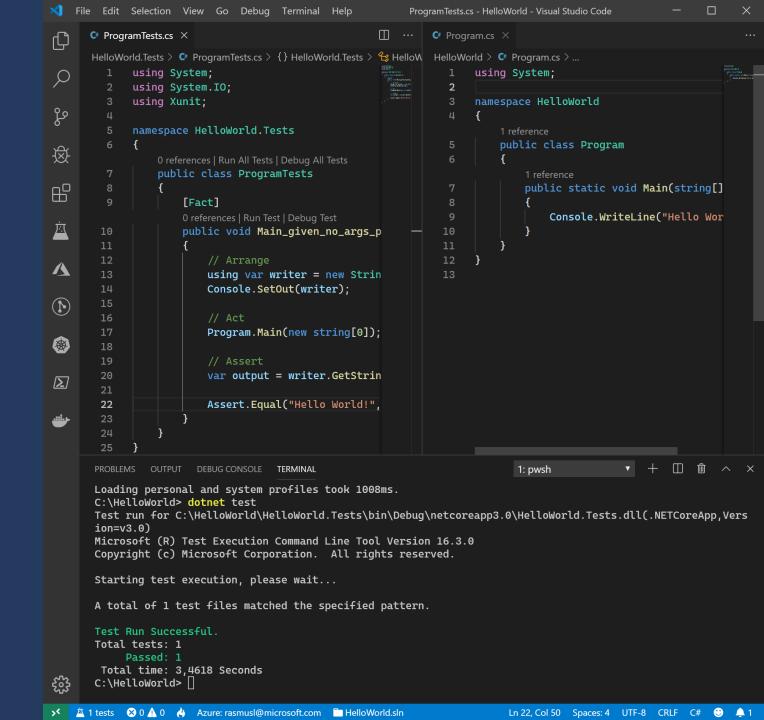


#### Test-Driven C#

Rasmus Lystrøm Associate Professor ITU



2013-: Principal Consultant @ Microsoft DevOps, Cloud, Security

2014-: Associate Professor @ ITU Object-Oriented Programming, C#, F#, .NET Core

M.Sc. IT, ITU (2012)

Thesis: Forecalc – Developing a core spreadsheet

implementation in F#

1996-2008, 2013-: Captain @ Danish Army (Reserve) Battalion Chief of Staff,

Wife: Katrine

Children: Lærke (3), Laura (6), and Alma (13)

Origin: Aarhus

Current whereabouts: Vanløse, Copenhagen



# Agenda

- · How to reach me
- Boring stuff
- Test-Driven Development
- Trunk Based Development
- Continuous Integration
- Show and tell

# How to reach me

Do not write me an email!

Use Discord – the TA's or your fellow students might have the answer.

You may tag me.

You may DM me for personal questions.

```
__mod = modifier_ob.
 mirror object to mirror
mirror_mod.mirror_object
 peration == "MIRROR_X":
eirror_mod.use_x = True
mirror_mod.use_y = False
 irror_mod.use_z = False
 _operation == "MIRROR_Y"
 alrror_mod.use_x = False
 !!rror_mod.use_y = True
 lrror_mod.use_z = False
  _operation == "MIRROR_z"
  rror_mod.use_x = False
  rror_mod.use_y = False
  rror_mod.use_z = True
  melection at the end -add
   ob.select= 1
   er ob.select=1
   ntext.scene.objects.action
   "Selected" + str(modified
    rror ob.select = 0
  bpy.context.selected_obj
   lata.objects[one.name].sel
  int("please select exaction
  OPERATOR CLASSES ----
     X mirror to the selected
     pes.Operator):
    ject.mirror_mirror_x"
 ontext):
ext.active_object is not
```

#### Curriculum

Test-Driven C<sup>♯</sup> Generics Lambdas and Ling Data access (ORM) Asynchronous and parallel Web APIs **Design Patterns** Mobile and desktop apps Web apps Security Cloud

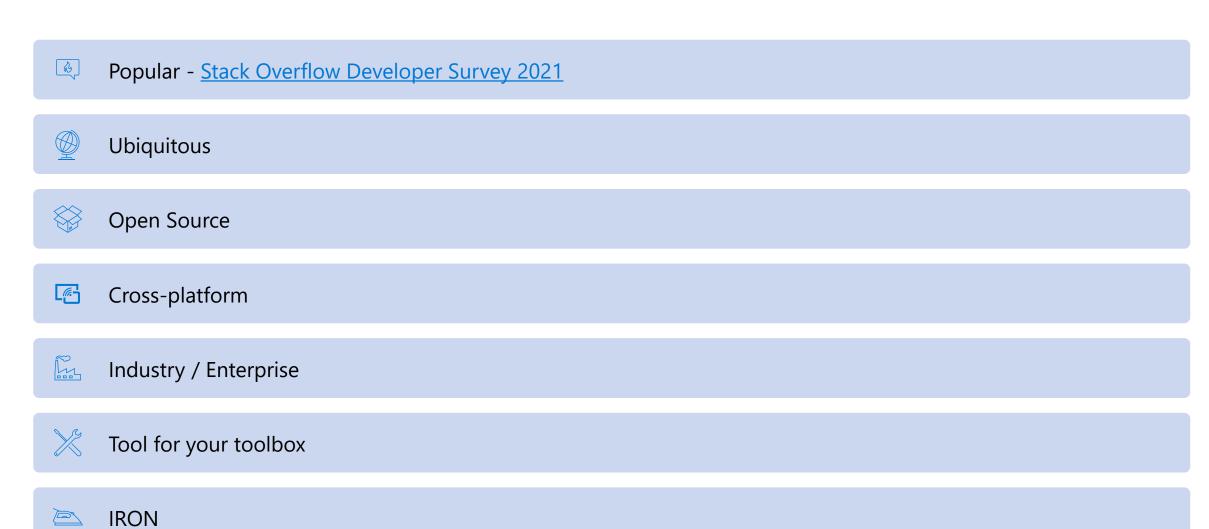
**Updated on LearnIT** 

"C# is intended to be a simple, modern, general-purpose, object-oriented programming language."

ECMA-334 ISO/IEC 23270:2018(E)

C# language specification, 5th edition, December 2017

# Why C<sup>♯</sup>





# Why not C<sup>♯</sup>?

It's just like Java:

Curly brackets and semicolons from C

Statically typed

Object-oriented

Single inheritance

Cross platform

Open source

Industry / enterprise

### **Enterprise**

https://github.com/joaomilho/Enterprise

https://github.com/EnterpriseQualityCoding/FizzBuzzEnterpriseEdition



# Build on what you know already

No basic stuff

Read the book

Do the exercises

Learn the advanced patterns and syntactic sugar

Idiomatic C#

Focus on clean, testable code

Stop the enterprise madness!



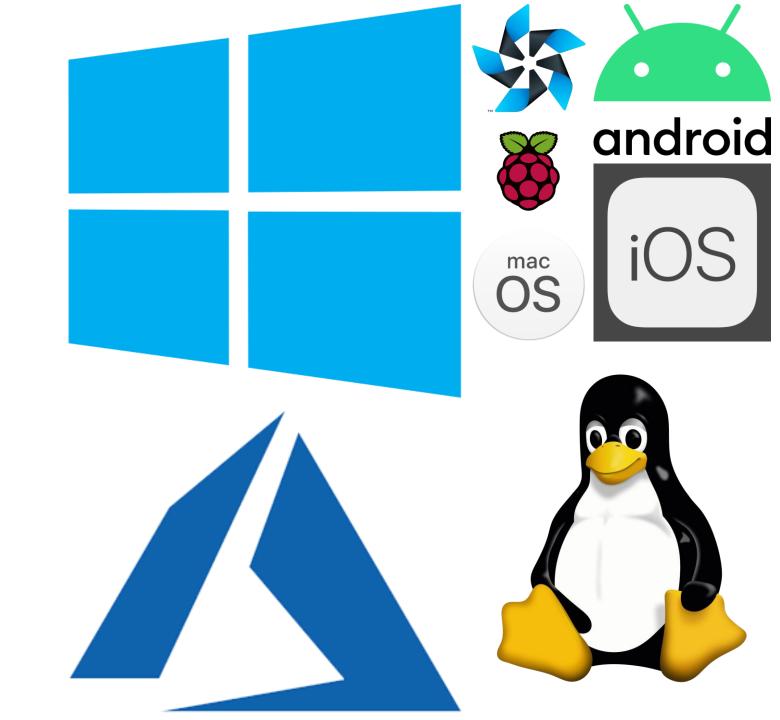
#### .NET

.NET is a free, cross-platform, open-source developer platform for building many different types of applications.

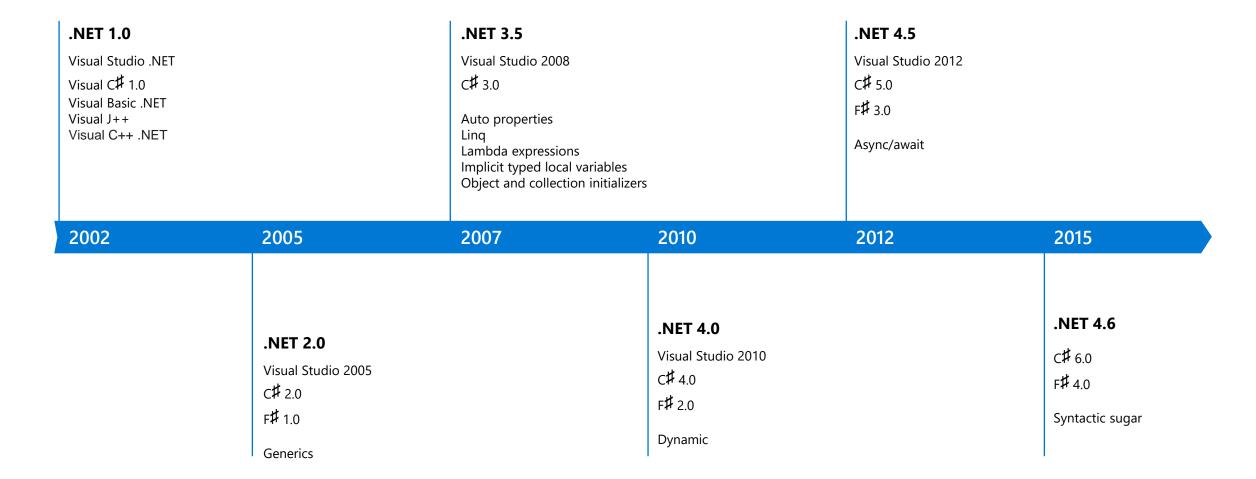
# .NET Languages



## .NET Platforms

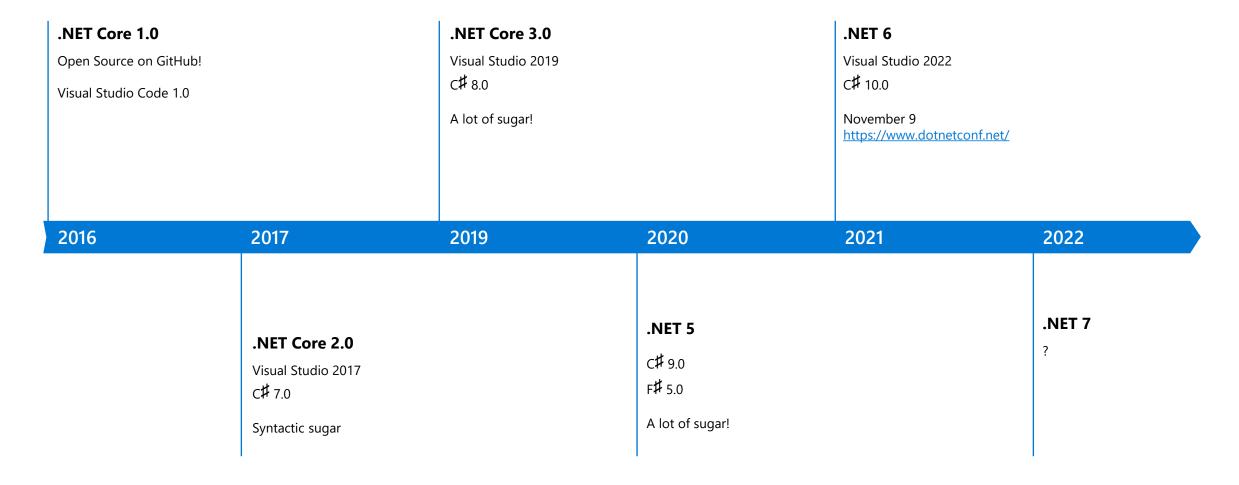


#### .NET Timeline



https://docs.microsoft.com/en-us/dotnet/csharp/whats-new/csharp-version-history

#### .NET Timeline II



https://docs.microsoft.com/en-us/dotnet/csharp/whats-new/csharp-version-history



# **Test-Driven Development**





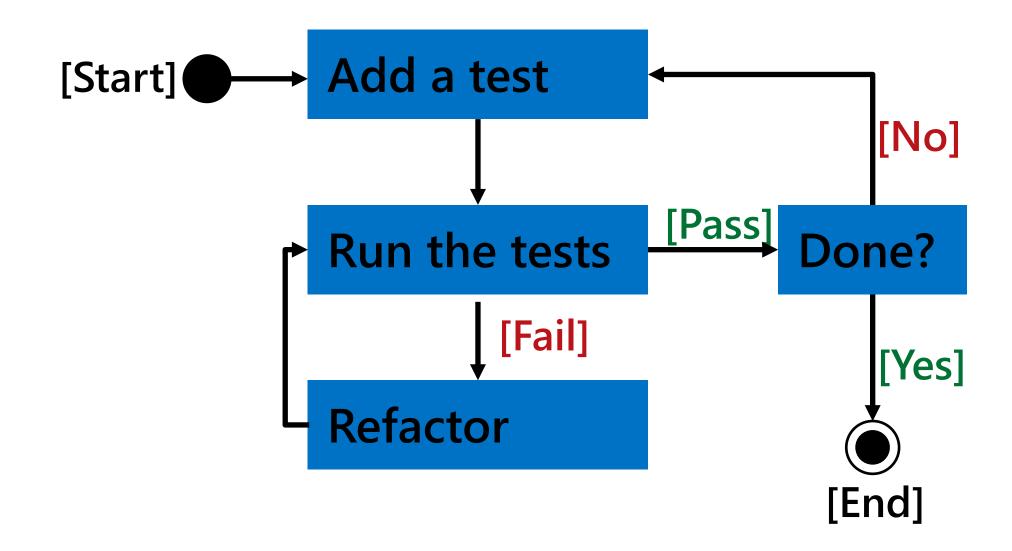


WHY?



HOW?

#### Red – Green - Refactor





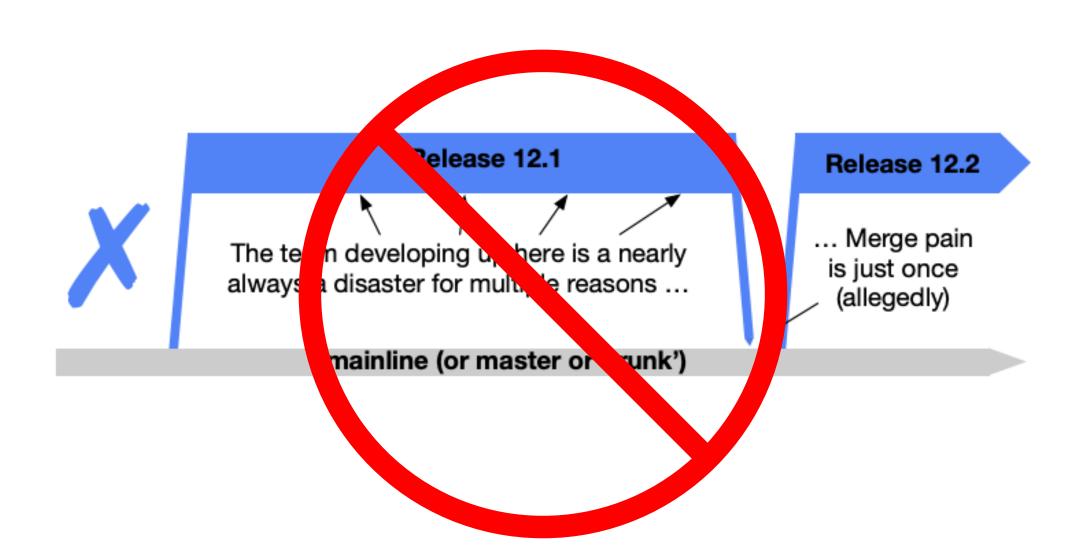
### Trunk Based Development

A source-control branching model, where developers collaborate on code in a single branch called 'trunk' \*, resist any pressure to create other long-lived development branches by employing documented techniques. They therefore avoid merge hell, do not break the build, and live happily ever after.

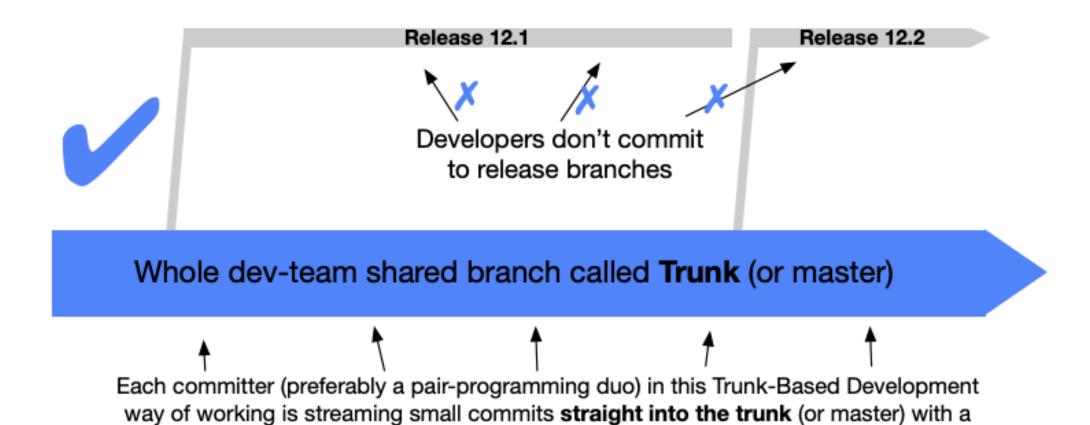
master/main, in Git nomenclature

Source: <a href="https://trunkbaseddevelopment.com/">https://trunkbaseddevelopment.com/</a>

# Shared branches off mainline/master/trunk are bad at any release cadence



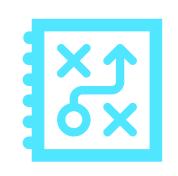
### **Trunk Based Development**



pre-integration step of running the build first (which must pass)

## Branching strategy vs. tactics

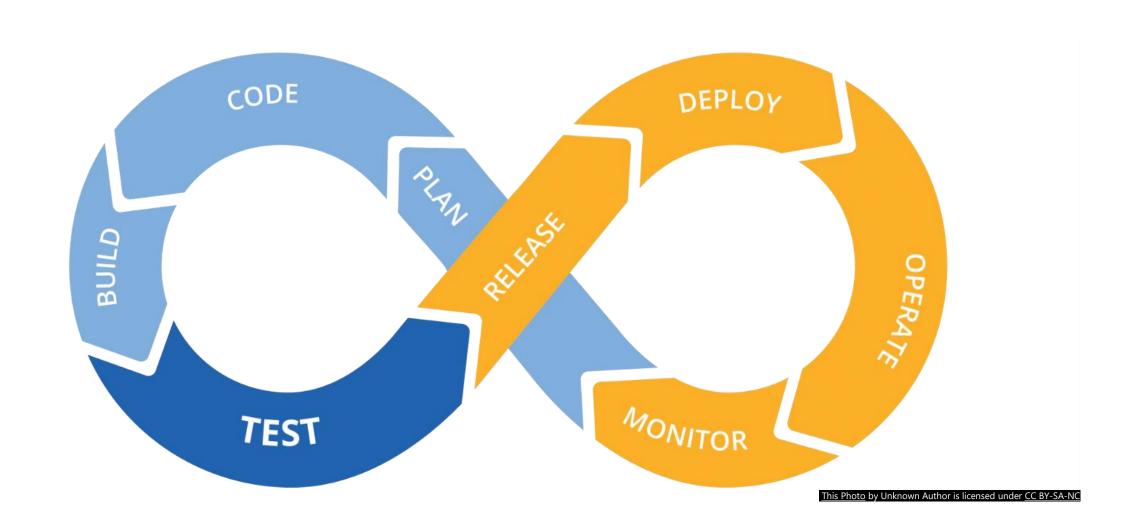




Short-lived < 1 day

No *strategy*!

# **Continuous Integration**





### **Continuous Integration**

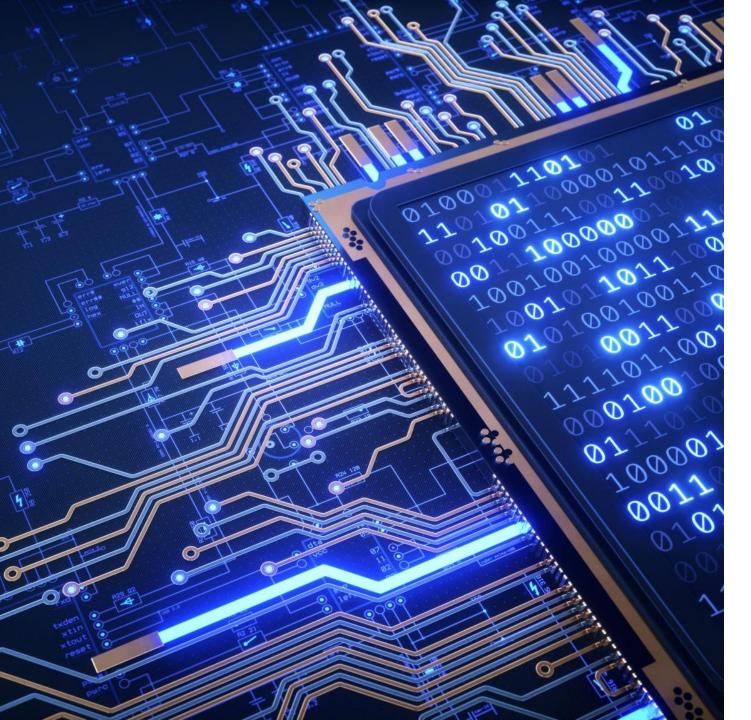
Continuous Integration (CI) is the process of automating the build and testing of code every time a team member commits changes to version control.

Source: <a href="https://docs.microsoft.com/en-us/devops/develop/what-is-continuous-integration">https://docs.microsoft.com/en-us/devops/develop/what-is-continuous-integration</a>

#### Demo

Test-Driven C<sup>#</sup> using Continuous Integration and Trunk Based Development





Create a C# console app with a test library

mkdir MyApp cd MyApp

dotnet new console -o MyApp
dotnet new xunit -o MyApp.Tests

dotnet new sln dotnet sln add MyApp dotnet sln add MyApp.Tests dotnet add MyApp.Tests reference MyApp



#### Build, test, and run your app

```
dotnet build
dotnet test
dotnet run --project MyApp
```

# Naming conventions

#### **Composed names**

currentLayout, CurrentLayout

#### **Variables and fields**

vehicle, leftElement

#### **Private fields**

\_vehicle, \_leftElement

#### Methods

CurrentVehicle(), Size()

#### **Properties**

Pi, Name, Size

#### Classes

MyClass, List<T>

#### **Interfaces**

IException, IObserver

#### The C# class

```
using System;
namespace Namespace
    public class Class
        private string _field;
        protected DateTime _inheritableField;
        public string Property { get => _field; } // Getter
        public int AutoProperty { get; set; }
        public Class() // Constructor
```

### The C# class (methods)

```
public object InstanceMethod(int parameter)
   return null;
public virtual object OverridableInstanceMethod(bool parameter)
   return null;
public static void StaticMethod()
private void PrivateInstanceMethod()
```

### The C# class (events and delegates)

```
public event EventHandler Event;

protected virtual void OnEvent(EventArgs e)
{
    EventHandler handler = Event;
    handler?.Invoke(this, e);
}

public delegate void MyEventHandler(object sender, EventArgs e);
```

# Built-in types

```
bool boolean; // true || false
char character; // 'a', 'b', 'c', '1', '2', '3'
// Floating point numeric types
decimal precisionFloatingPoint;
double floatingPoint64bit;
float floatingPoint32Bit;
// Integral numeric types
byte integer8bit;
                                                     sbyte signedByte;
int integer32bit;
                                                    uint unsignedInteger32bit;
long integer64bit;
                                                    ulong unsignedInteger64bit;
short integer16bit;
                                                    ushort unsignedInteger16bit;
// Reference types
object _object;
string _string;
dynamic dynamic;
                         https://docs.microsoft.com/en-us/dotnet/csharp/language-reference/builtin-types/built-in-types
```

#### **Basic Unit Test**

```
public class Ticker
    public int Counter { get; private set; }
    public void Increment() => Counter++;
public class TickerTests
    [Fact]
    public void Increment_when_called_increases_Counter_by_1()
        // Arrange
        var sut = new Ticker();
        // Act
        sut.Increment();
        // Assert
        Assert.Equal(1, sut.Counter);
```