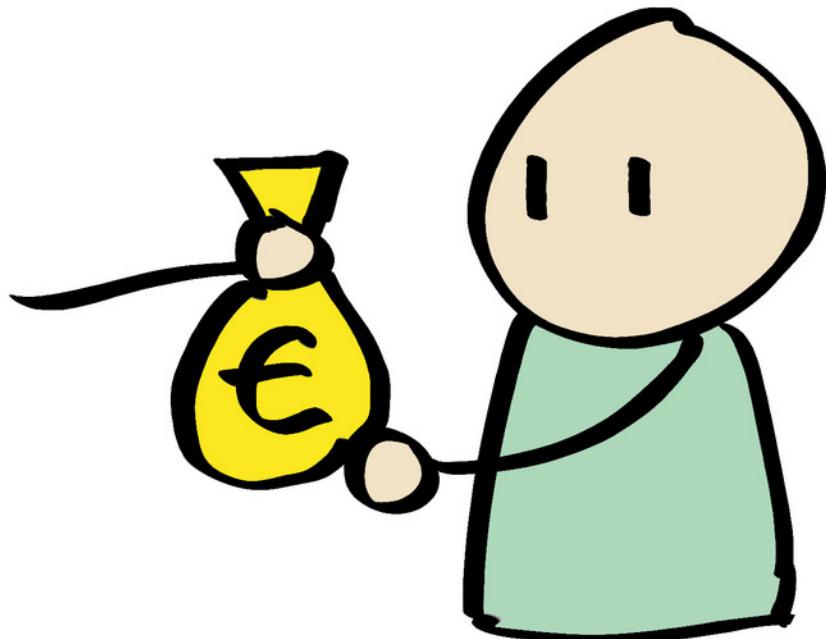


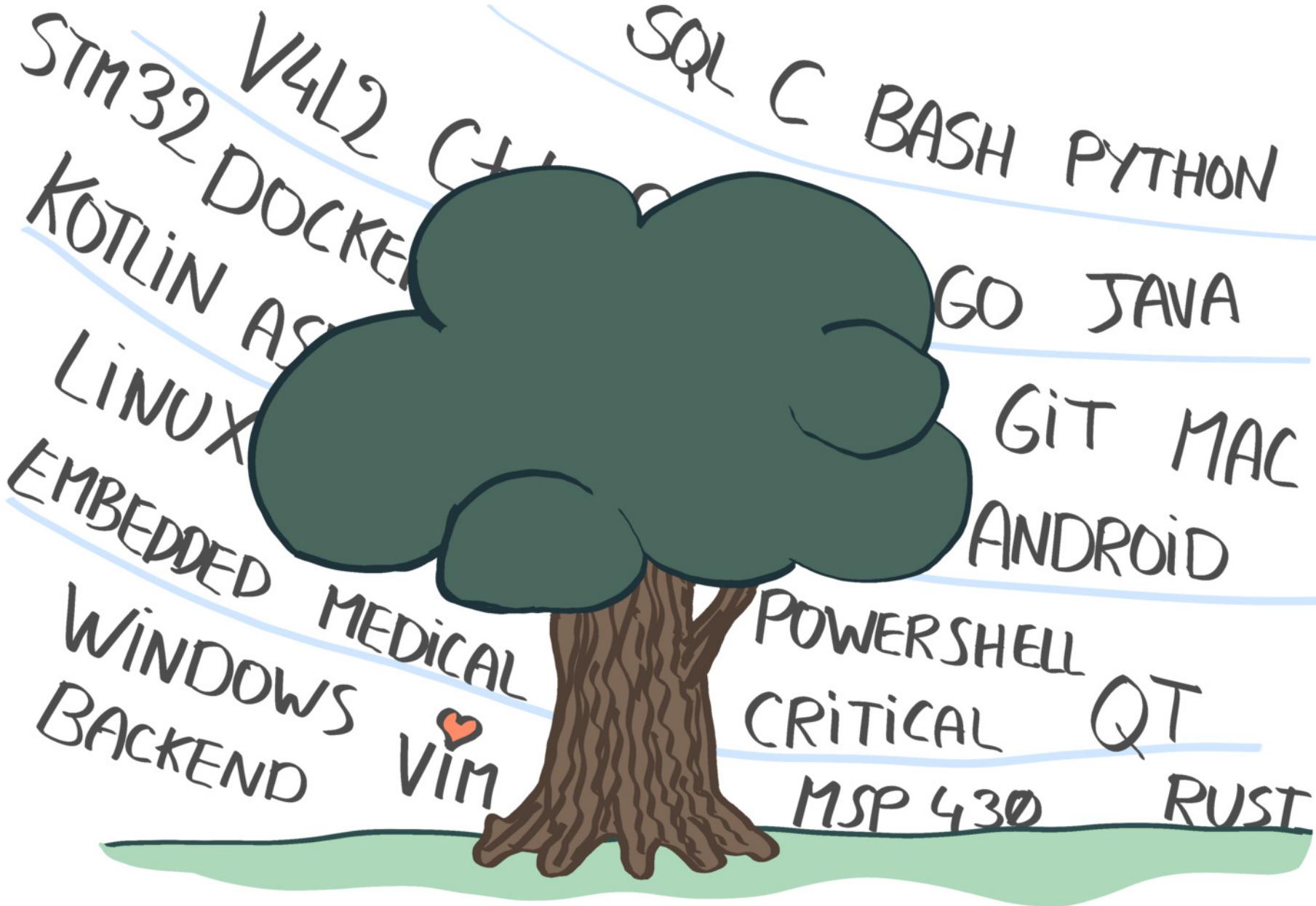


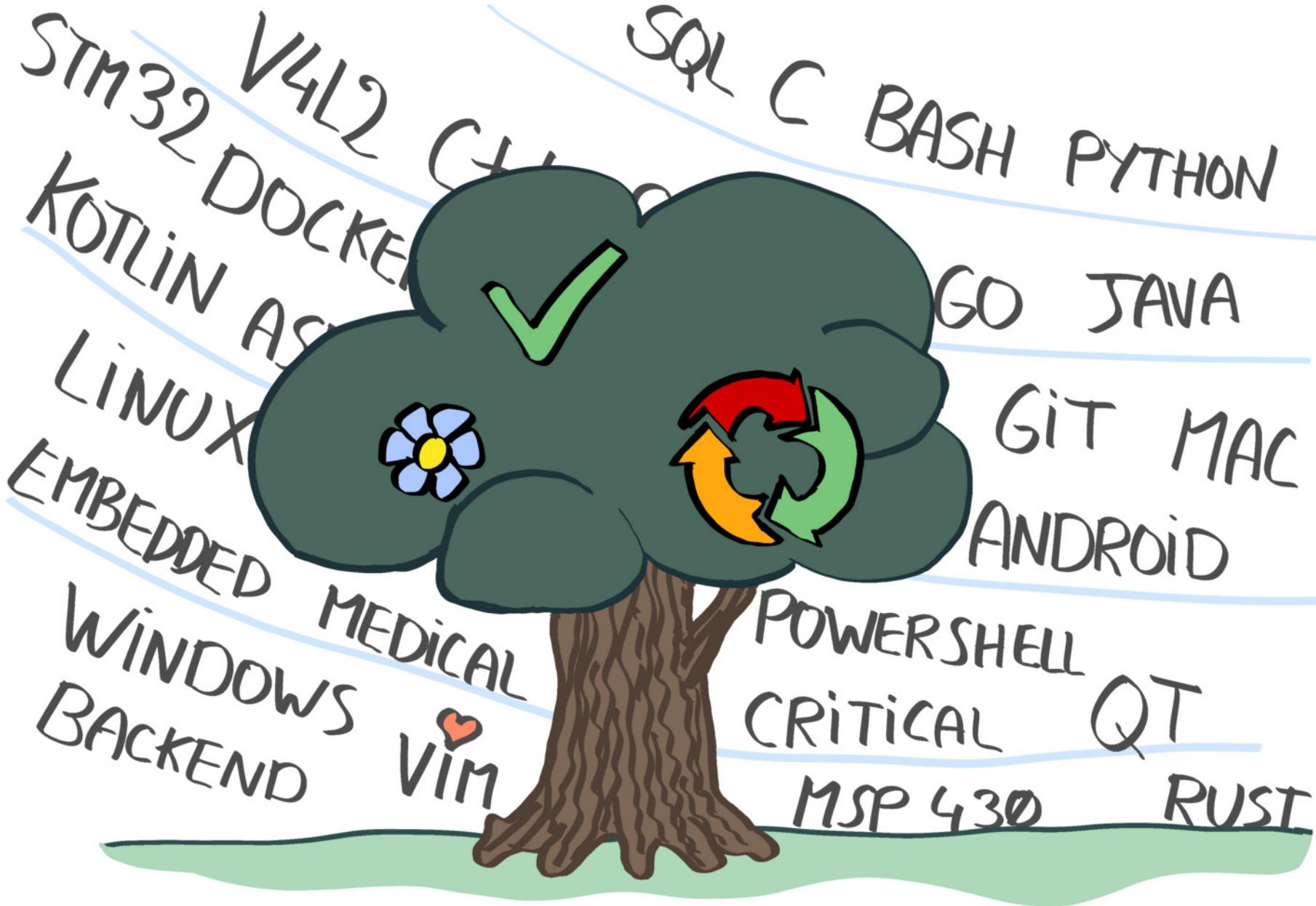




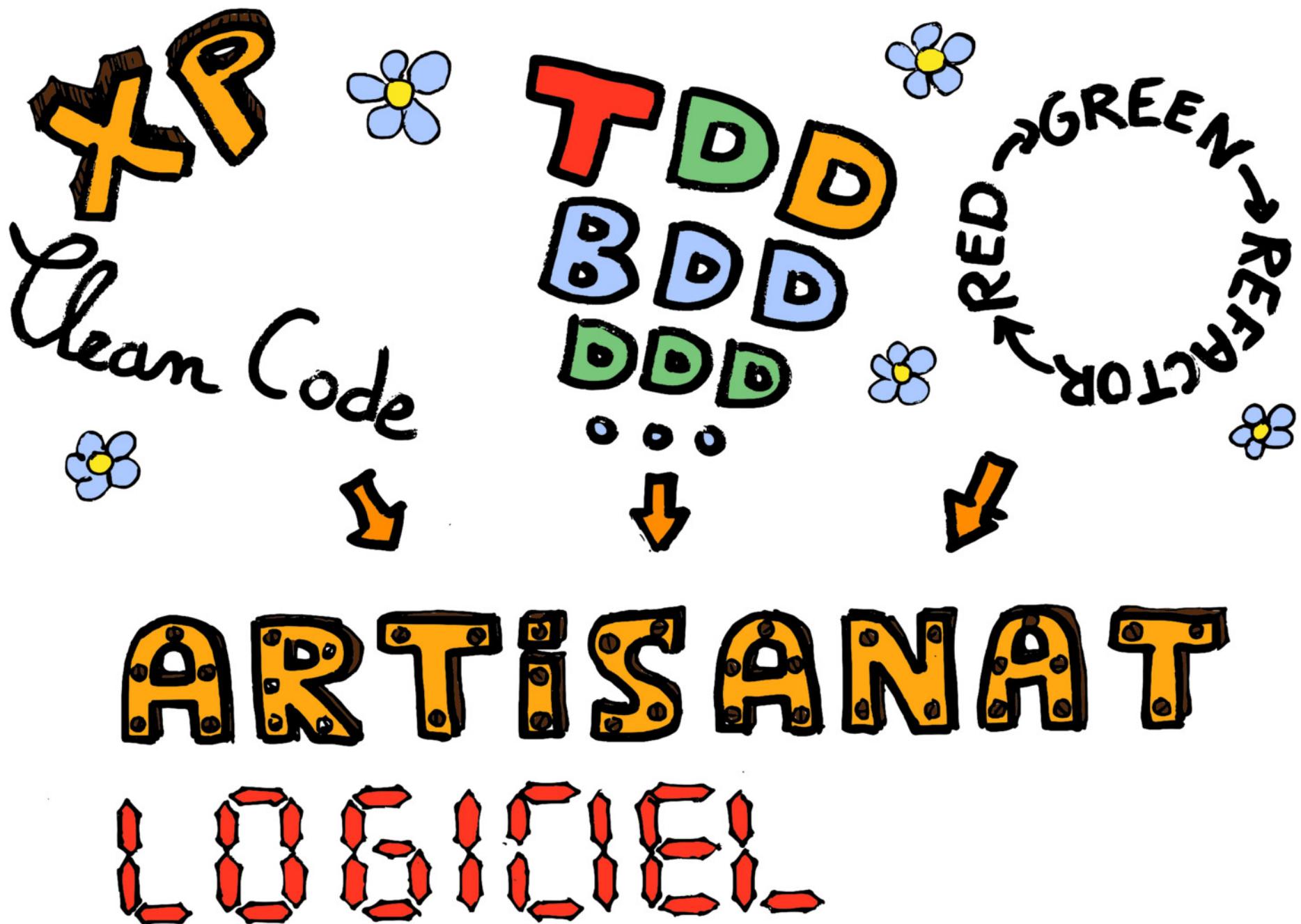






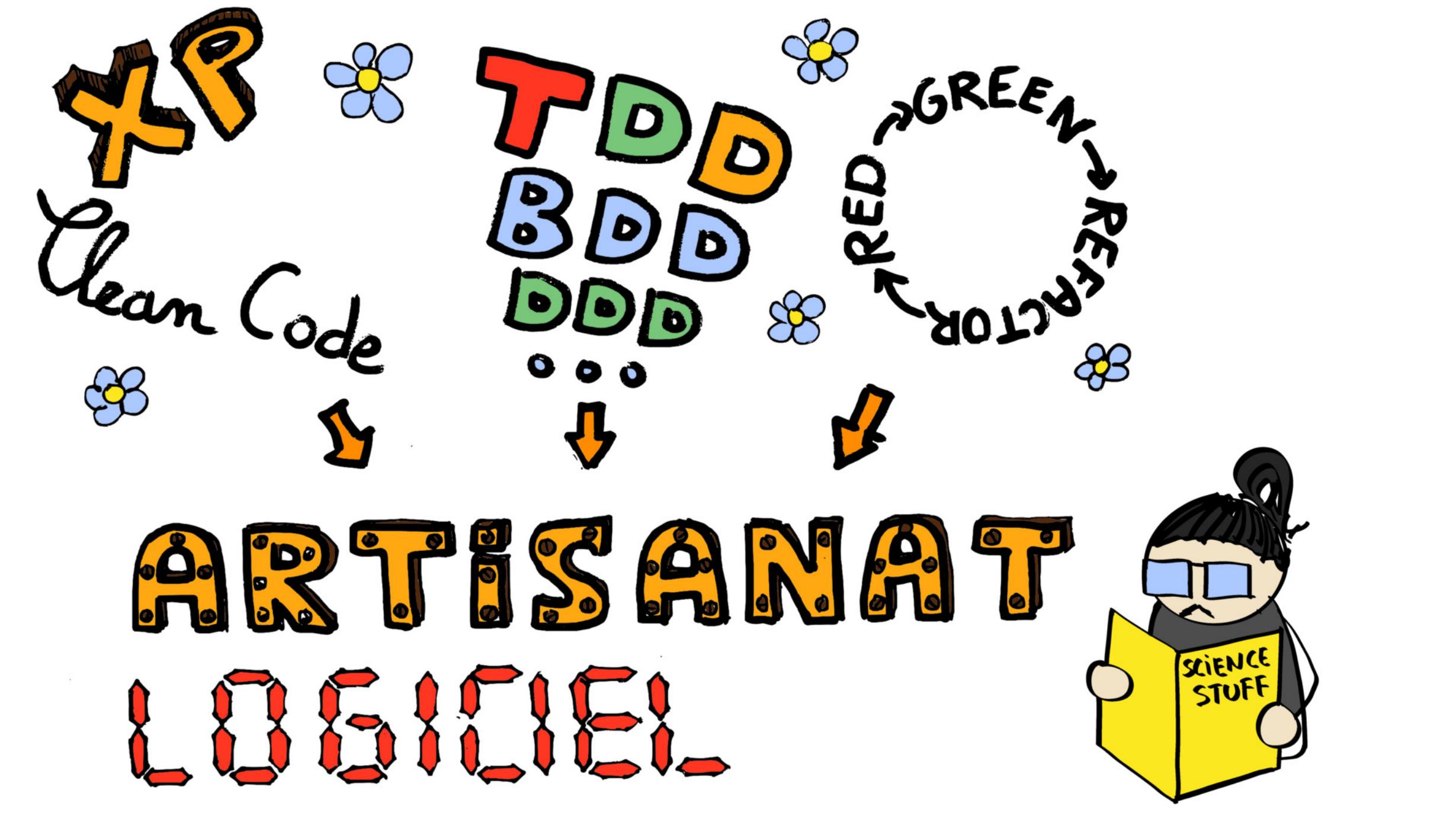






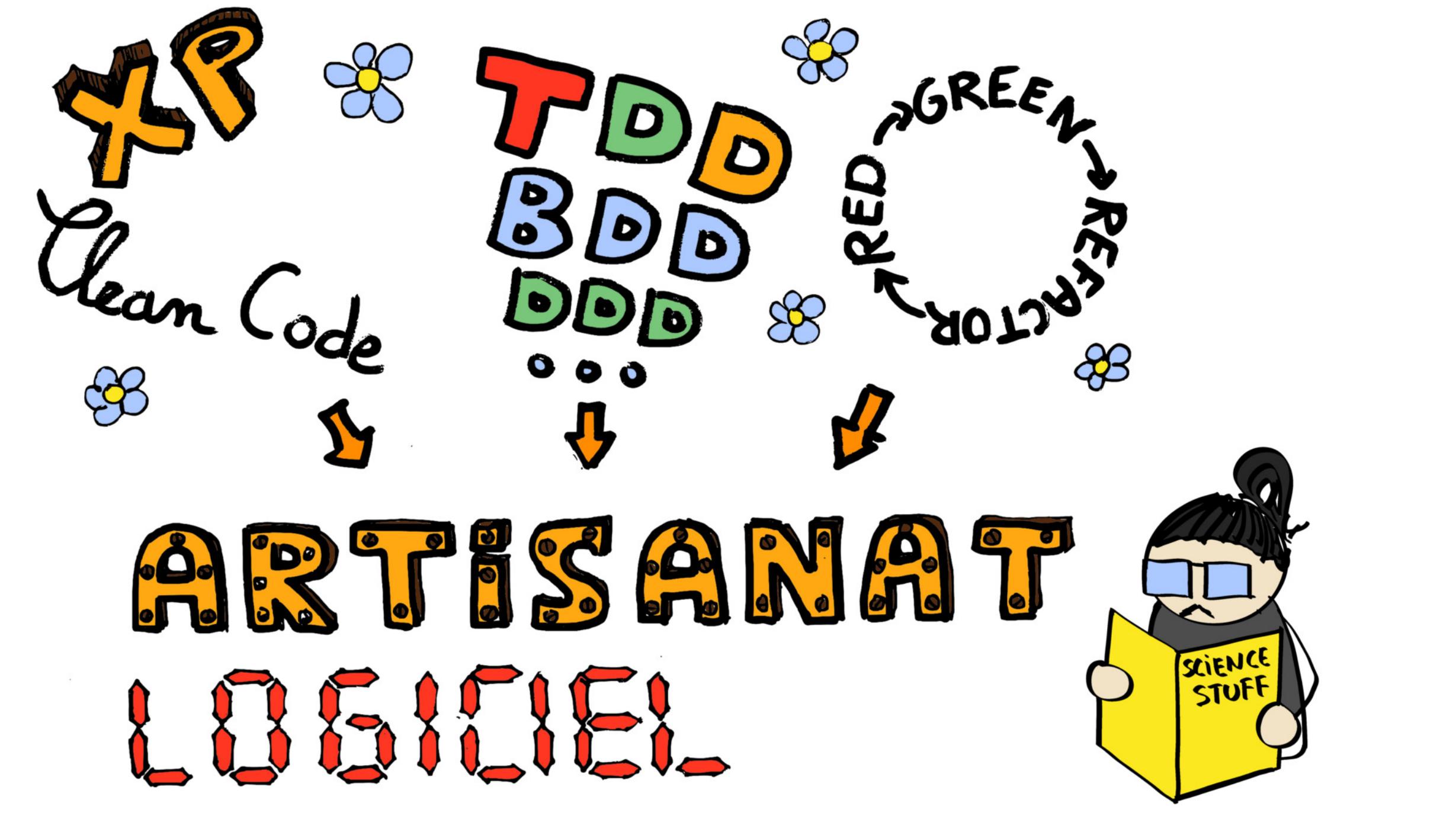
**XP**

Clean Code



TDD  
BDD  
DDD

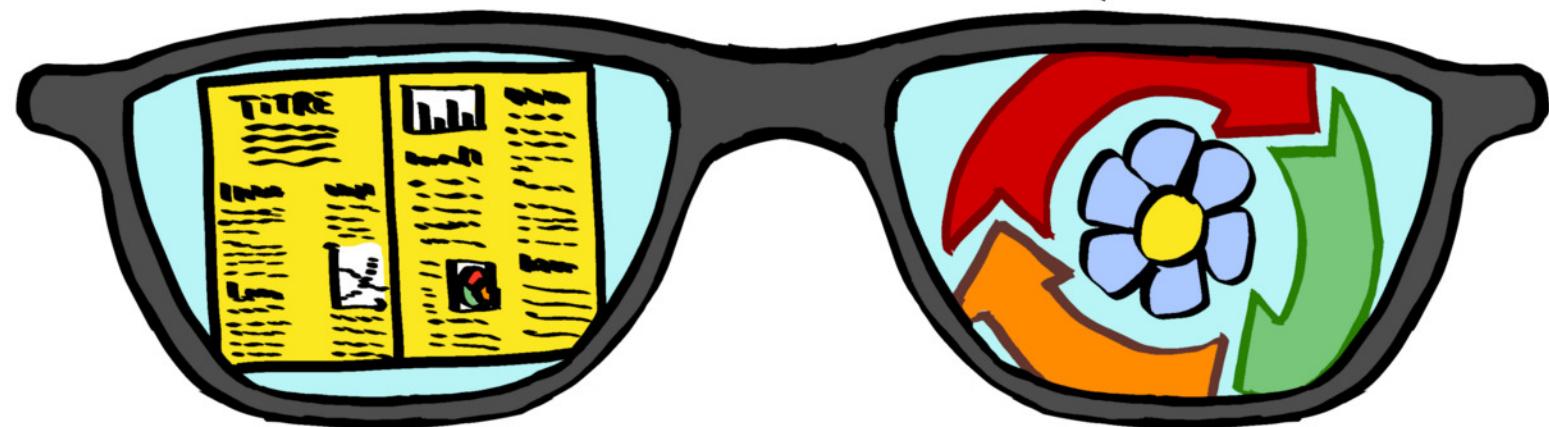
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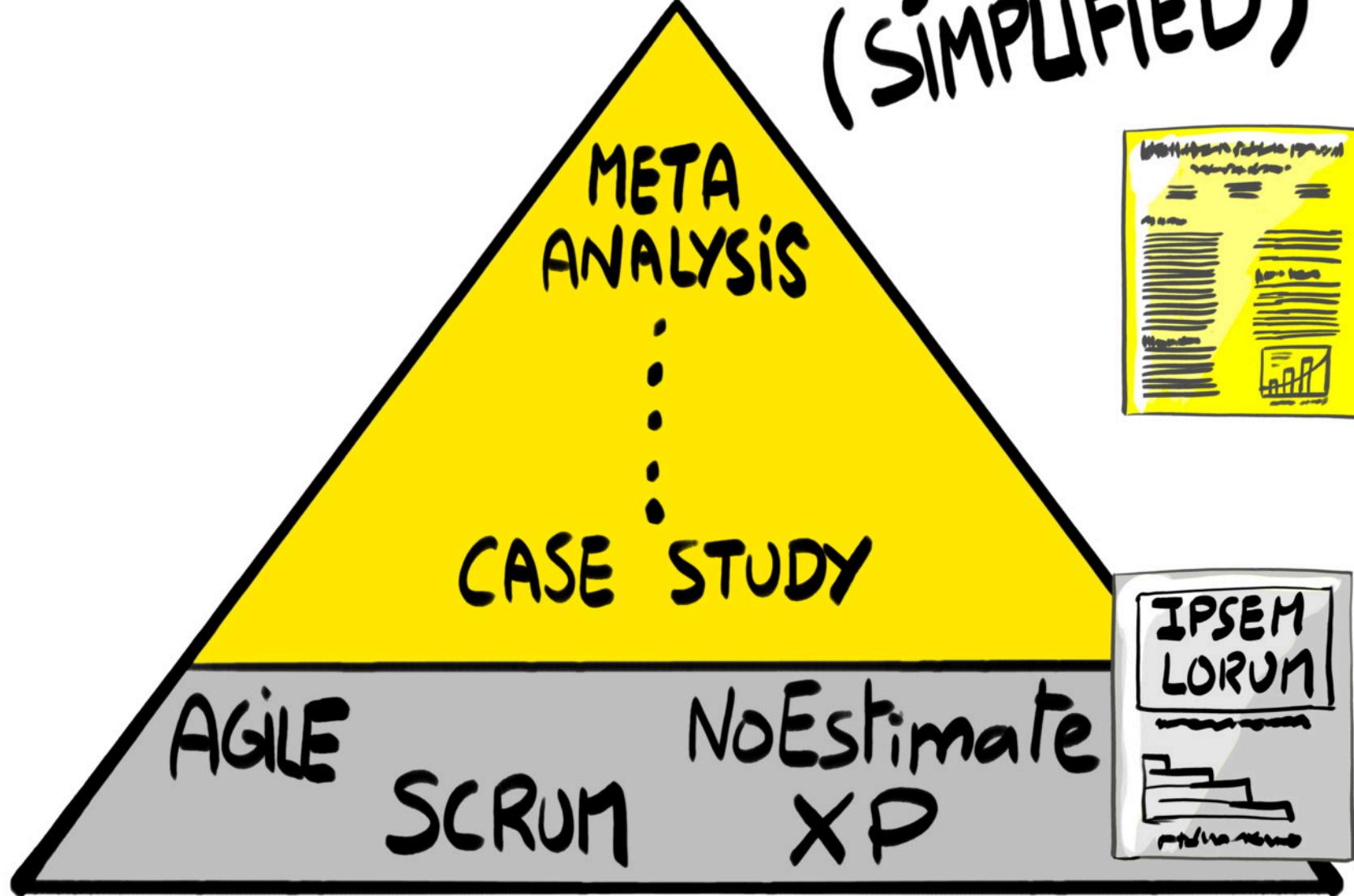
ARTISANAT  
LOGICIEL

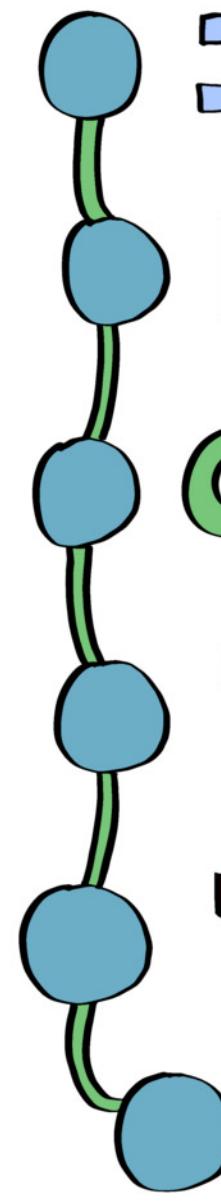
UN POINT  
ZÉTÉTIQUE

LE TDD  
SANS  
COMMENCER  
PAR LES TESTS?



# LEVELS OF EVIDENCE (SIMPLIFIED)





**INTRO**

**FUNCTION**

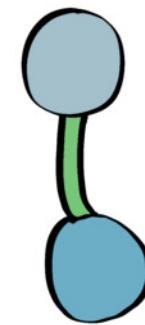
**FUNCTION**

**CLEAN CODE**

**TDD**

**TDD vs ITL**

**Conclusion**

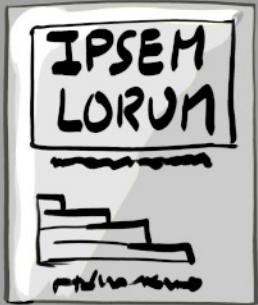


INTRO

FUNCTION

FUNCTION

# CLEAN CODE: A HANDBOOK OF AGILE SOFTWARE CRAFTSMANSHIP



Martin, Robert

2008

# CLEAN CODE : TAILLE DES FONCTIONS

*The first rule of functions is that they should be small. The second rule of functions is that they should be smaller than that.*

# CLEAN CODE : TAILLE DES FONCTIONS

*Every function in this program was just two, or three, or four lines long. Each was transparently obvious. Each told a story. And each led you to the next in a compelling order. That's how short your functions should be !*

# CLEAN CODE : TAILLE DES FONCTIONS

*This is not an assertion that I can justify. I can't provide any references to research that shows that very small functions are better*

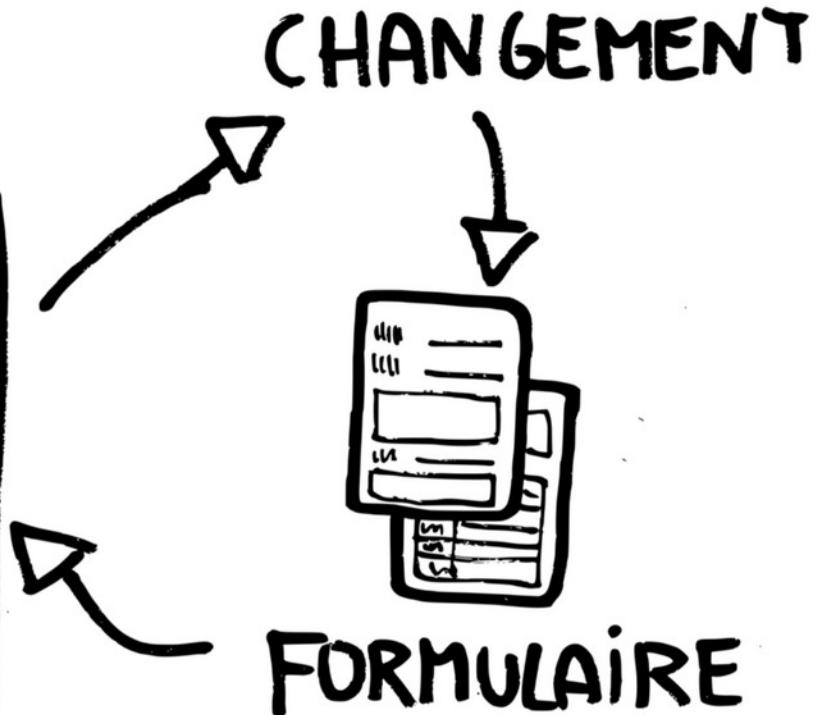
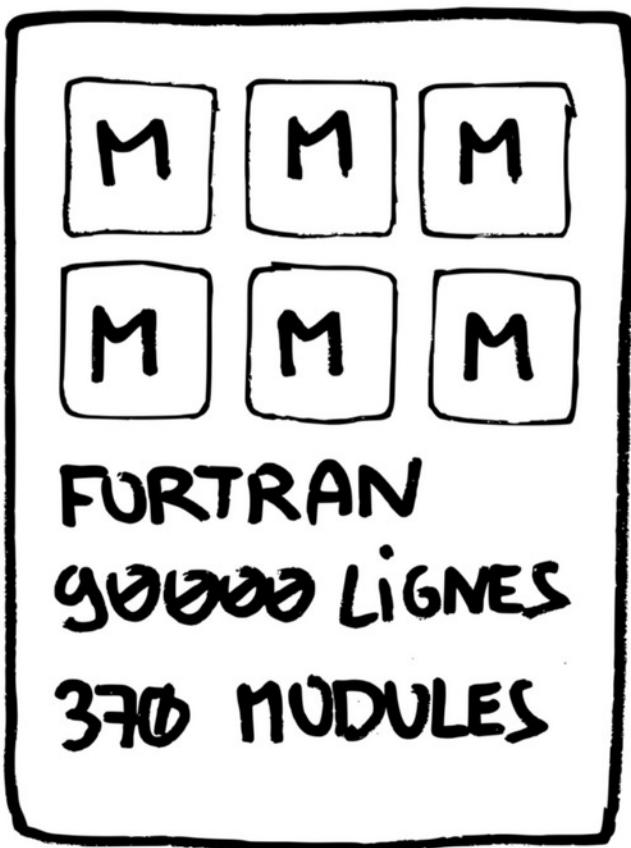
Pas de références ? Aucun soucis, c'est une telle évidence qu'on va trouver facilement :-)

# SOFTWARE ERRORS AND COMPLEXITY: AN EMPIRICAL INVESTIGATION

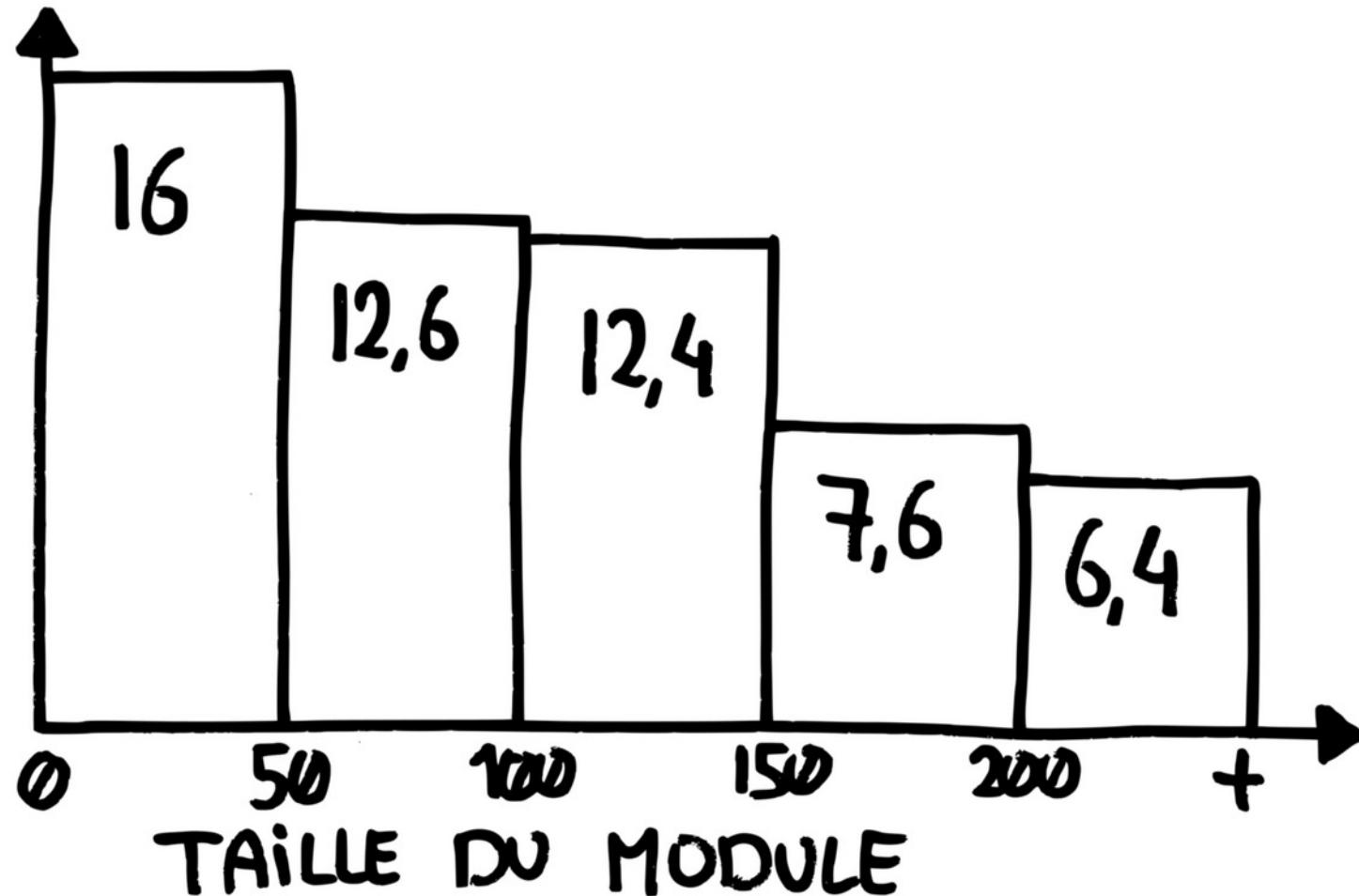


Basili, V. and Perricone, B.

1983



# ERREURS /1000 LIGNES



# CONCLUSION

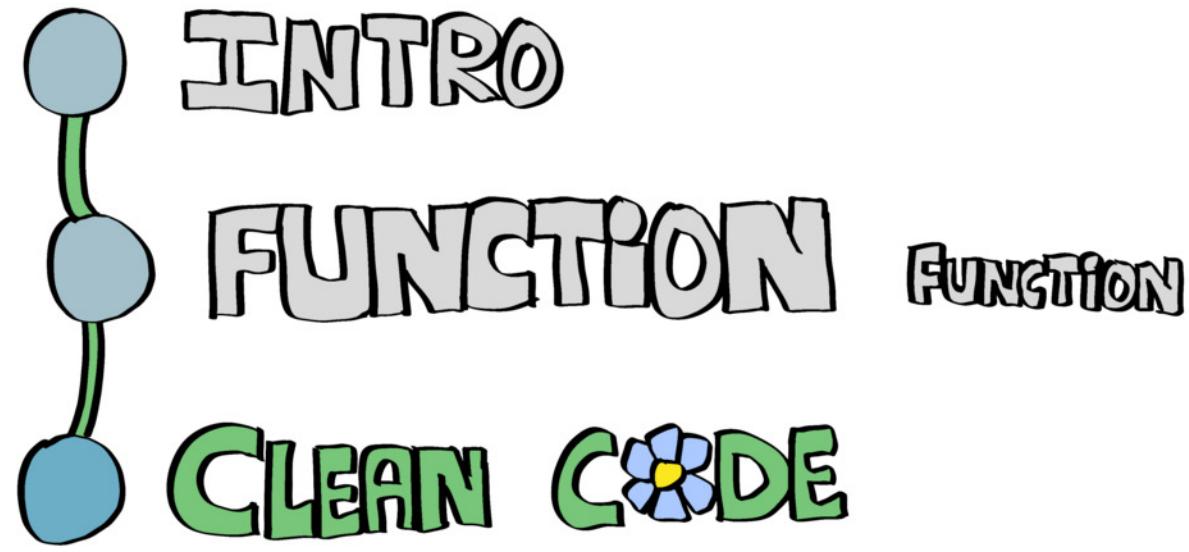
*One surprising result was that module size did not account for error proneness. In fact, it was quite the contrary [...]. This result implies we are not yet ready to put artificial limits on module size and complexity.*

# **MINCE ALORS !**

Les résultats ne sont pas ceux attendus !

Mais c'est une vielle étude. Maintenant, dans le contexte de Clean Code ça marche forcément !

C'est une telle évidence qu'on va trouver facilement :-)



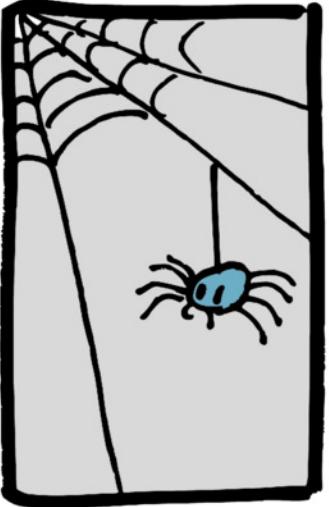
# EFFECTS OF CLEAN CODE ON UNDERSTANDABILITY



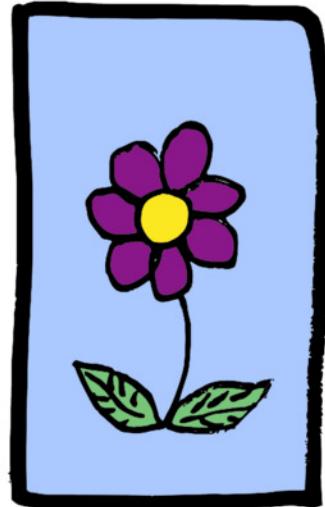
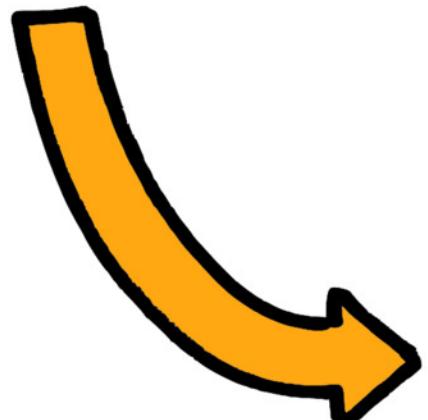
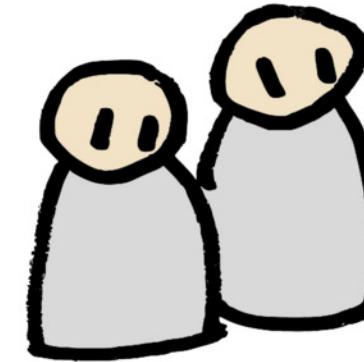
Henning Grimeland Koller

2016

JAVA



PAS D'BOL



WINNERS

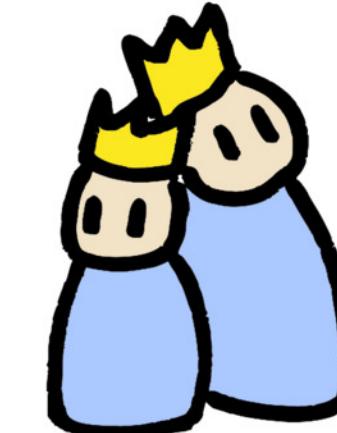


Figure 5.11: Second Run of the Experiment: Time used by participants on assignment 1

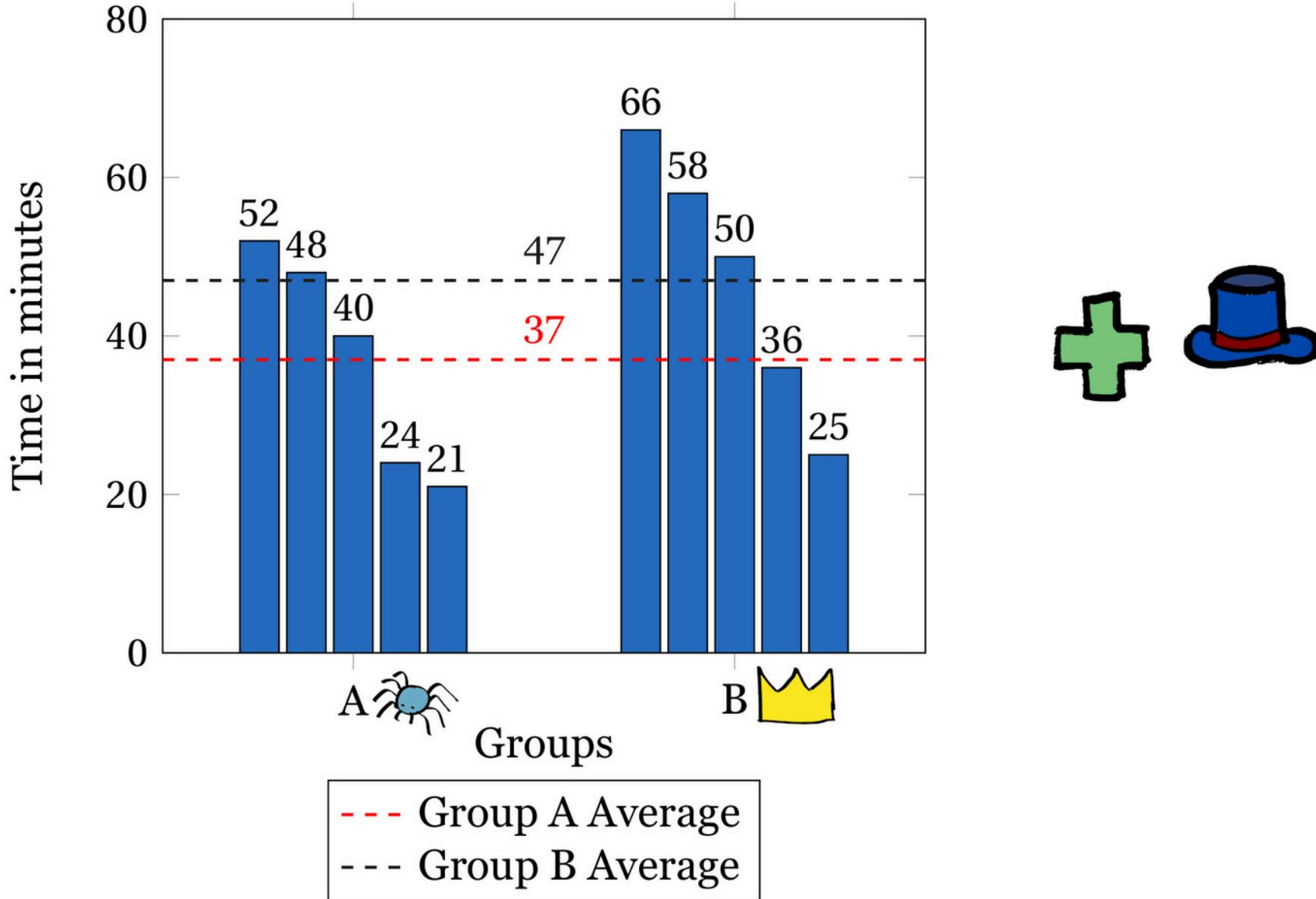


Figure 5.12: Second Run of the Experiment: Time used by participants on assignment 2

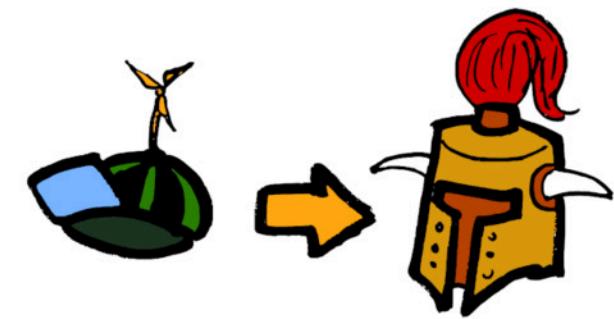
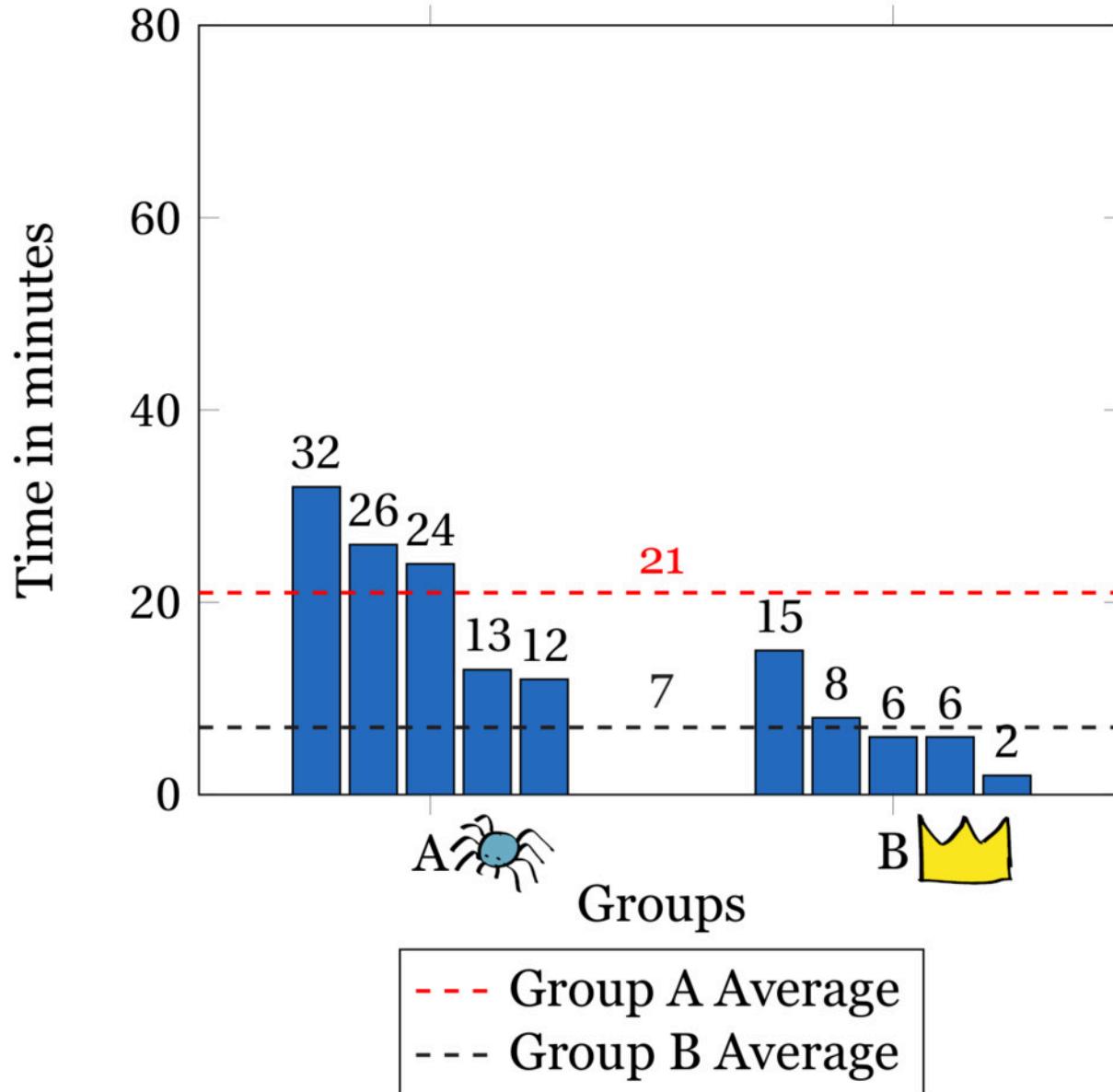
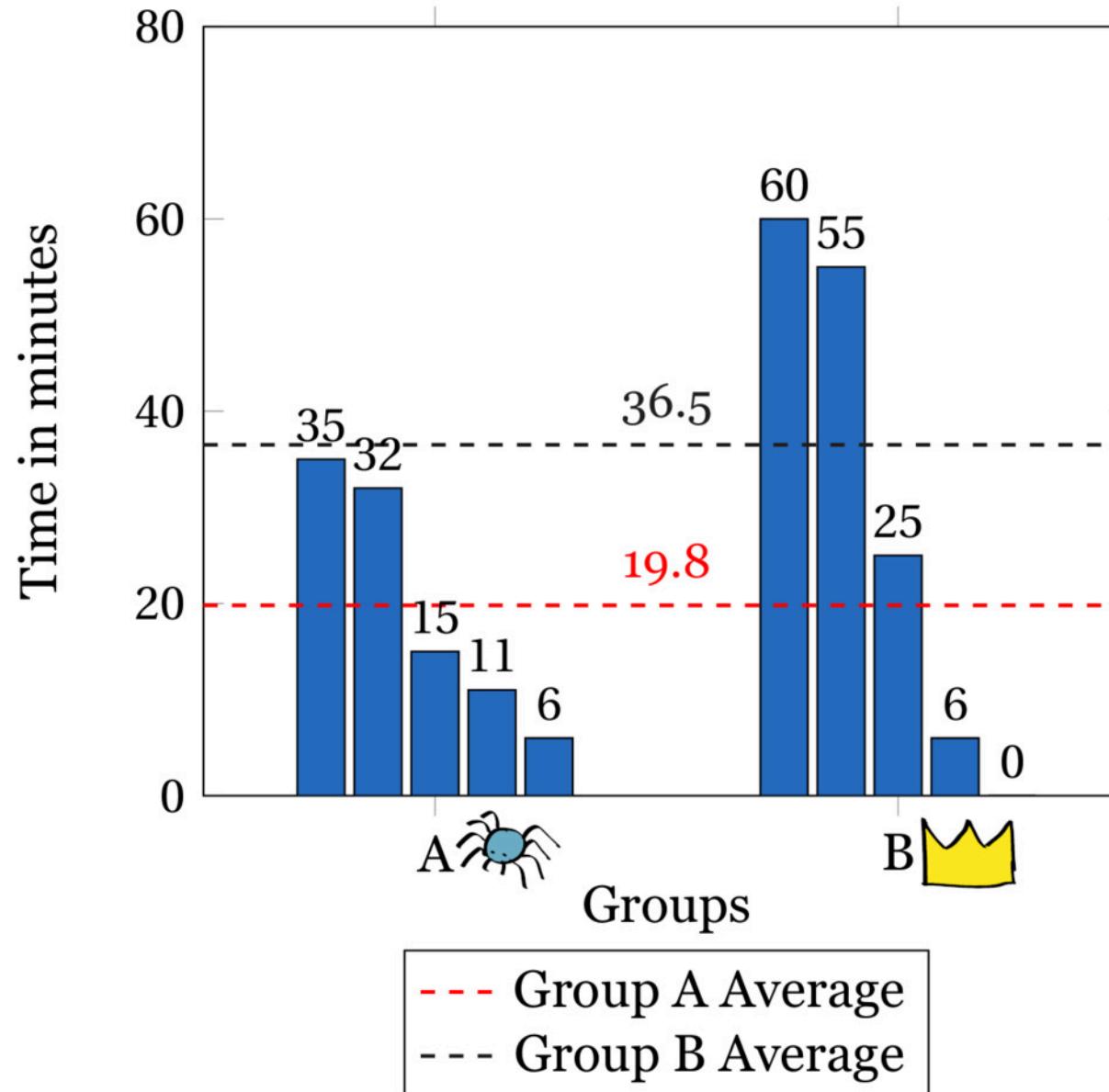


Figure 5.13: Second Run of the Experiment: Time used by participants on assignment 3



# CONCLUSION

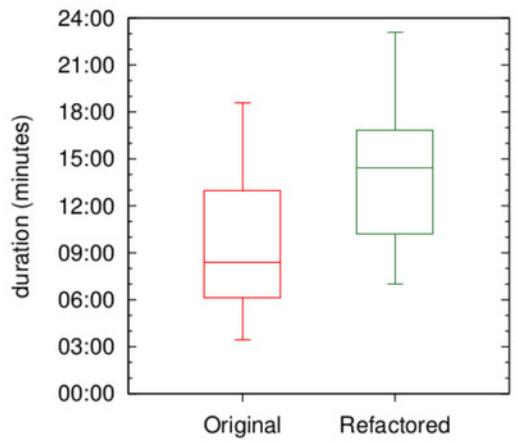
*Despite our expectations, the results from the experiment show that we were wrong [...] there seems to be no immediate benefit of Clean Code in form of understandability.*

# OLD HABITS DIE HARD: WHY REFACTORING FOR UNDERSTANDABILITY DOES NOT GIVE IMMEDIATE BENEFITS

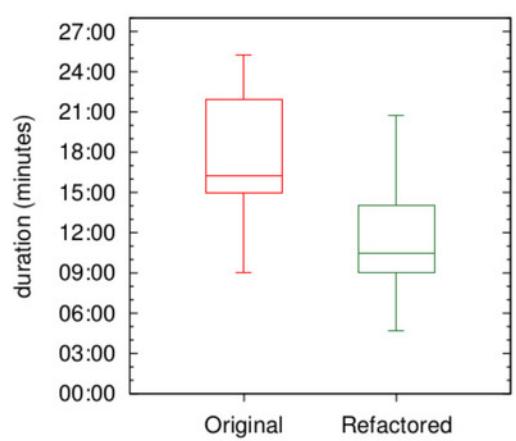


Ammerlaan, Erik and Veninga, Wim and Zaidman, Andy

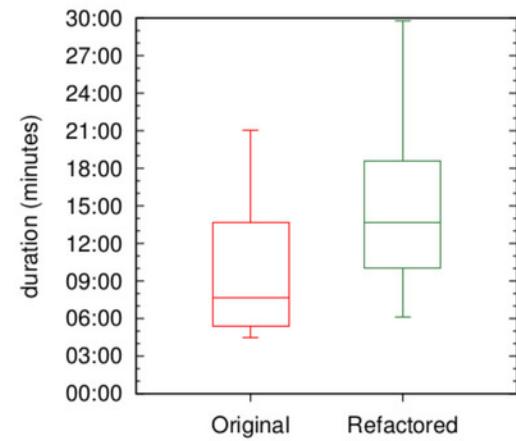
2015 - 2015 IEEE 22nd International Conference on Software  
Analysis, Evolution, and Reengineering, SANER 2015 -  
Proceedings



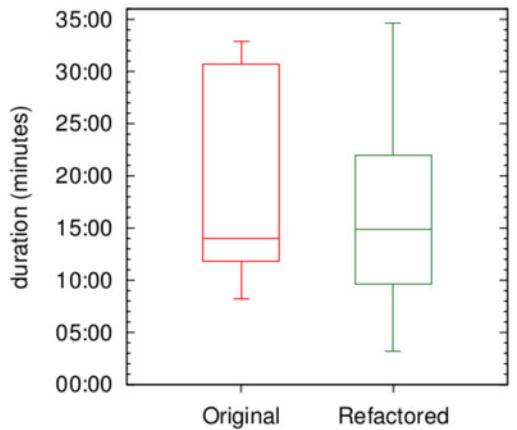
(a) RejectionNotifier (S)



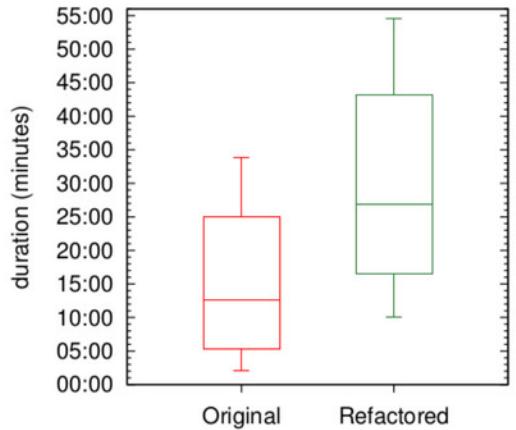
(b) PurchaseOrderTools (S)



(c) ContractProlongation (S)



(d) FinancialEntryTools (M)



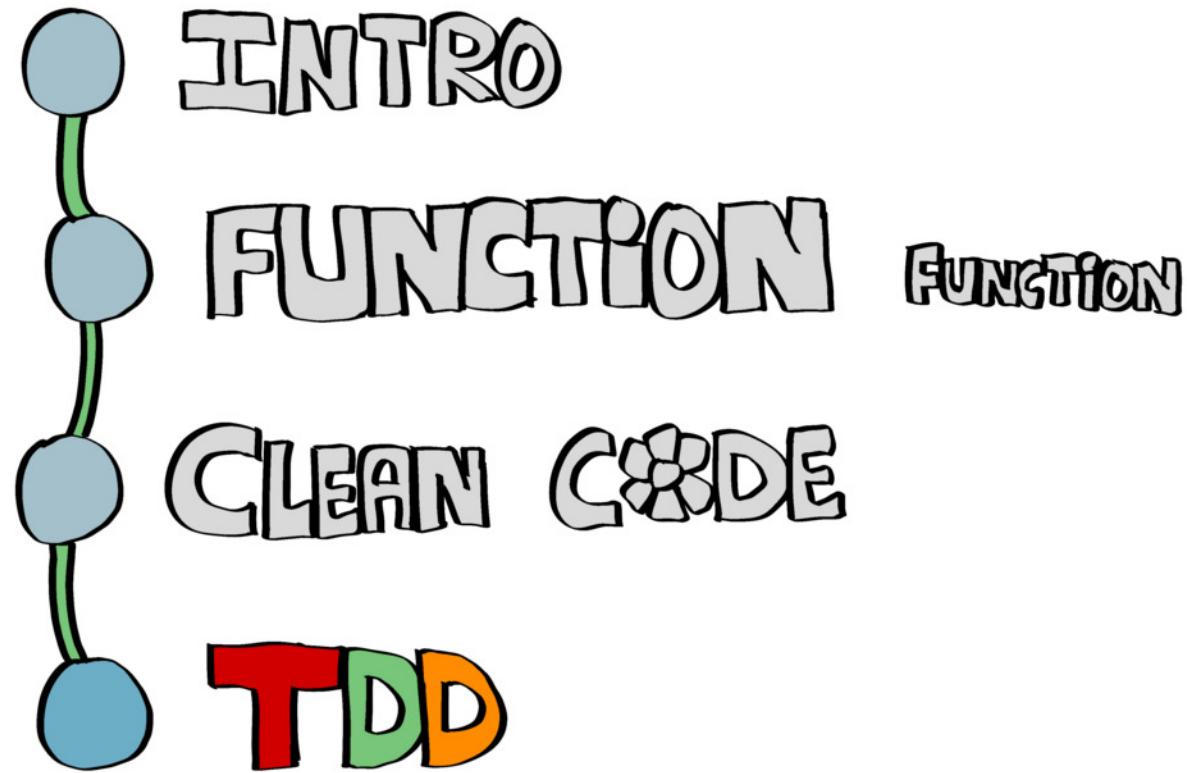
(e) ERDomain (L)

# **MINCE ALORS !**

Les résultats ne sont pas ceux attendus !

Il faut se faire une raison : cette "évidence" n'en est pas  
une

La réalité est plus compliquée que ça :)



# **ÉVALUATION DU TEST DRIVEN DEVELOPMENT**

Vu les résultats précédents, que vais-je découvrir sur  
un sujet complexe ?

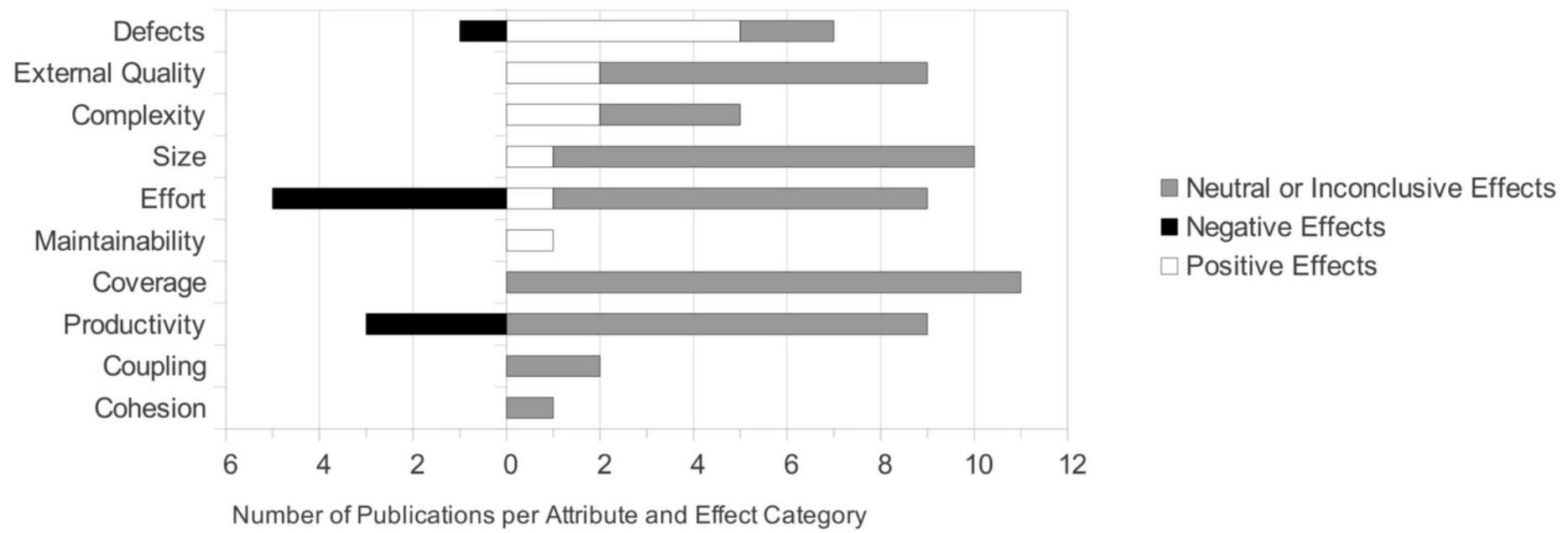
# EFFECTS OF TEST-DRIVEN DEVELOPMENT: A COMPARATIVE ANALYSIS OF EMPIRICAL STUDIES



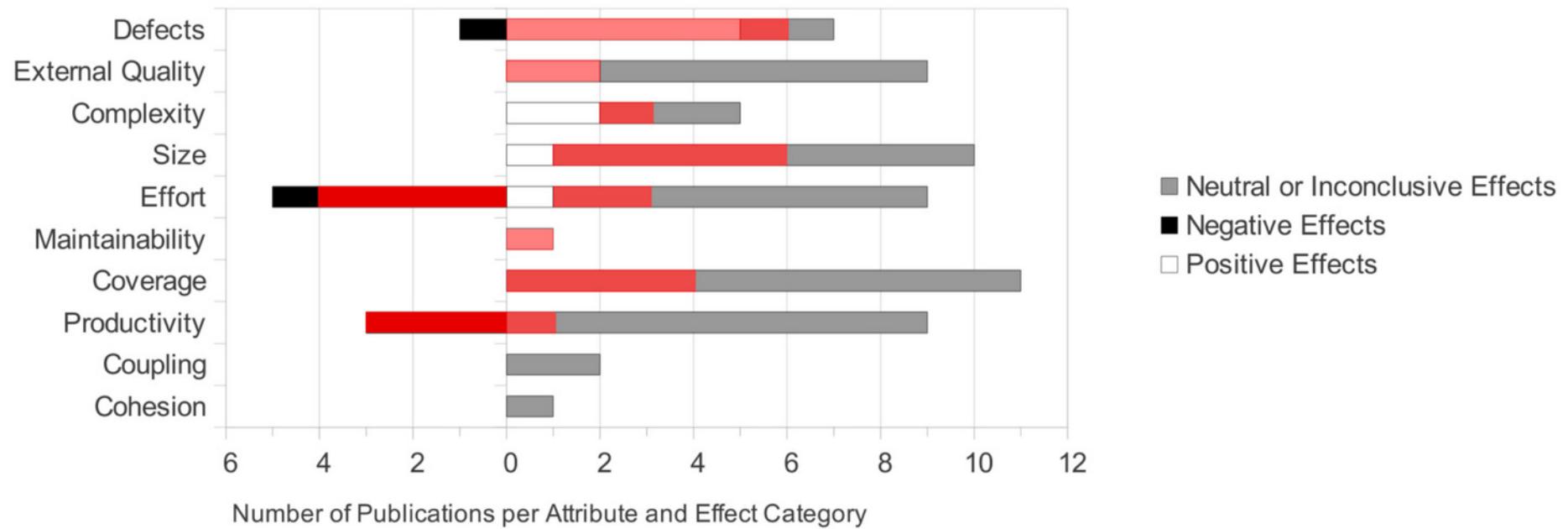
Makinen, Simo and Münch, Jürgen

2014 - Lecture Notes in Business Information Processing

## Reported Effects of Test-Driven Development



## Reported Effects of Test-Driven Development Études industrielles uniquement



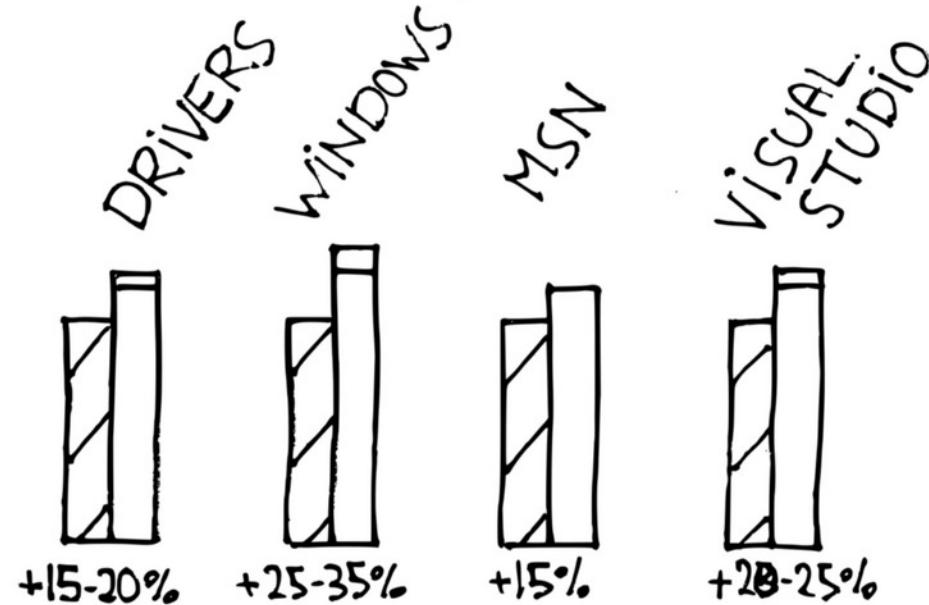
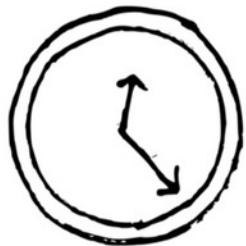
# REALIZING QUALITY IMPROVEMENT THROUGH TEST DRIVEN DEVELOPMENT: RESULTS AND EXPERIENCES OF FOUR INDUSTRIAL TEAMS



Nagappan, Nachiappan and Maximilien, E. and Bhat, Thirumalesh  
and Williams, Laurie

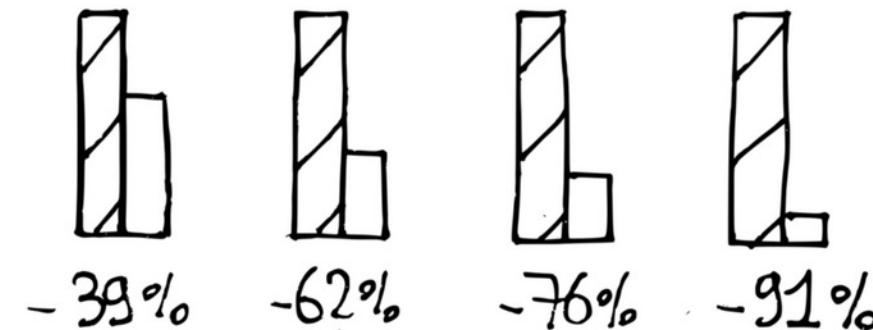
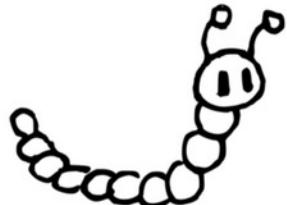
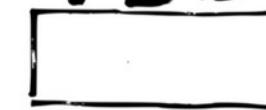
2008 - Empirical Software Engineering

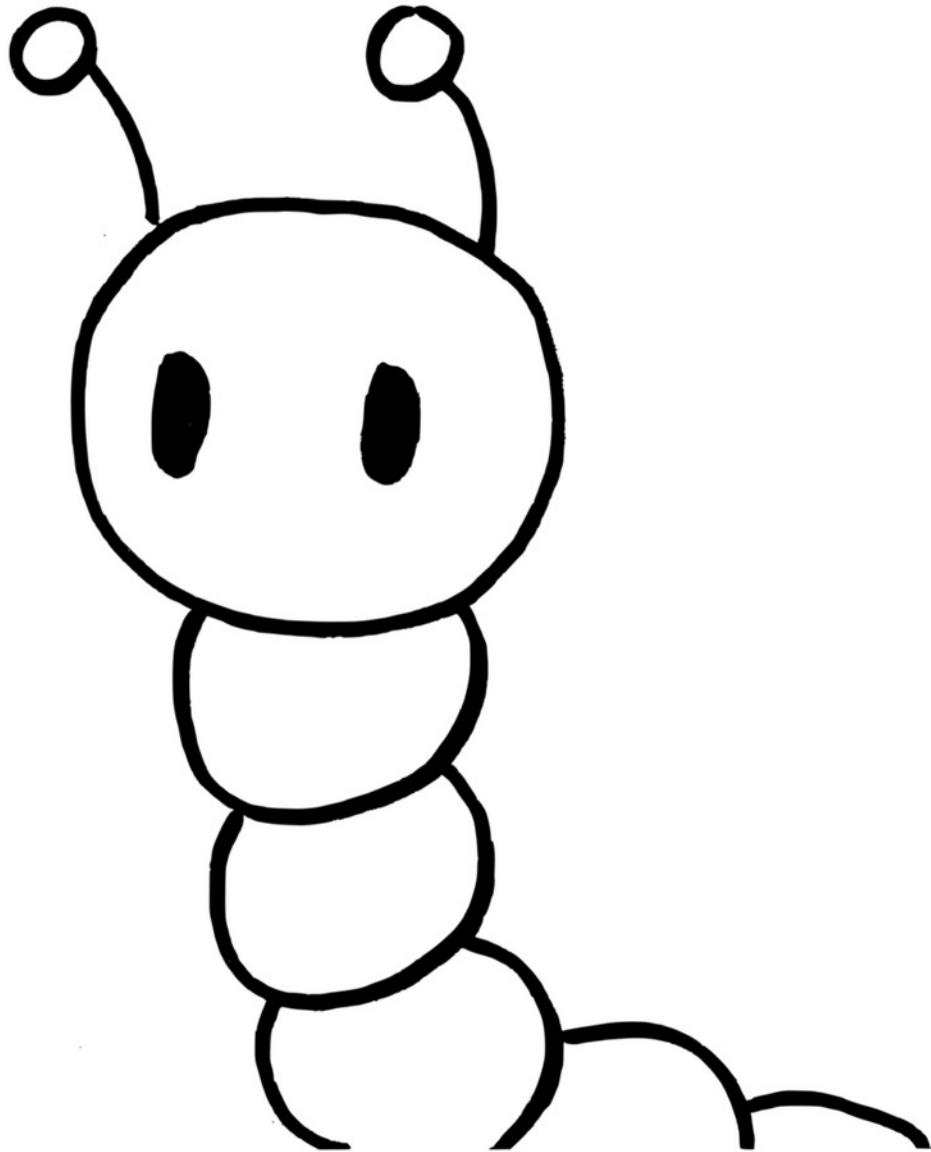
# IBM MICROSOFT



**CONTROLE**

**TDD**

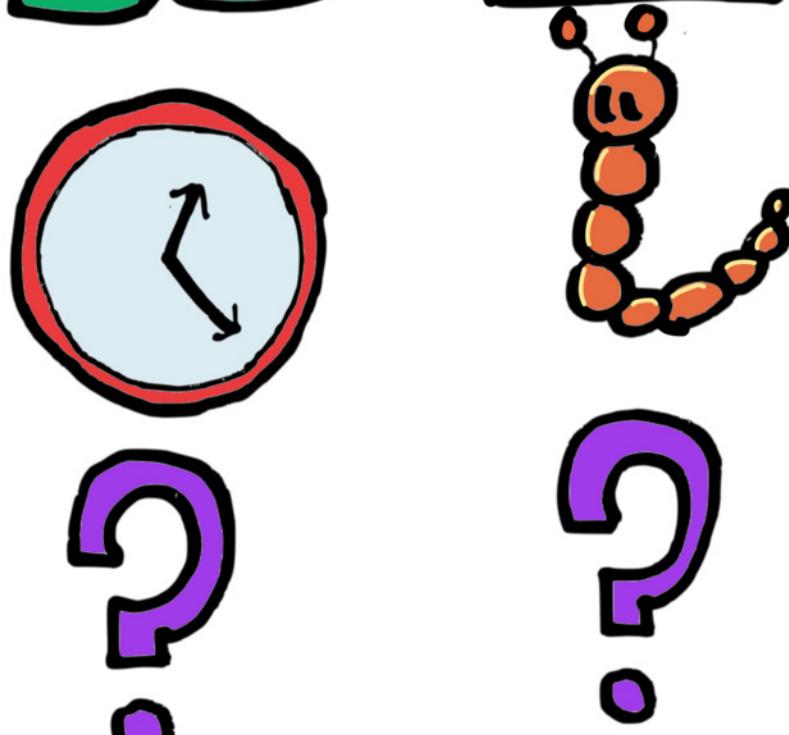
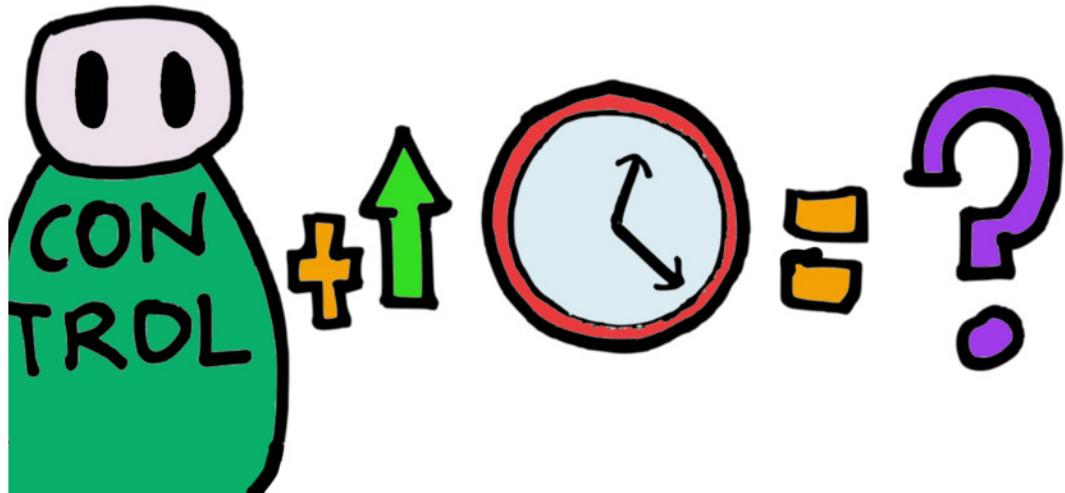
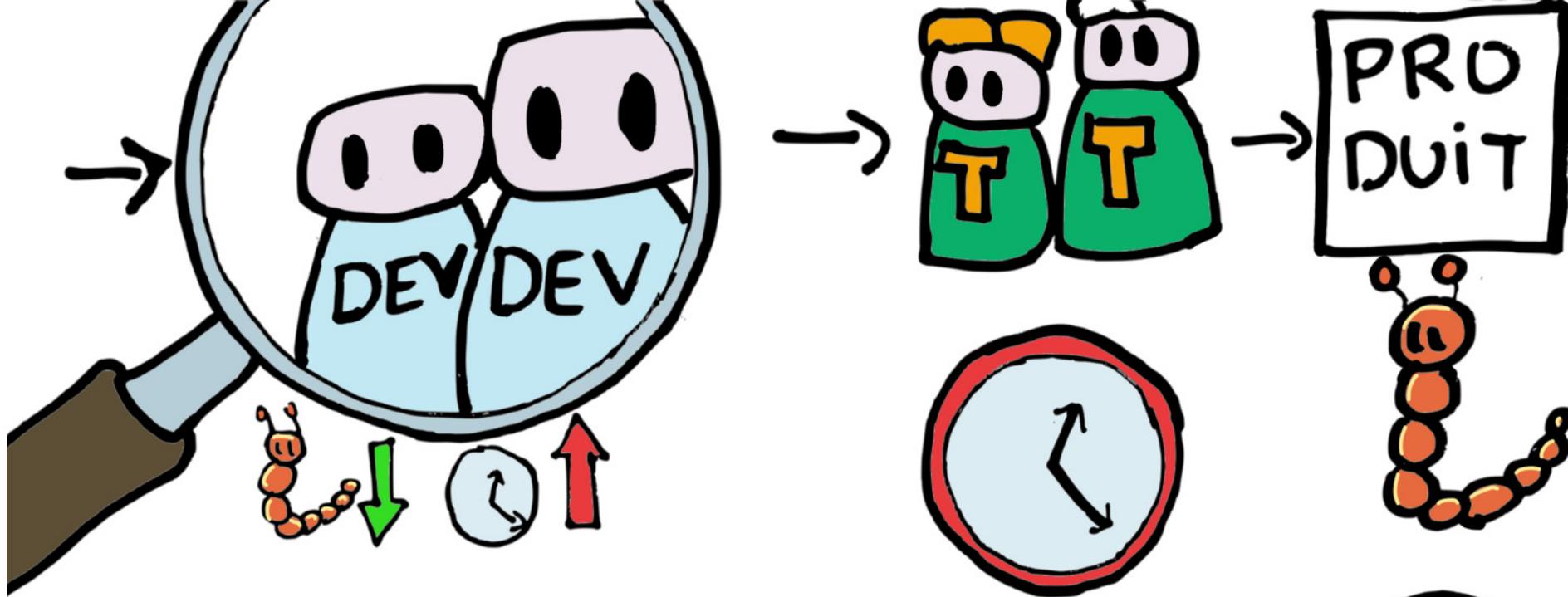




# CONCLUSION

L'étude en question ne porte pas de conclusion sur l'efficacité de la pratique du TDD. Elle ouvre de nouvelles pistes pour continuer l'évaluation.

Pourquoi ?



# WHY RESEARCH ON TEST-DRIVEN DEVELOPMENT IS INCONCLUSIVE?



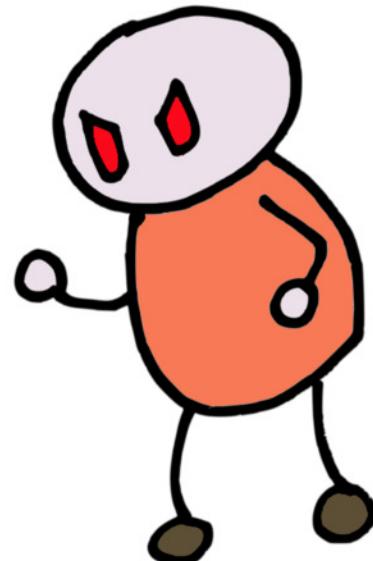
Ghafari, Mohammad and Gross, Timm and Fucci, Davide and  
Felderer, Michael

2020

CYCLE  
EN V



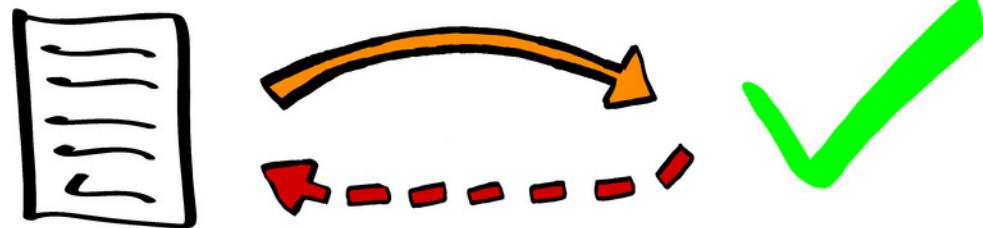
TDD



ITERATIVE  
TEST LAST      YOUR  
WAY



**WATERFALL**



**TDD**

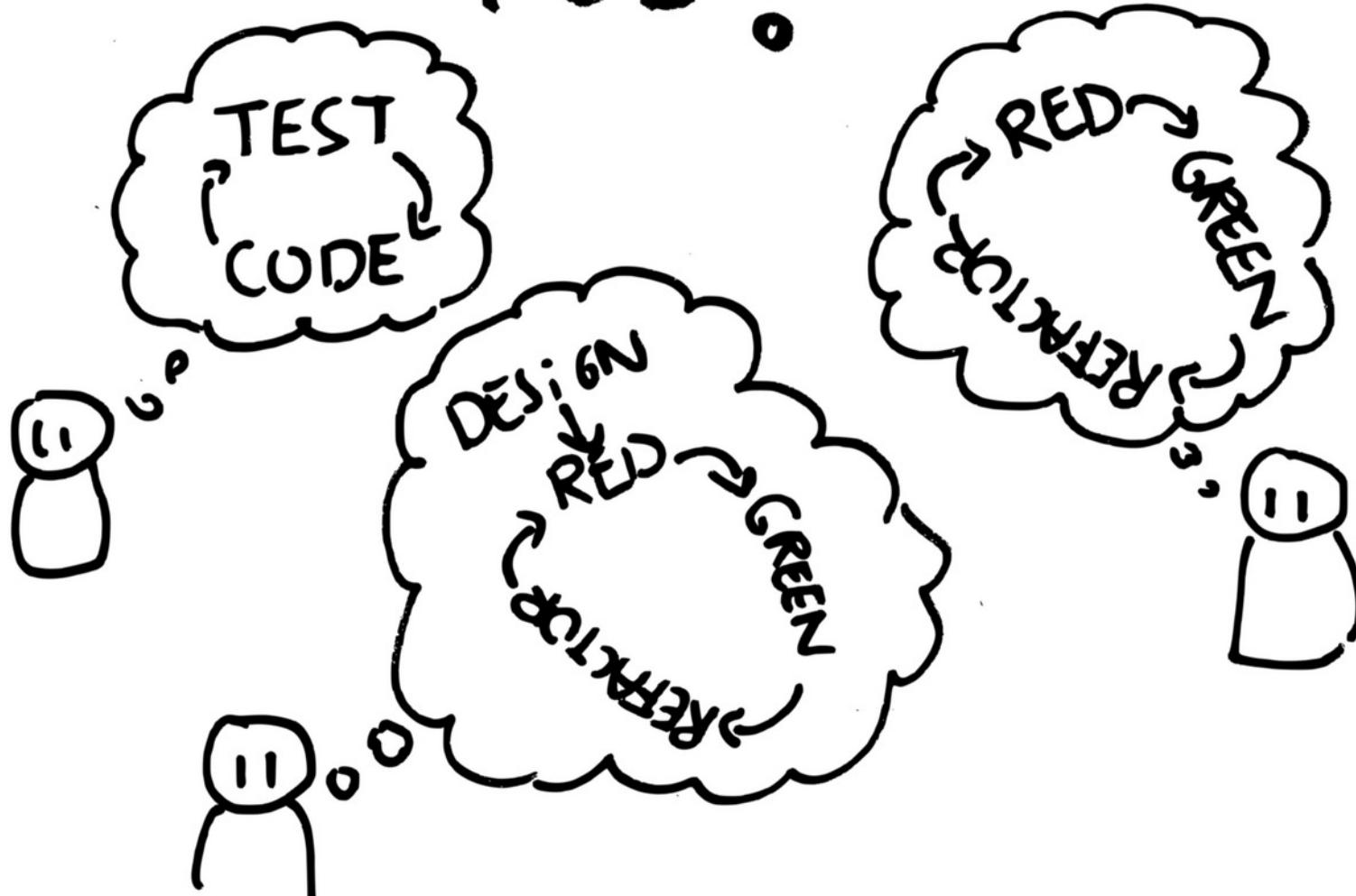


**ITL**

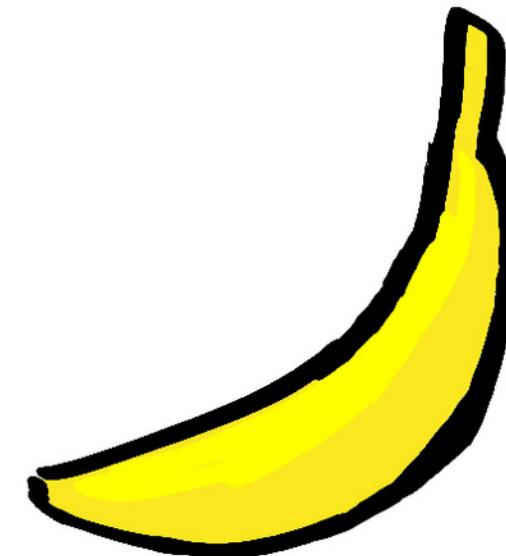
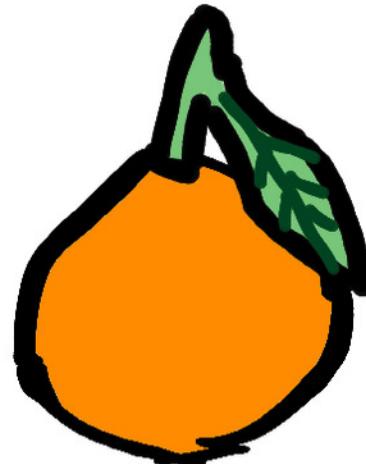


**ITERATIVE TEST LAST**

# TDD?



# ETAT DE L'ART



# ANALYZING THE EFFECTS OF TEST DRIVEN DEVELOPMENT IN GITHUB

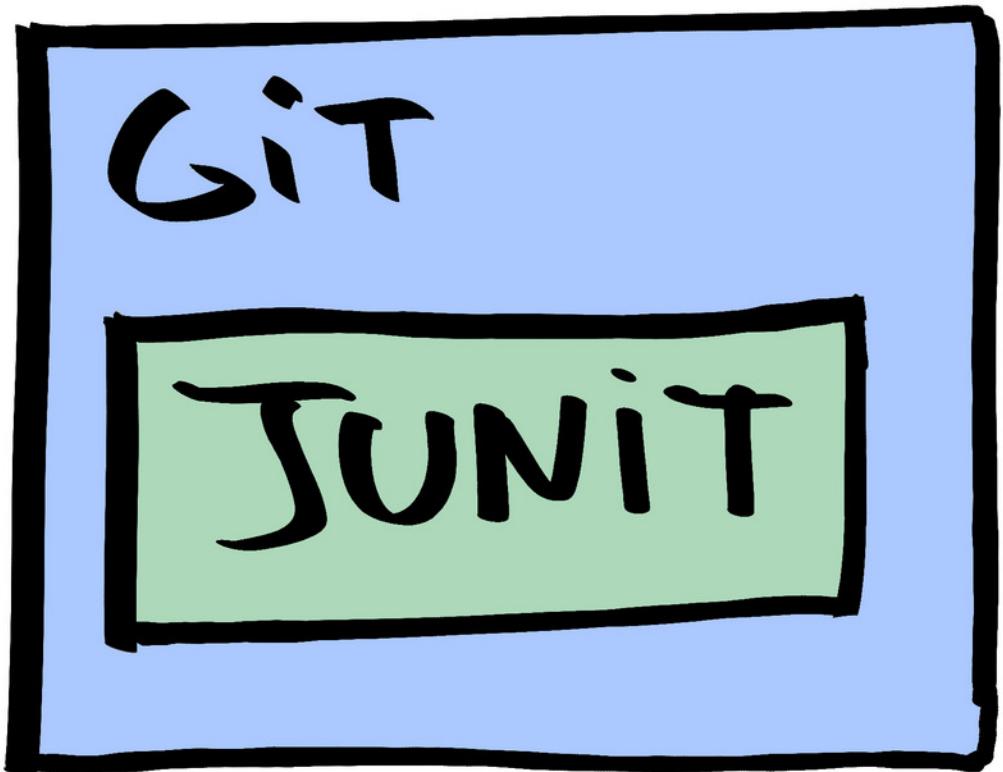


Borle, Neil and Feghhi, Meysam and Stroulia, Eleni and Greiner,  
Russ and Hindle, Abram

2018 - Empirical Software Engineering

256 572)

1954



TDD

0,8 %

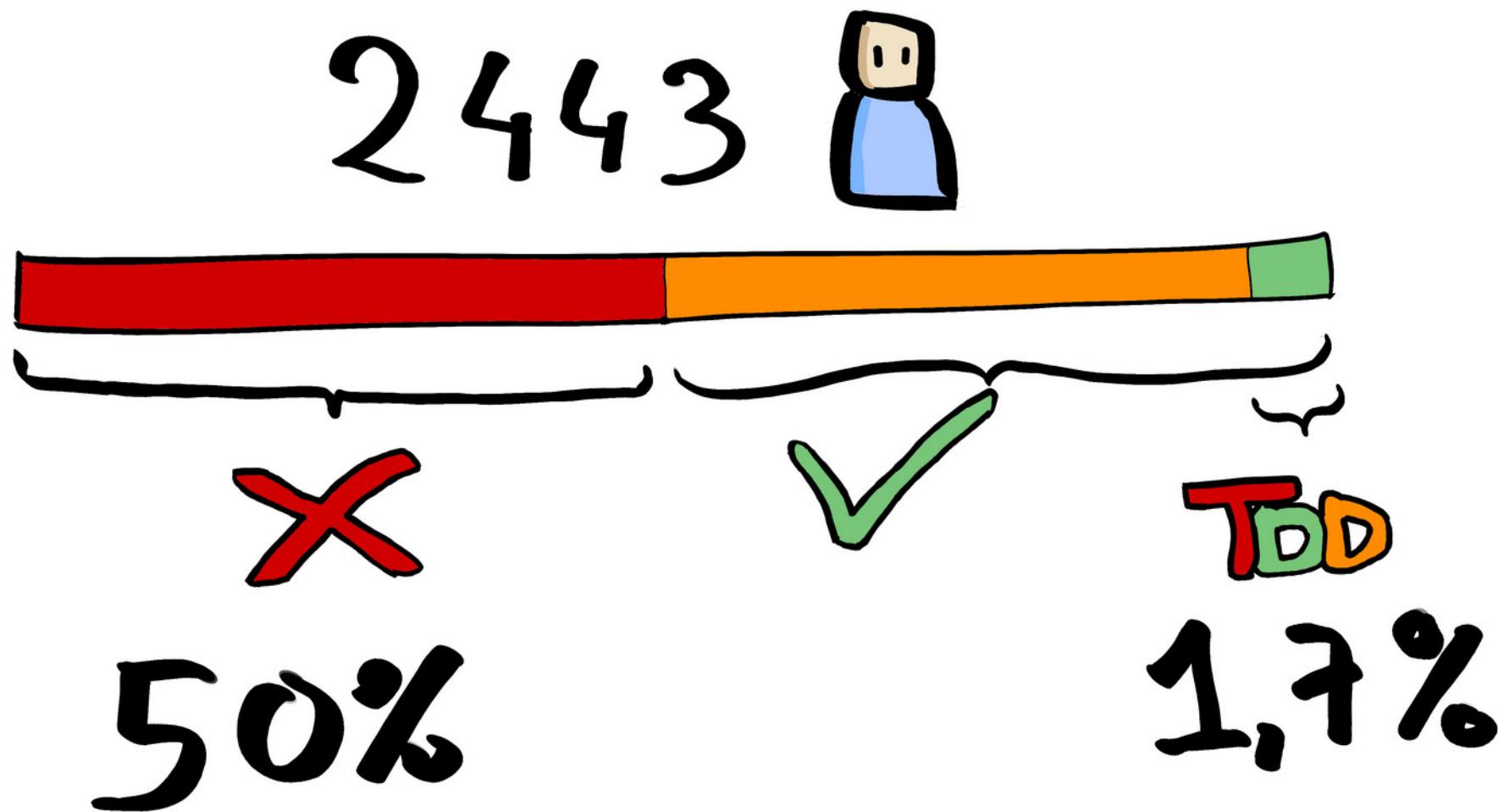
# DEVELOPER TESTING IN THE IDE: PATTERNS, BELIEFS, AND BEHAVIOR

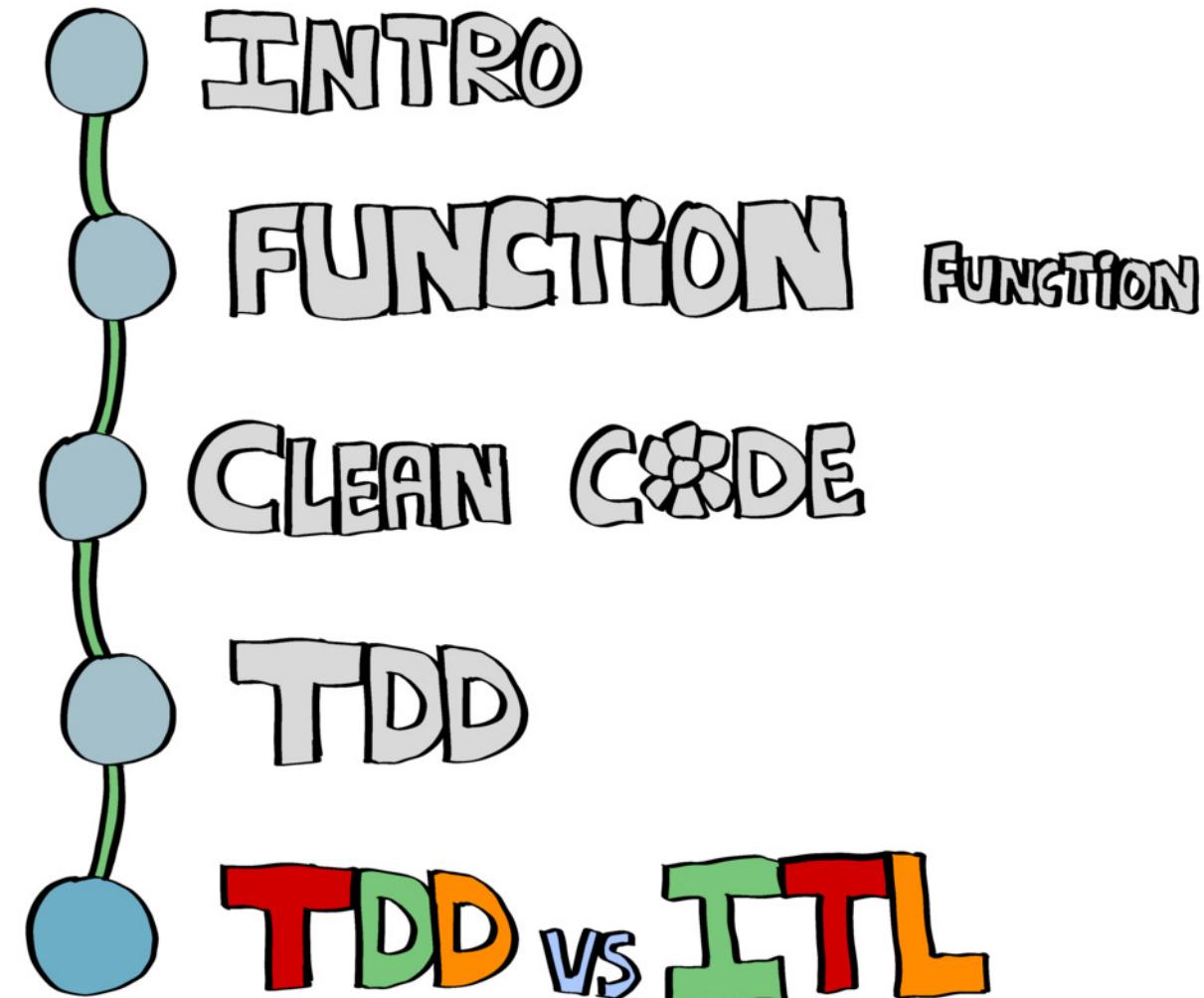


Beller, Moritz and Gousios, Georgios and Panichella, Annibale and  
Proksch, Sebastian and Amann, Sven and Zaidman, Andy

2017 - IEEE Transactions on Software Engineering

# Qui FAIT du TDD ?





**A FAMILY  
OF EXPERIMENTS  
ON TDD**

# A FAMILY OF EXPERIMENTS ON TEST-DRIVEN DEVELOPMENT



Santos, Vegas, Dieste Tubío, Uyaguari, Tosun, Fucci, Turhan,  
Scanniello, Romano, Karac, Kuhrmann, Mandić, Ramač, Pfahl,  
Engblom, Kyykka, Rungi, Palomeque, Spisak, Juristo, Natalia

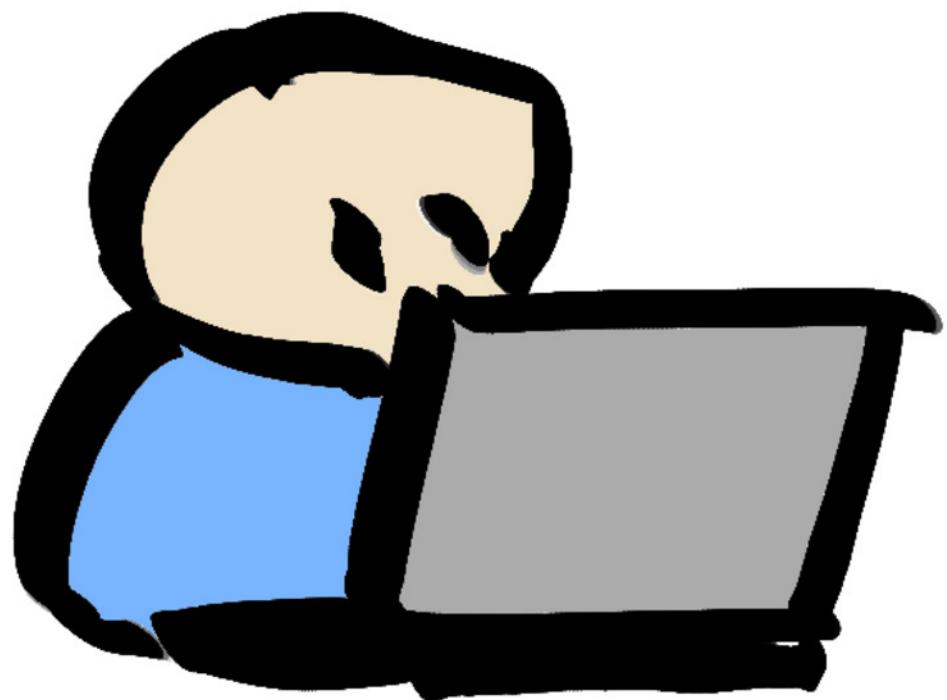
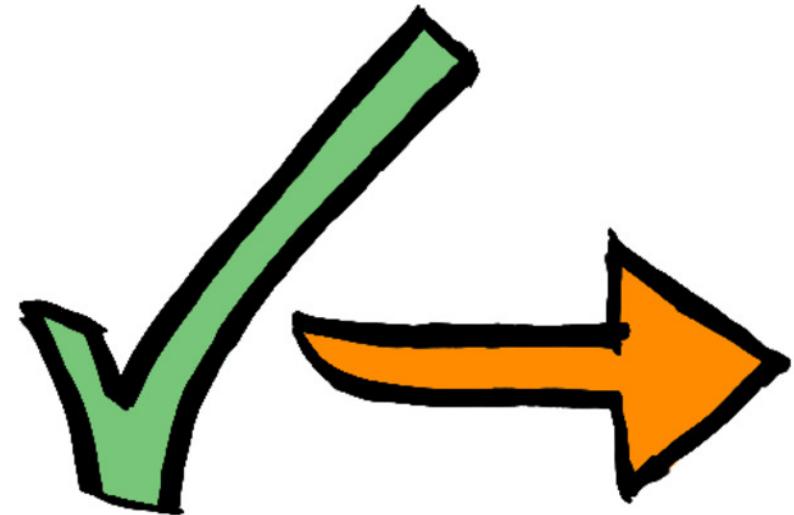
2021 - Empirical Software Engineering

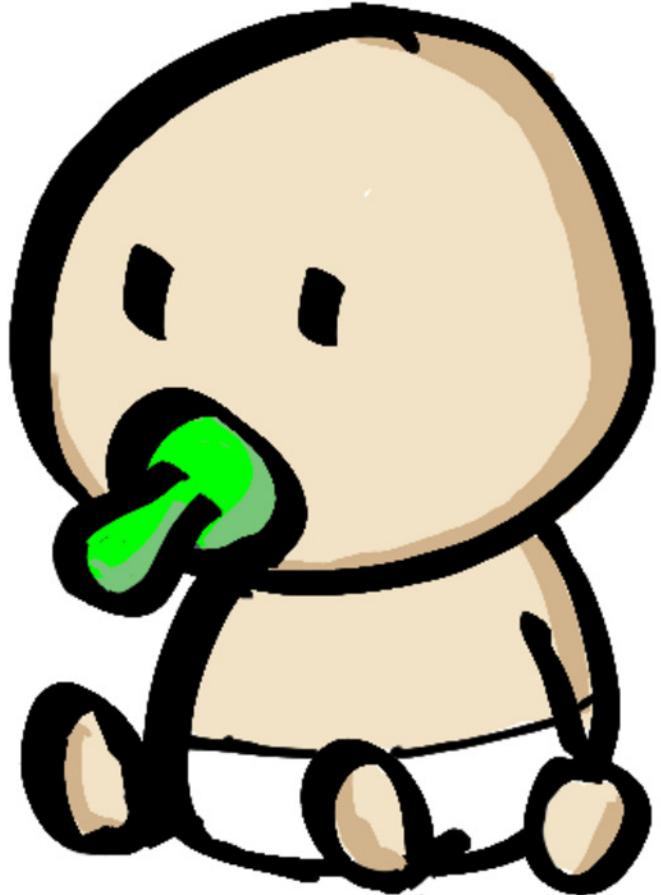
TDD

VS

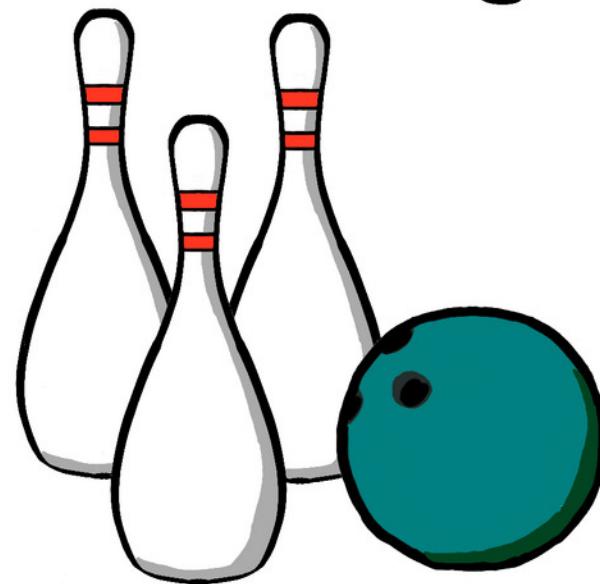
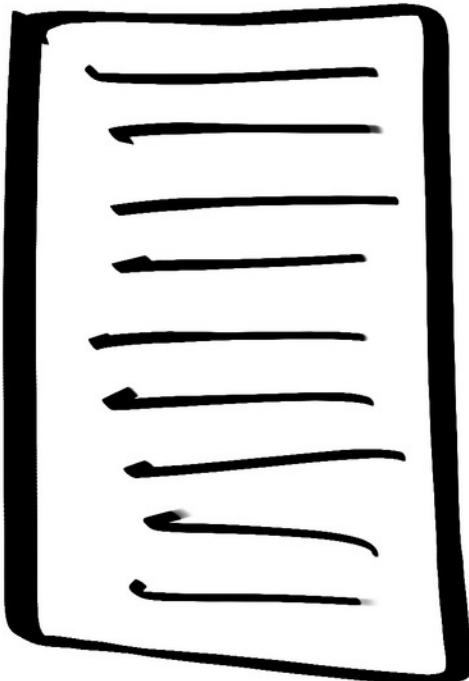
TITLE





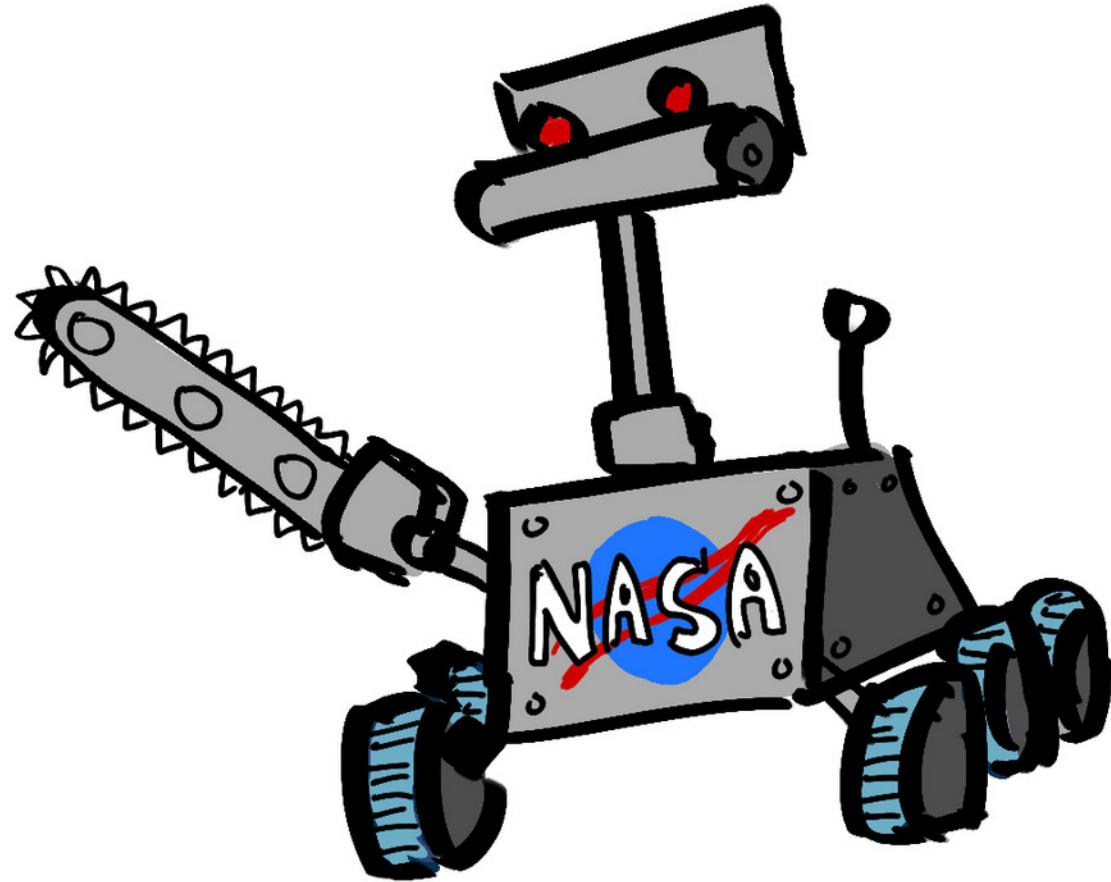
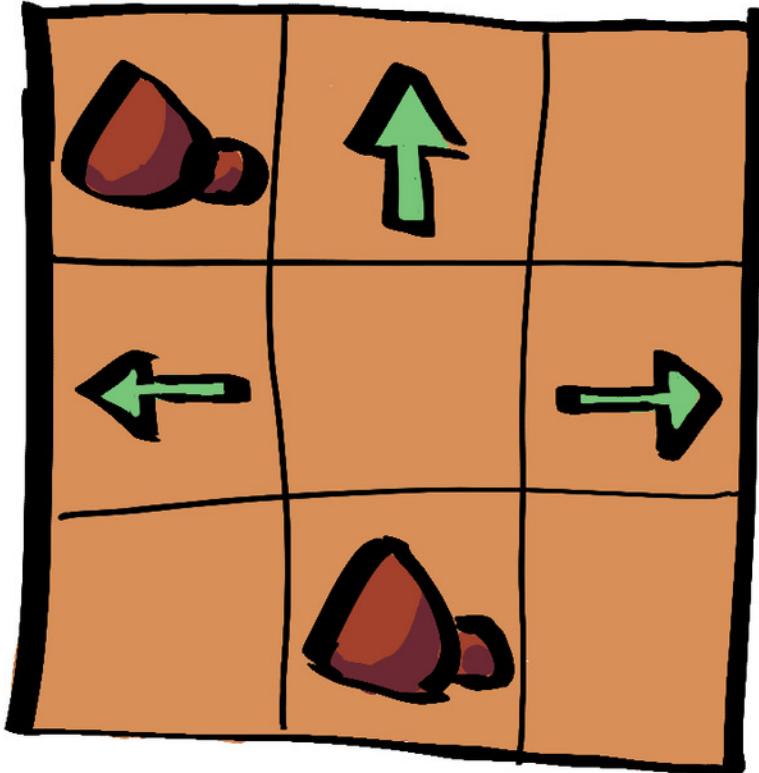


# Bowling Kata



# MARS

# ROVER



# QUALITÉ

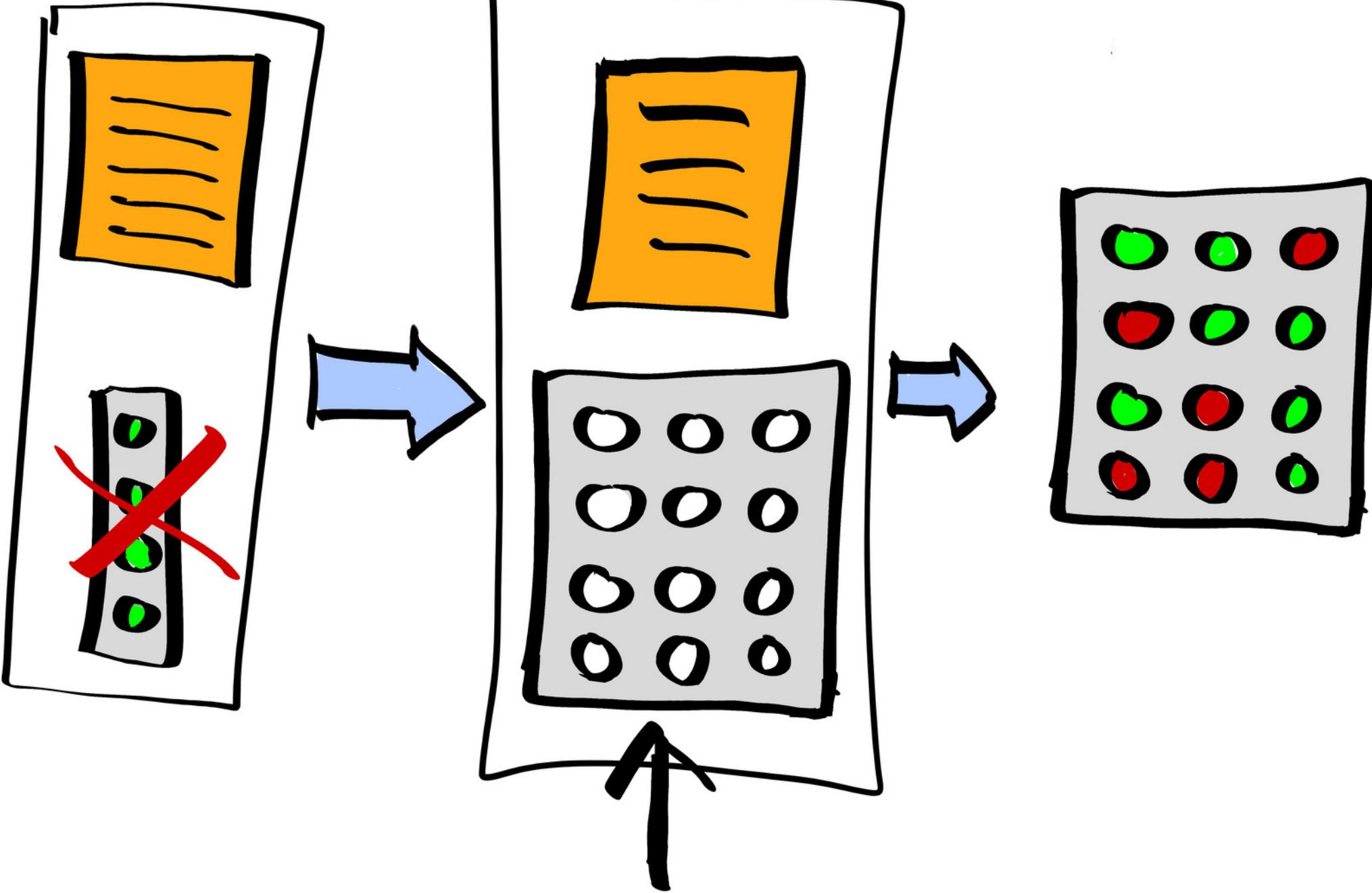


## INTERNE

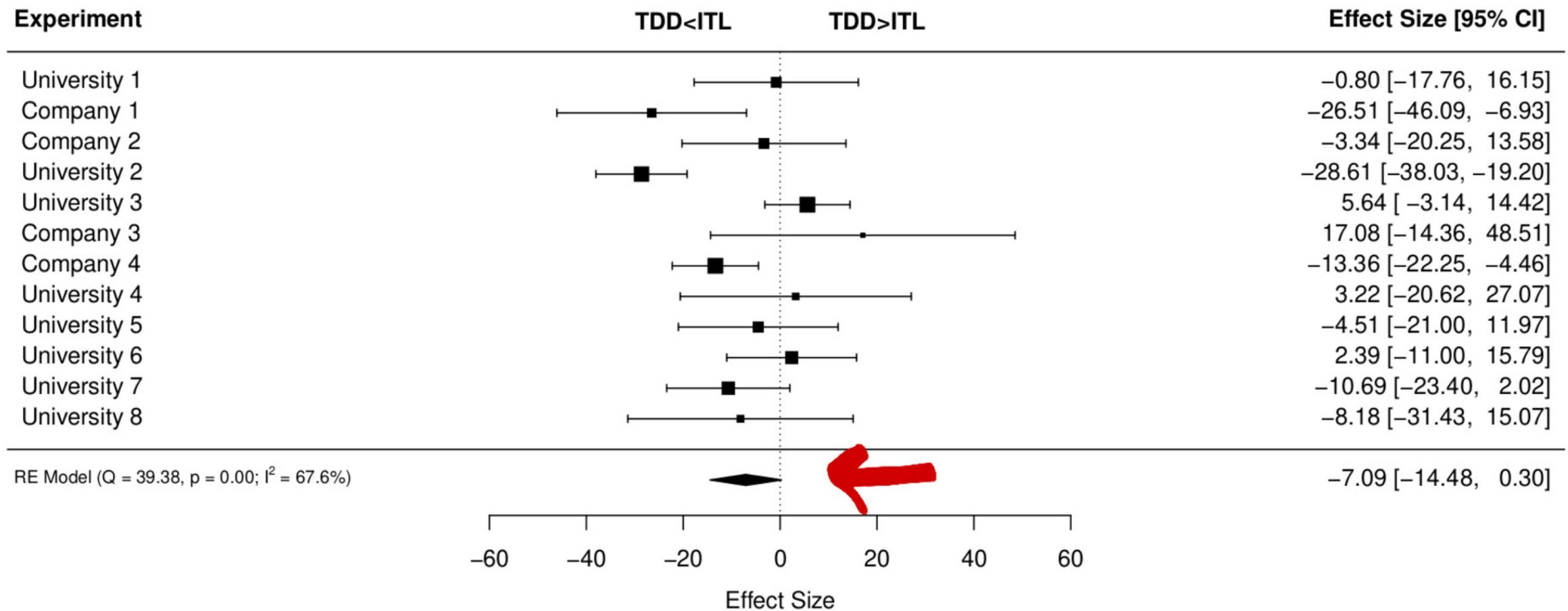


## EXTERNE





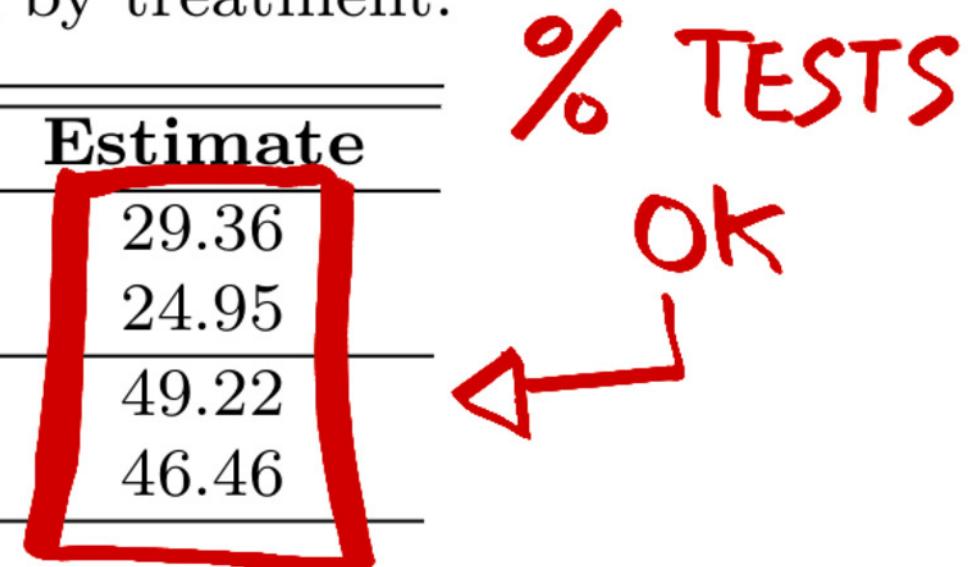
**Fig. 4** Forest plot: TDD vs. ITL mean effects.



**Table 9** Marginal means for quality: task by treatment.

Task	Treatment	Estimate
MR	ITL	29.36
	TDD	24.95
BSK	ITL	49.22
	TDD	46.46

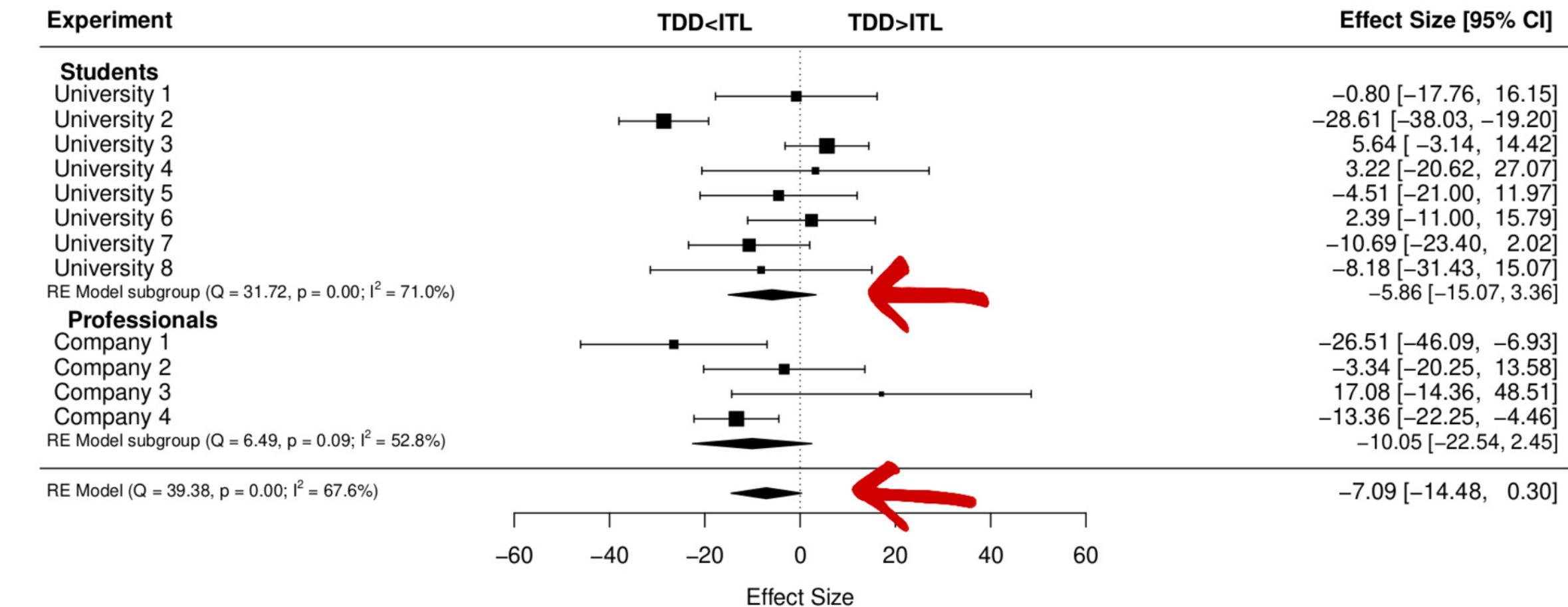
% TESTS  
OK



**Table 13** Marginal means for quality: programming environment by treatment.

Treatment	Group	Estimate
ITL	Java	43.83
	C#/C++	41.25
TDD	Java	35.77
	C#/C++	37.55

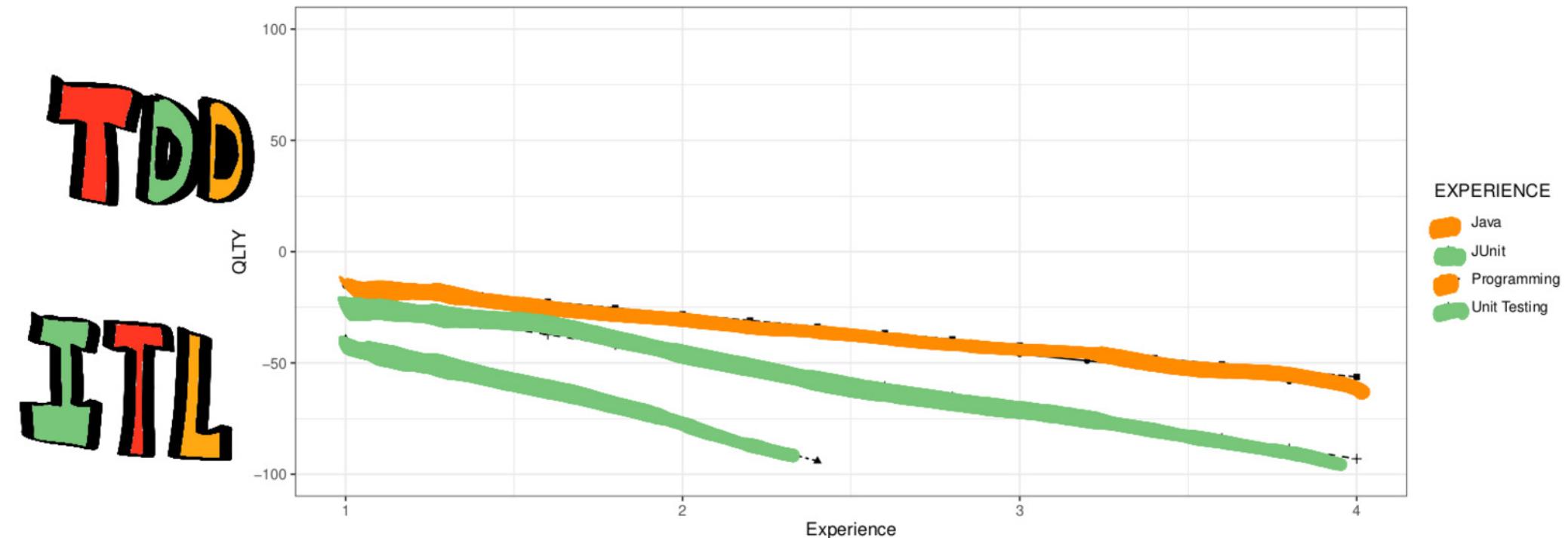
**Fig. 5** Forest plot: students vs. professionals



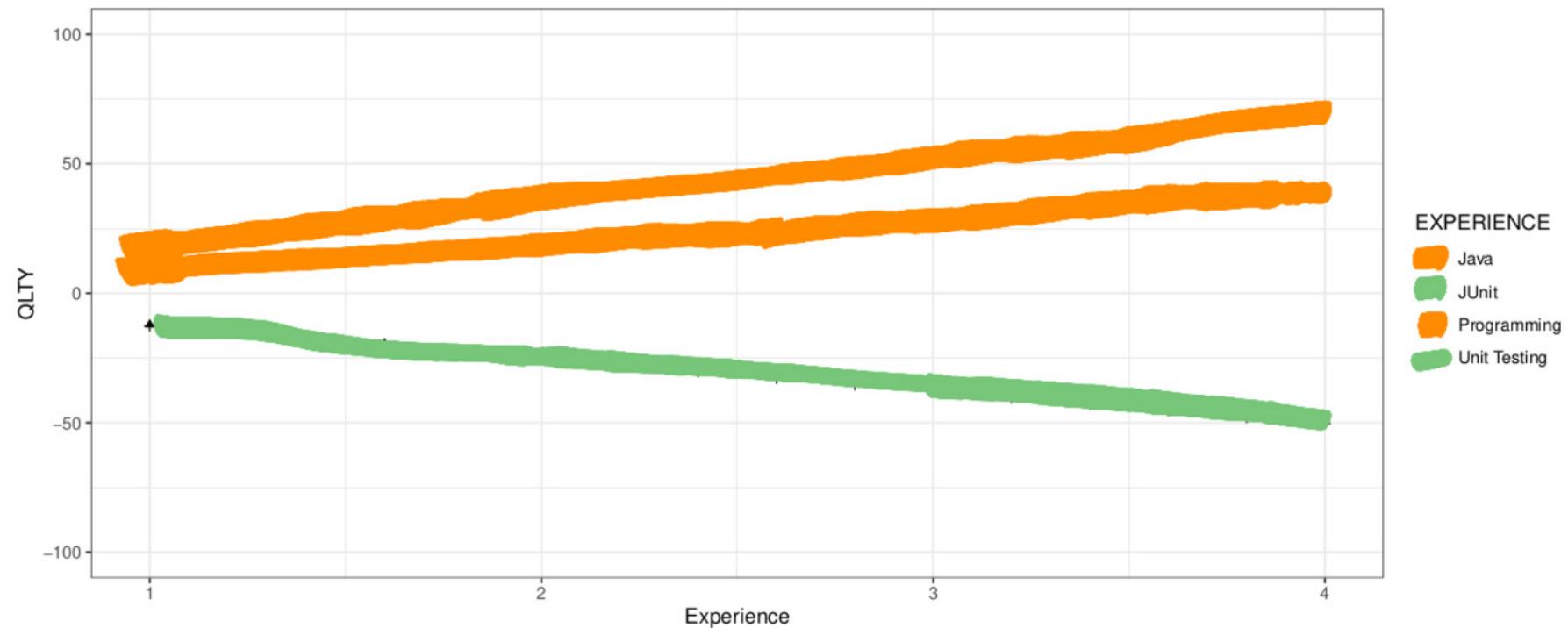
**Table 11** Marginal means for quality: participant type by treatment.

Treatment	Group	Estimate
ITL	Students	40.47
	Professionals	49.53
TDD	Students	35.61
	Professionals	38.26

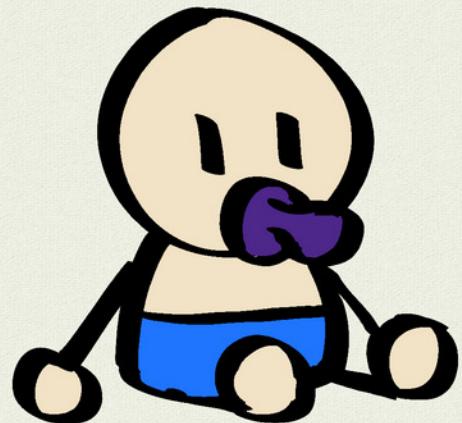
**Fig. 10** Profile plot: mean difference in quality (TDD-ITL) for professionals per experience level in Questionnaire 2.



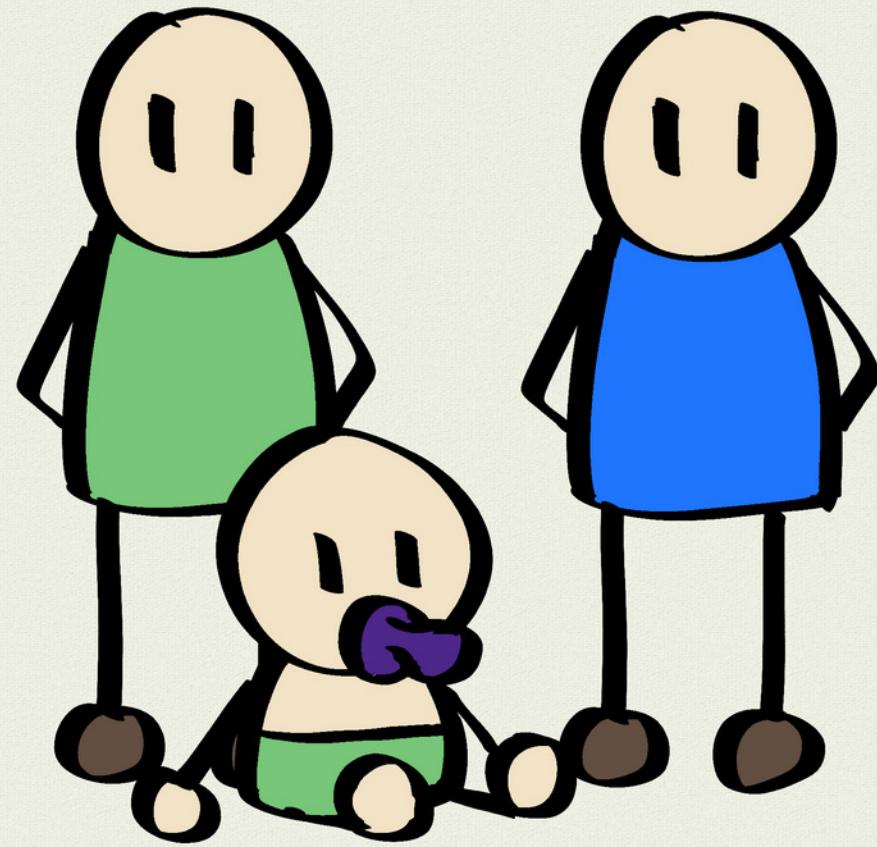
**Fig. 11** Profile plot: mean difference in quality (TDD-ITL) for students per experience level in Questionnaire 1.



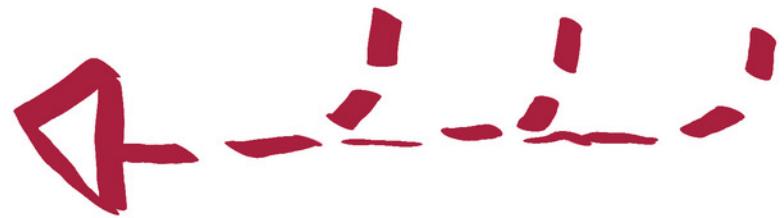
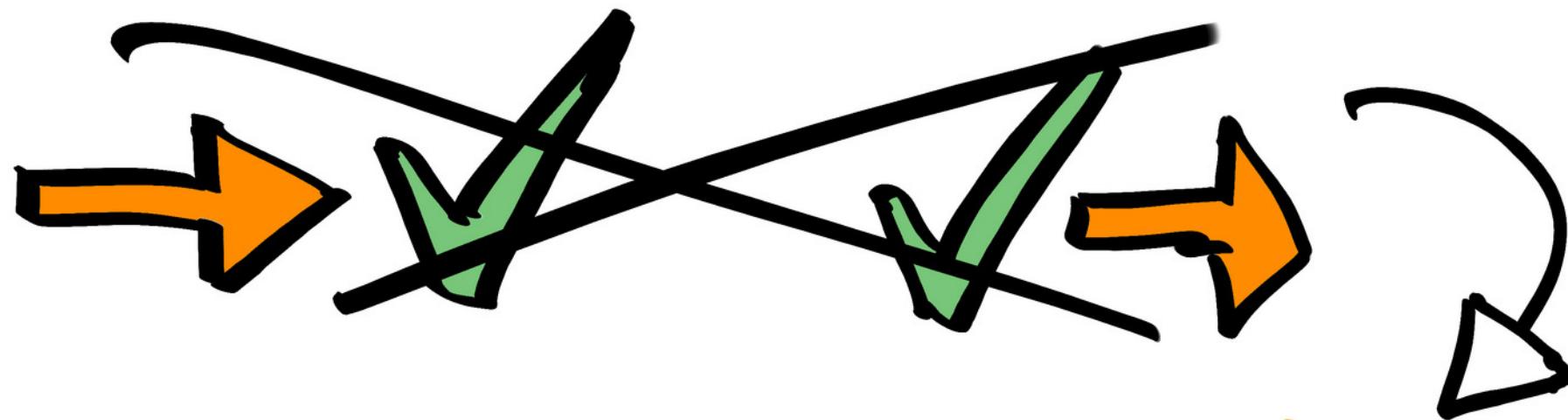
# TDD

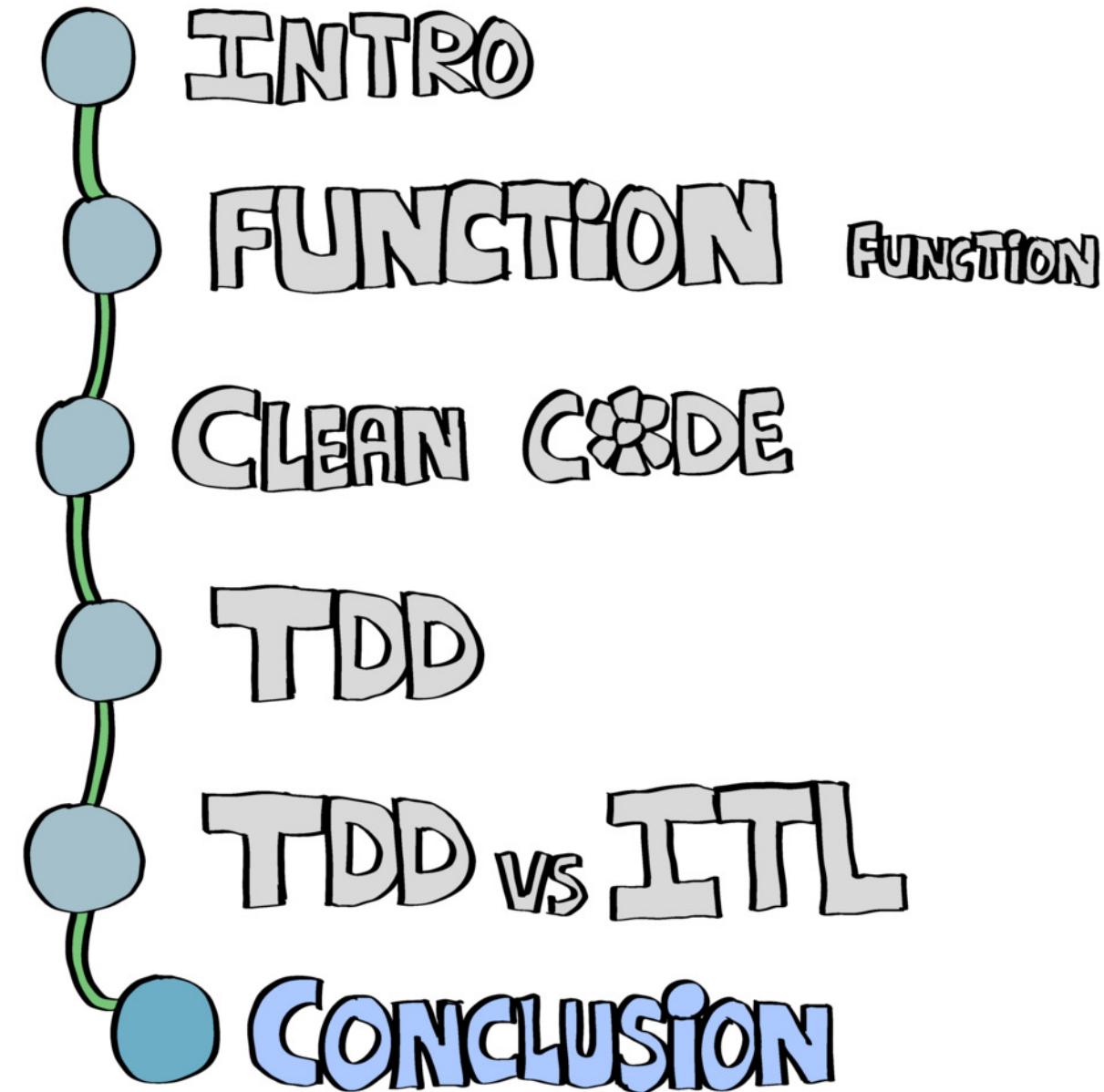


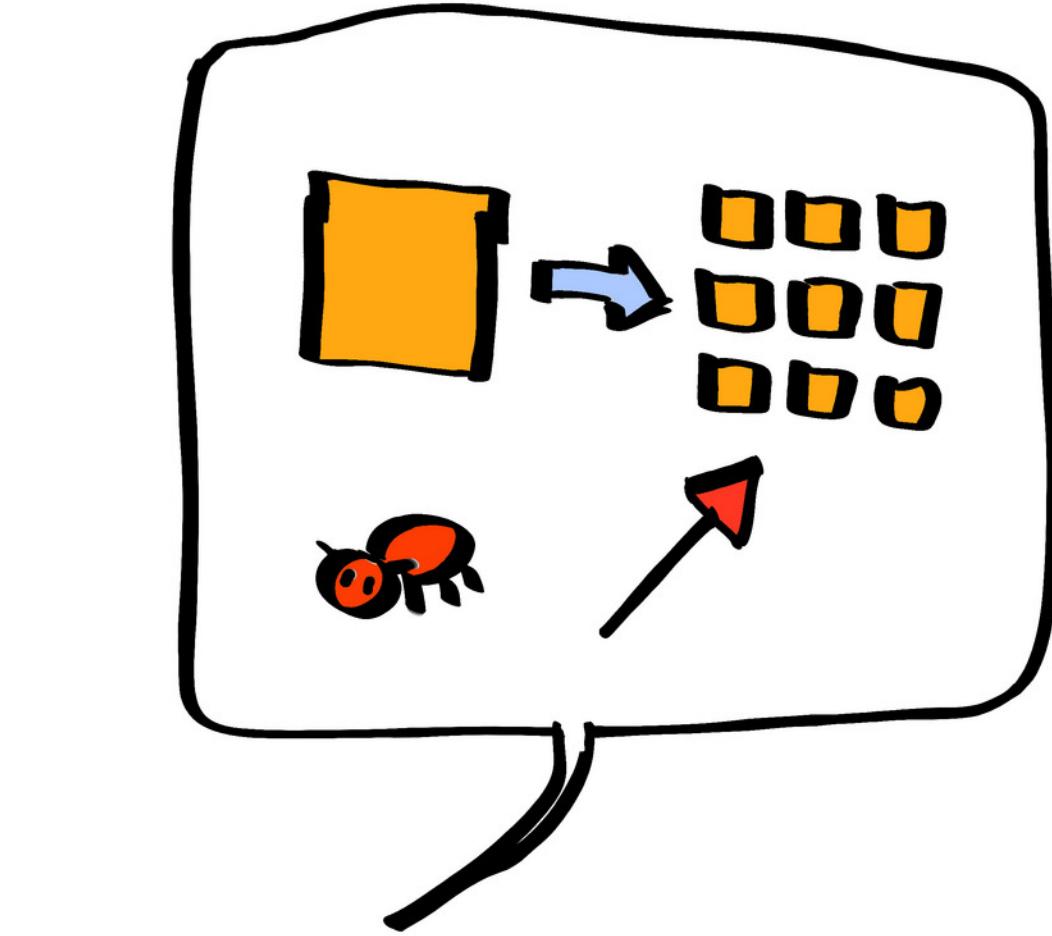
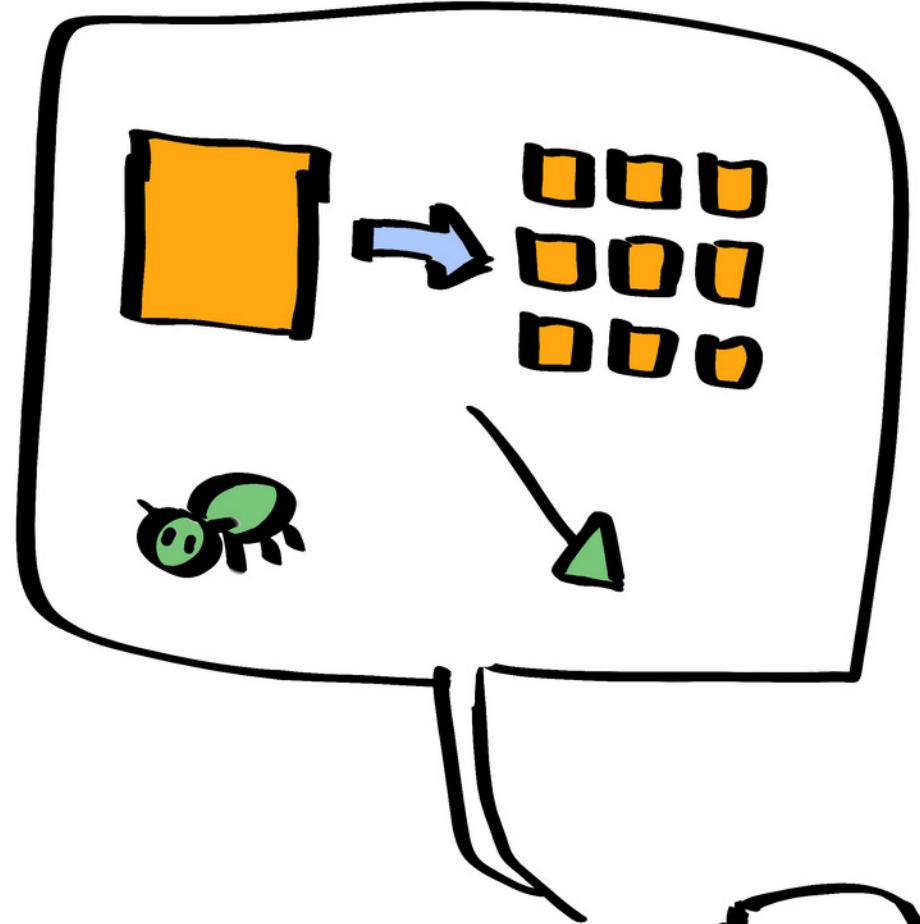
# TTL



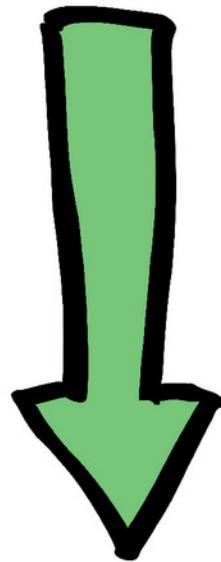
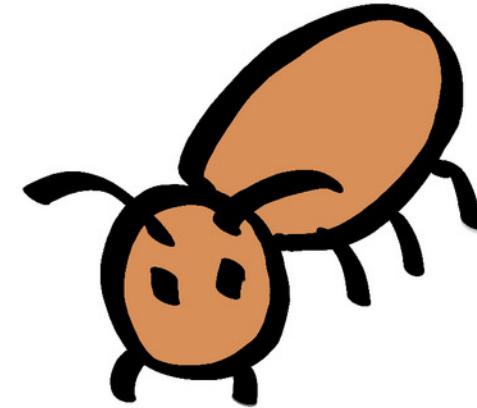
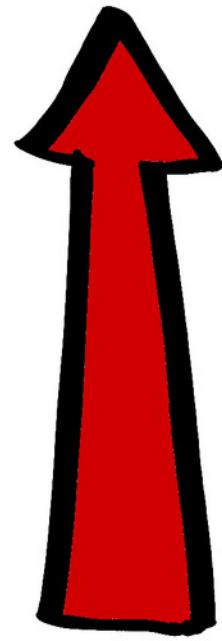
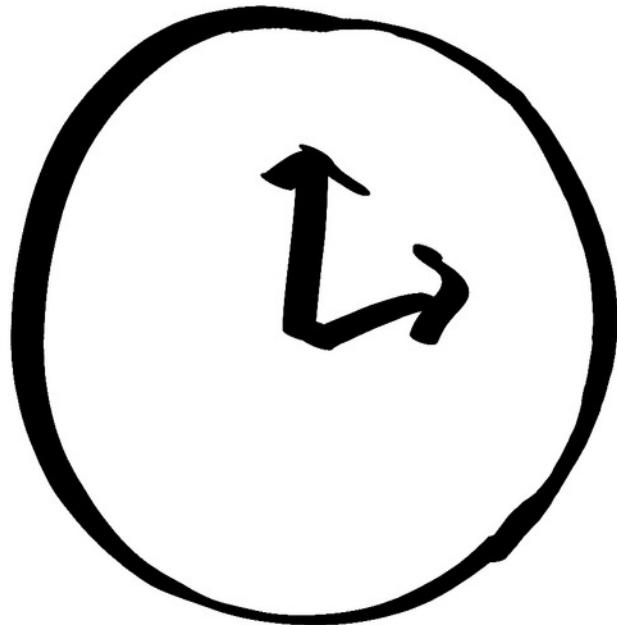
TDD ↳ TTD







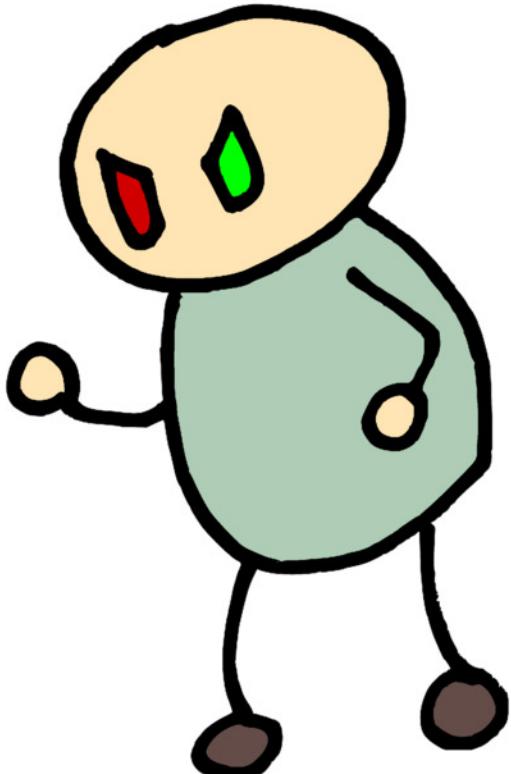
# TDD



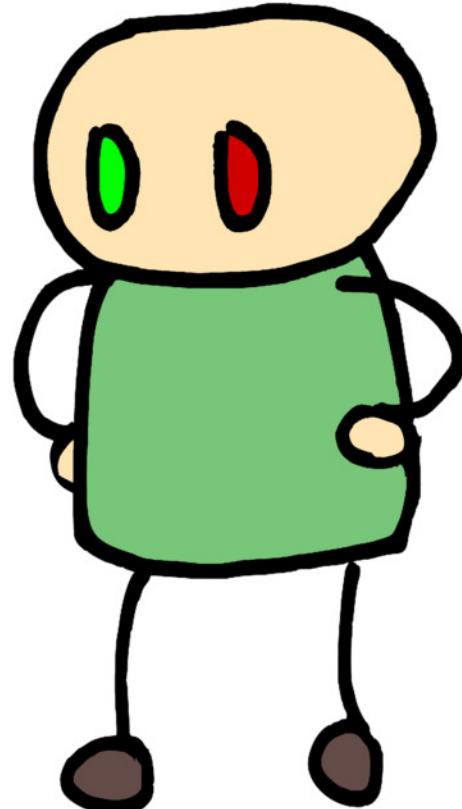
CYCLE  
EN ✓



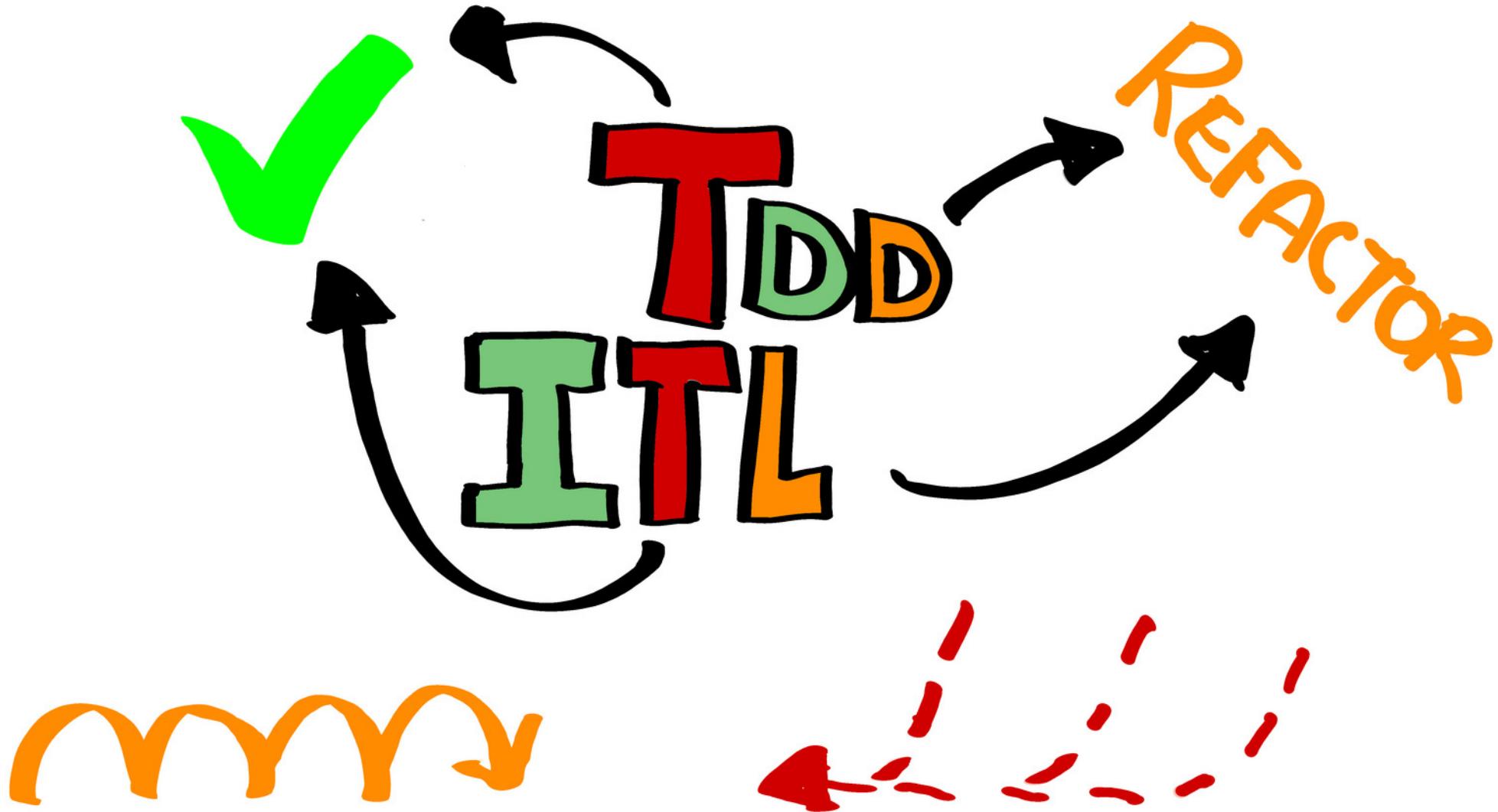
TDD

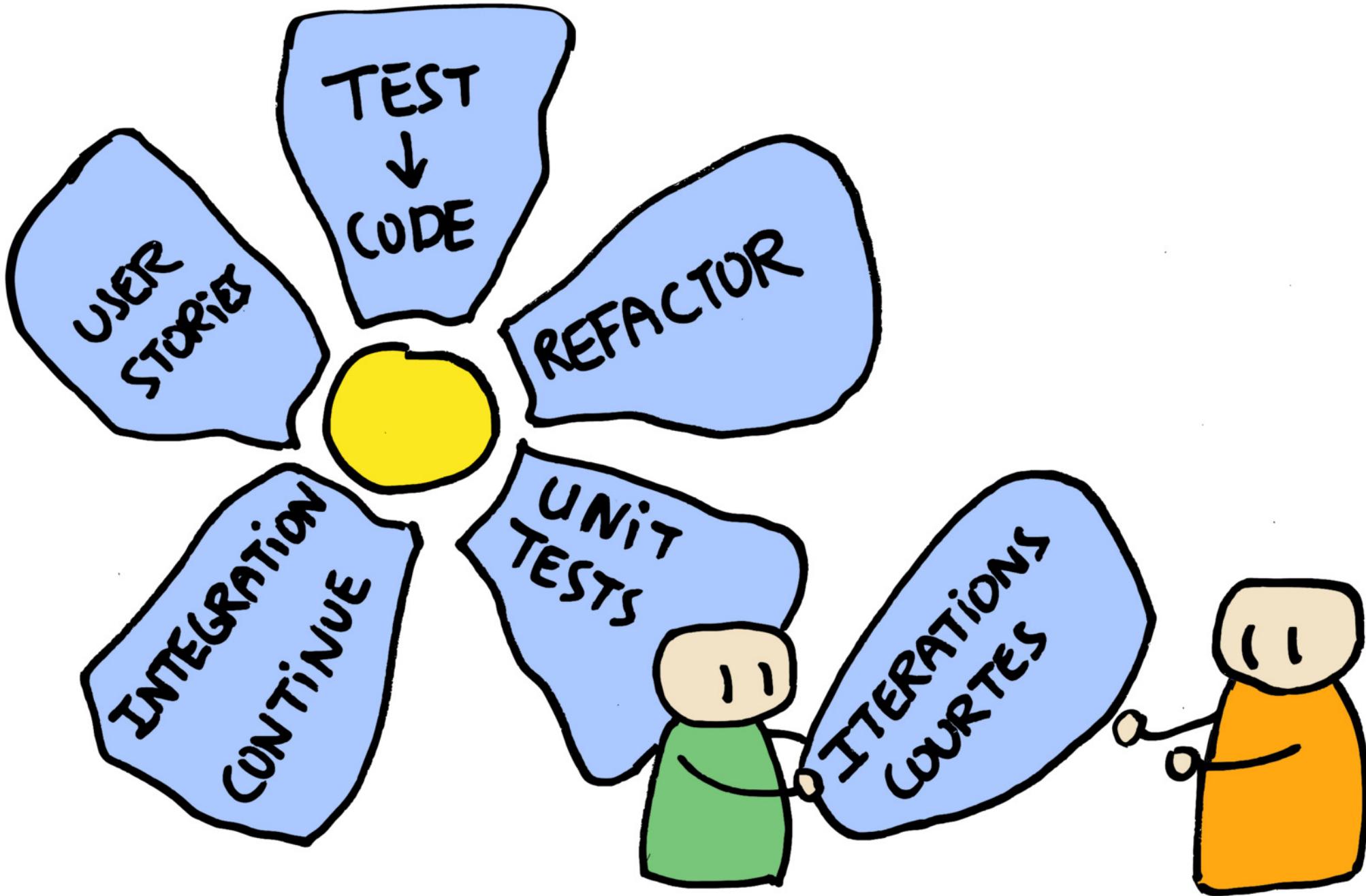


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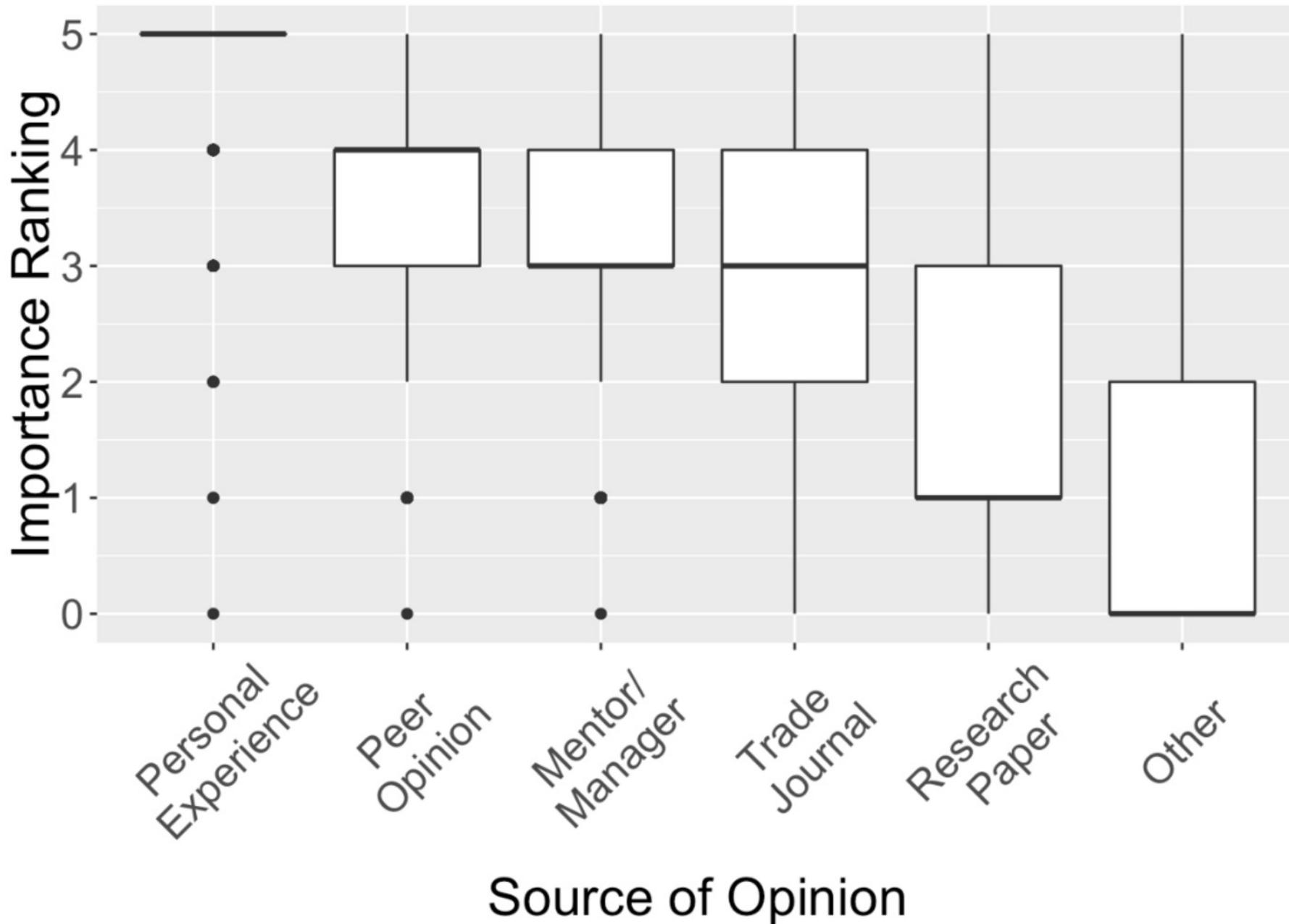


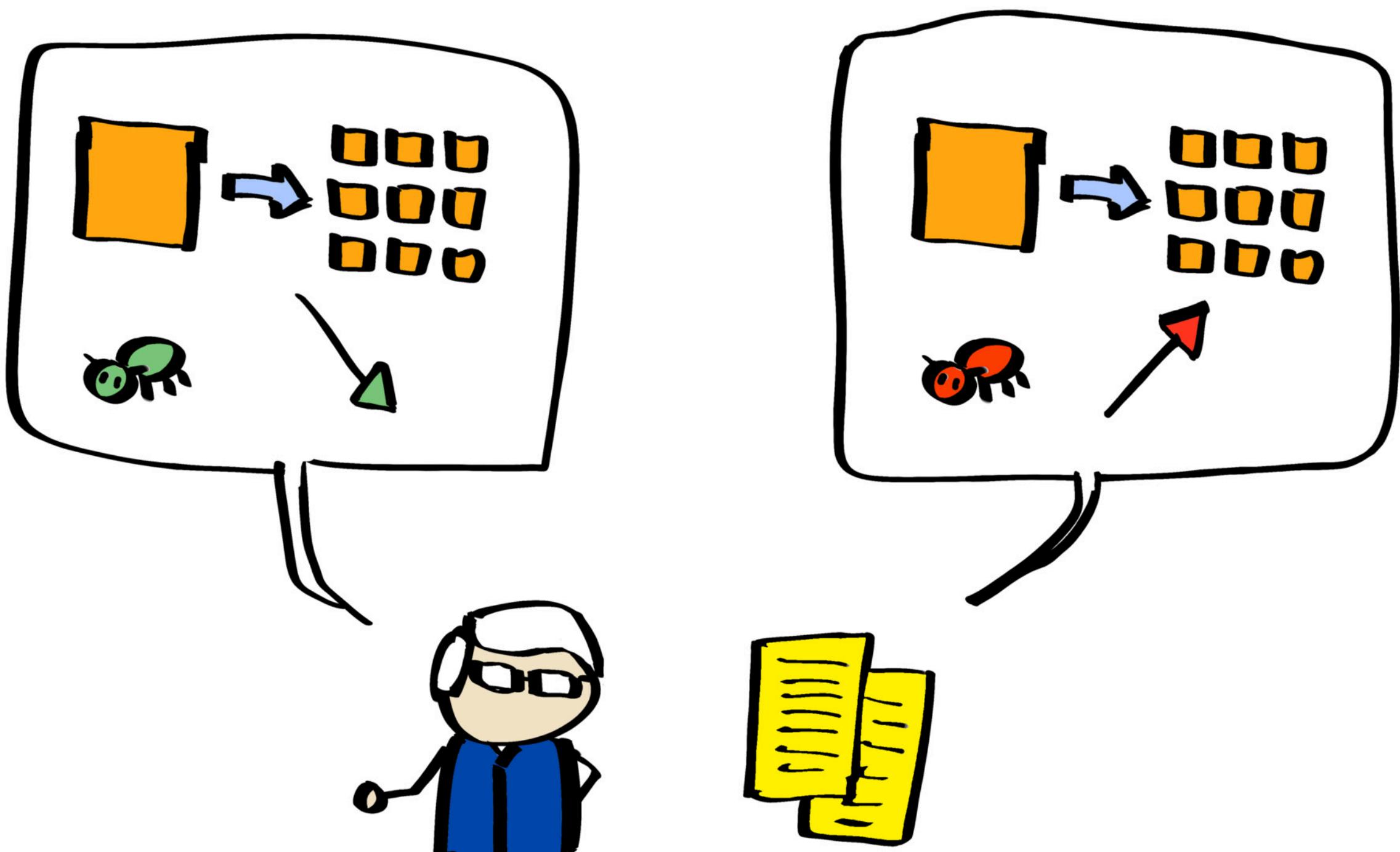
# BELIEF & EVIDENCE IN EMPIRICAL SOFTWARE ENGINEERING

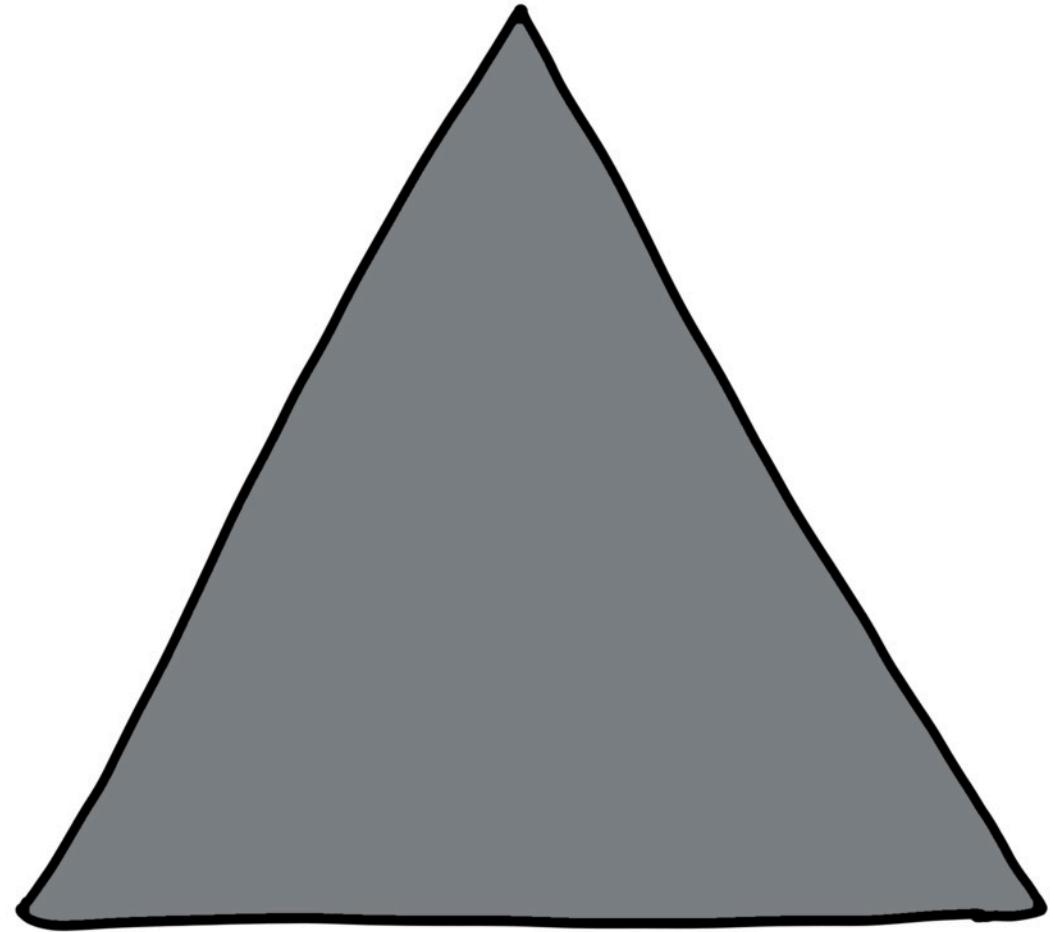


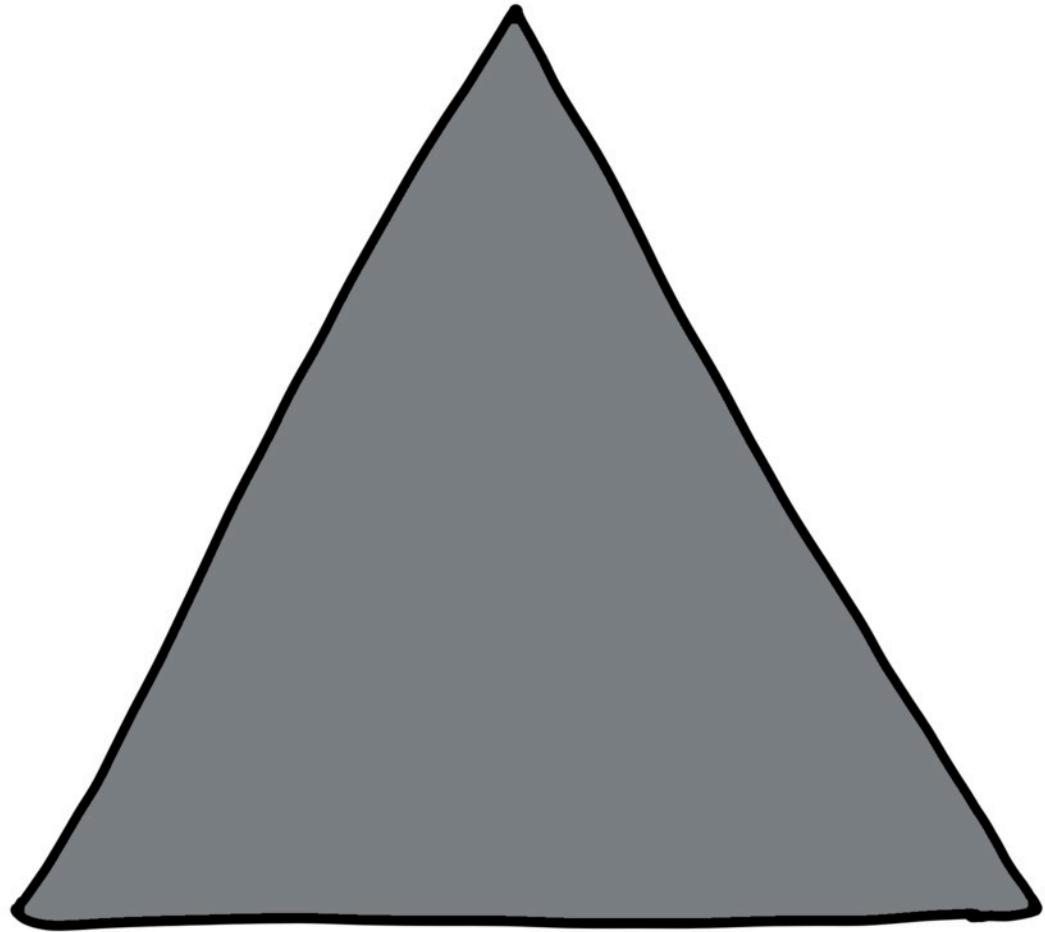
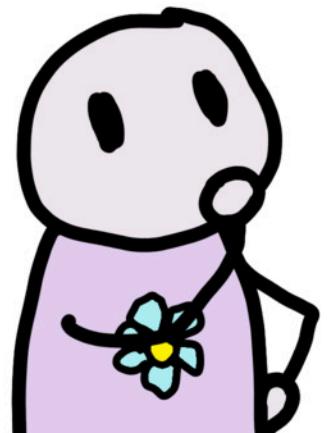
Devanbu, Premkumar and Zimmermann, Thomas and Bird,  
Christian

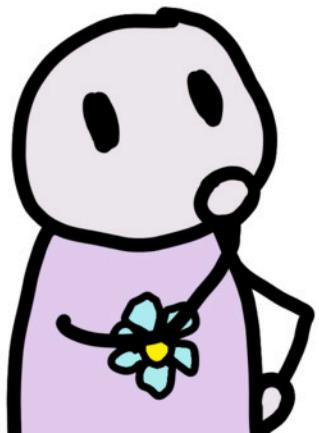
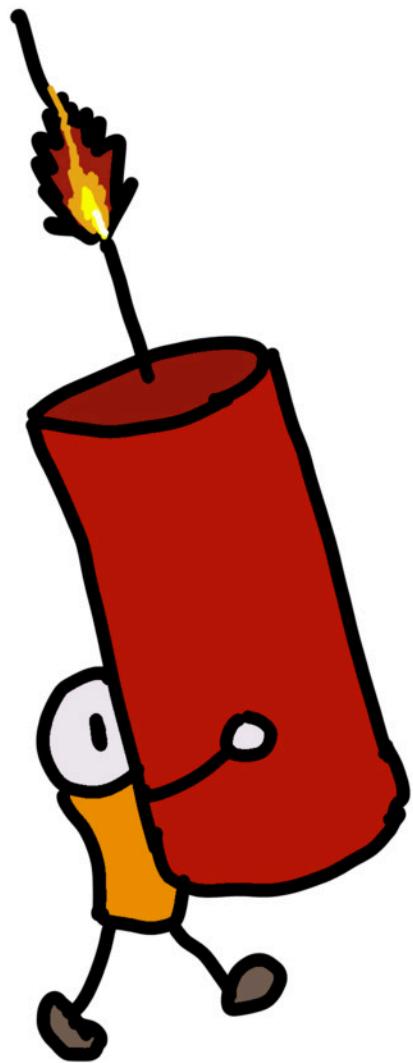
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CLEAN CODE  
TDD  
DDD



# MERCI



# MERCI



# MERCI



# AGICAP

# BORINGDEV.EU



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