

Iowa Code Camp – Fall 2014

TDD Workshop

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Cory Gideon

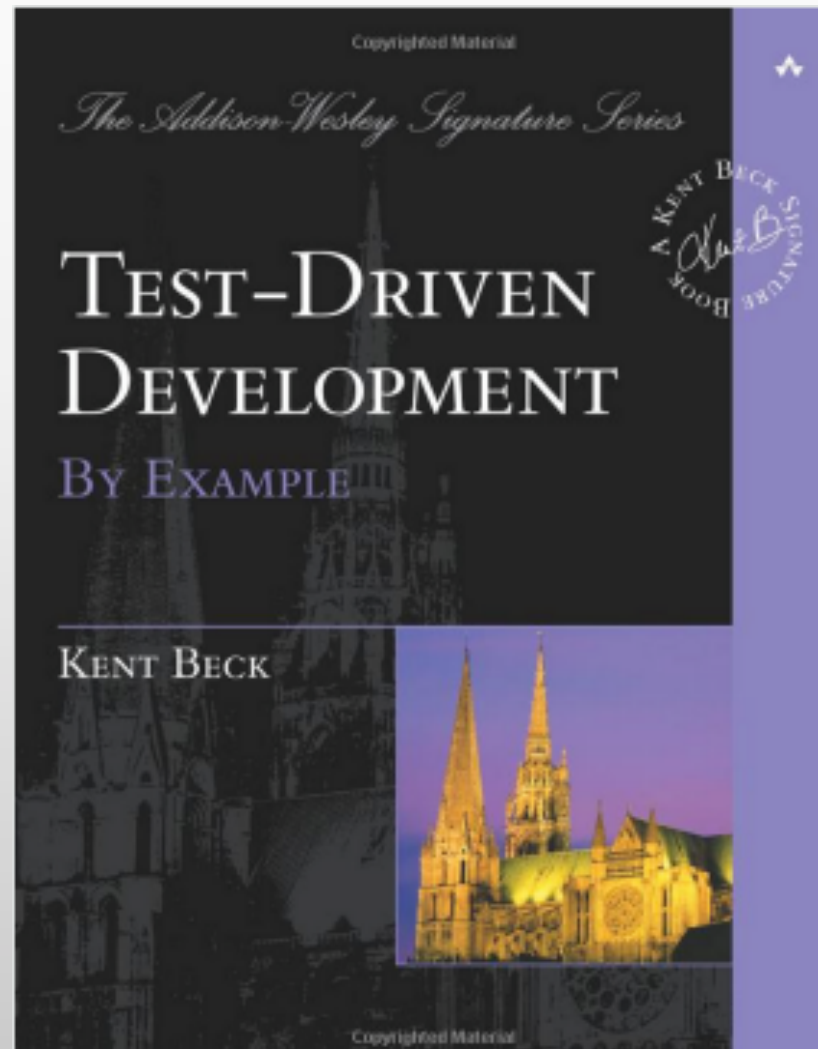


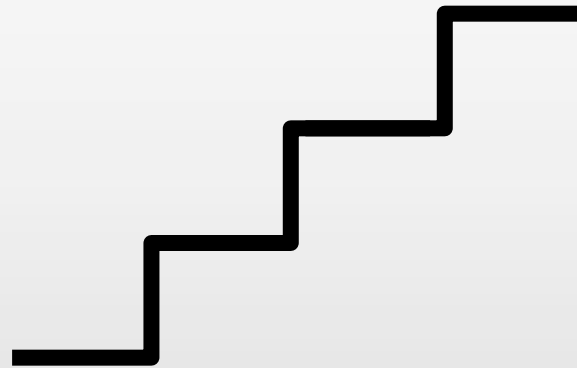


TDD

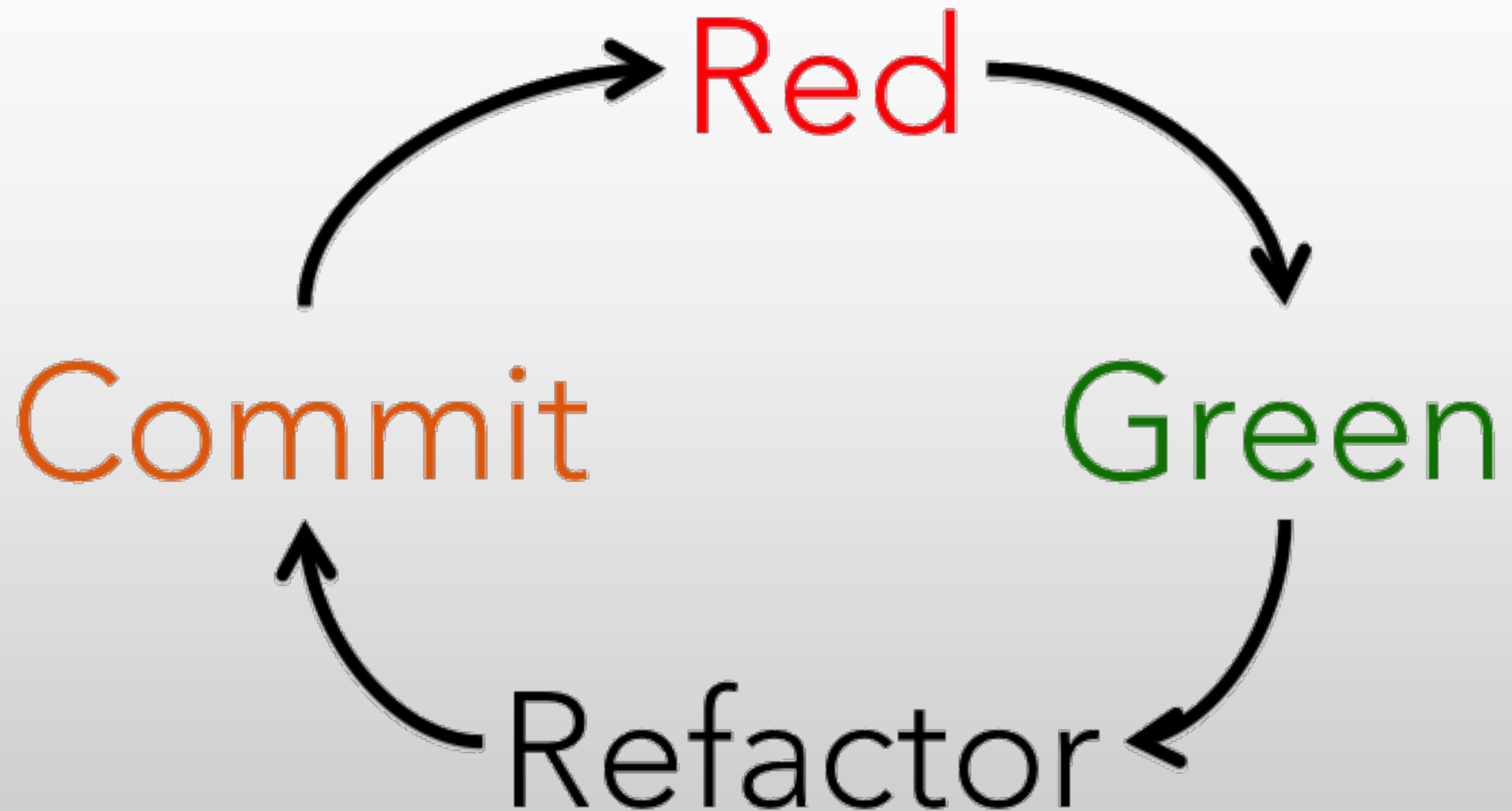
**ALL CODE IS GUILTY
UNTIL PROVEN INNOCENT**

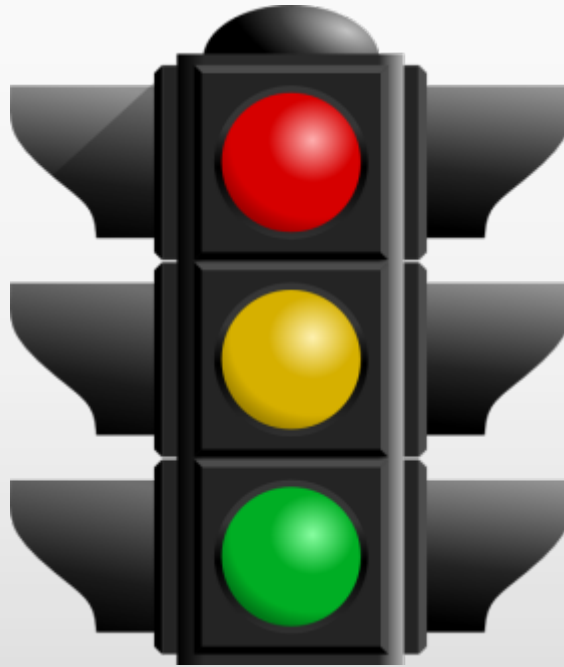
CODESMACK





4 steps





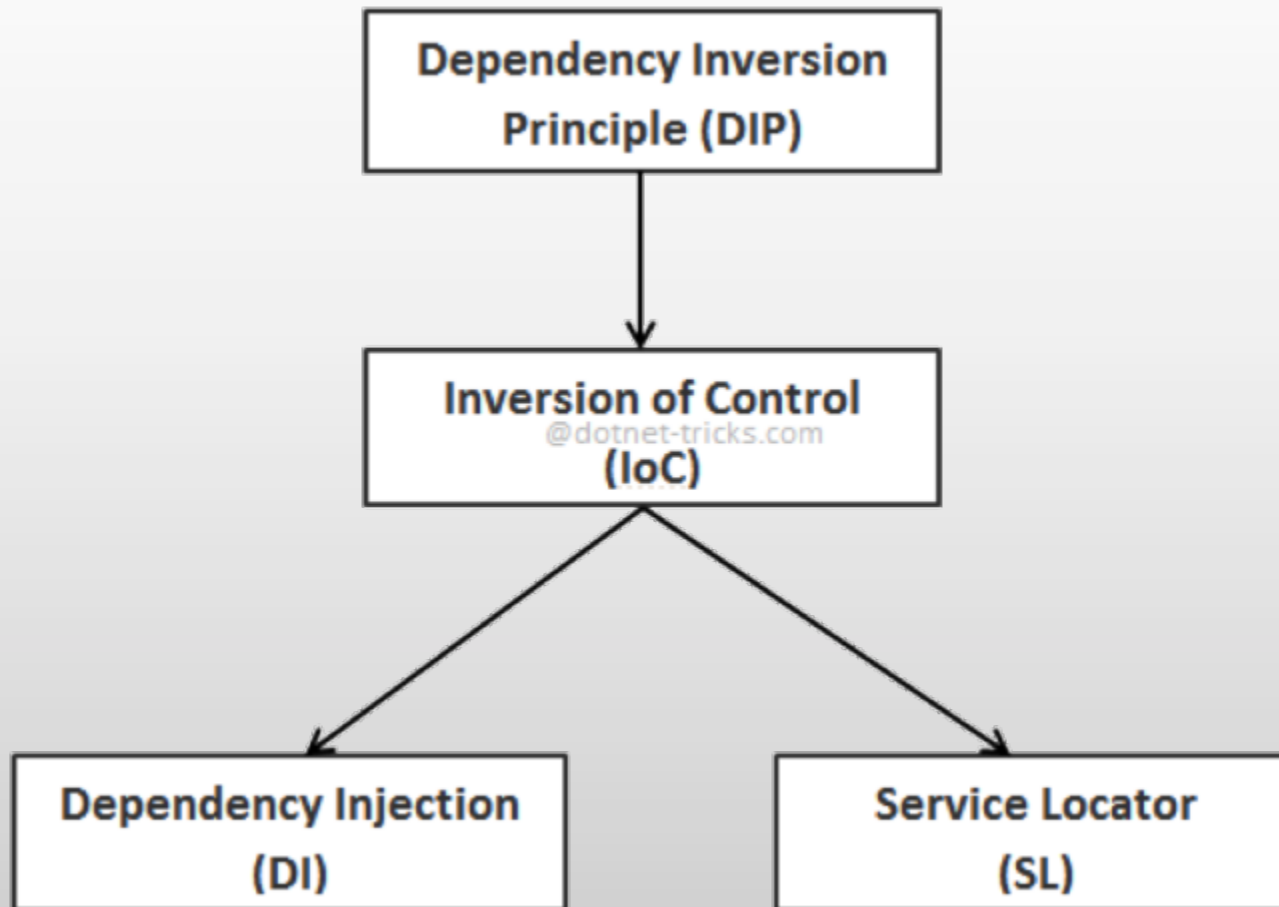
3 rules

Uncle Bob's Three Rules of TDD

- Write **no** production code, except to pass a failing test.
- Write only **enough** of a test to demonstrate a failure.
- Write only **enough** production code to pass a test.



3 things



REAL SYSTEM



Green = class in focus
Yellow = dependencies
Grey = other unrelated classes

CLASS IN UNIT TEST



Green = class in focus
Yellow = mocks for the unit test

JU_{nit}

mockit



IntelliJIDEA

Mob Programming

A Whole Team Approach



Illustration © 2012 - Andrea Zuill

mobprogramming.org

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String Calculator

Roy Osherove
<http://osherove.com/tdd-kata-1/>



New Development

1. Create a simple String calculator with an Add method.
2. The method can take 0, 1 or 2 numbers, and will return their sum. For example: "" or "1" or "1,2".
3. For an empty string it will return Zero.
4. Allow the Add method to handle an unknown amount of numbers.

String Calculator

Roy Osherove
<http://osherove.com/tdd-kata-1/>



Legacy Testing

Encapsulate Calculator

1. Create a simple numeric calculator with an Add method.
2. Inject the numeric calculator into the String Calculator.
3. Utilize CDI to inject the numeric calculator into the String Calculator.

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NETWORKS Automated
OPEN SOURCE
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