

Tuesday 9/2/14

4156

introduction

go through courseworks main page
 introduce self + TAs
 - may get another TA

- pairs + teams { collaboration
 exercises
 at end
 if time
- grading

preliminary assignment
 waitlist + waivers
 optional Javaplay tutorial

other assignments
 testing survey
 team composition
 project proposal

show calendar
 tentative midterm + final

syllabus "sketchy" now
 because highly subject
 to change
 - experiment to try TDD
 approach, may not work

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textbooks

Head First books

TDD

Some web materials

Kent Beck's TDD

red - new test is not supposed
to pass
may not even compile
initially (fix that 1st)

what if test already passes?

green - write "simplest" code to
get test to pass

what if this is a brand new
system n.t. just adding
a feature?

refactor - clean up code
reconsider design decisions
(design patterns)

what if cleaning up
never happens?

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altho books, blogs, etc. talk about
TDD as mantra (hype)
even for new projects
"organically grown"

real people plan, architect a
design before writing
test code

need infrastructure

not entirely inconsistent
but not truly "simplest"

we will try to adapt TDD to 4156
may fail

research on TDD for CS1/CS2
can't find anything for
senior/graduate level SE

★ now do collaboration exercises
if still time - did only
1st exercise