



# TDD IN AN IoT WORLD

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Charles Korn

IoT?

*What is TDD?*

# Test-driven development

Test-driven ~~development~~

Test-driven design

It's not just about testing your code

It's also about designing your code to be testable

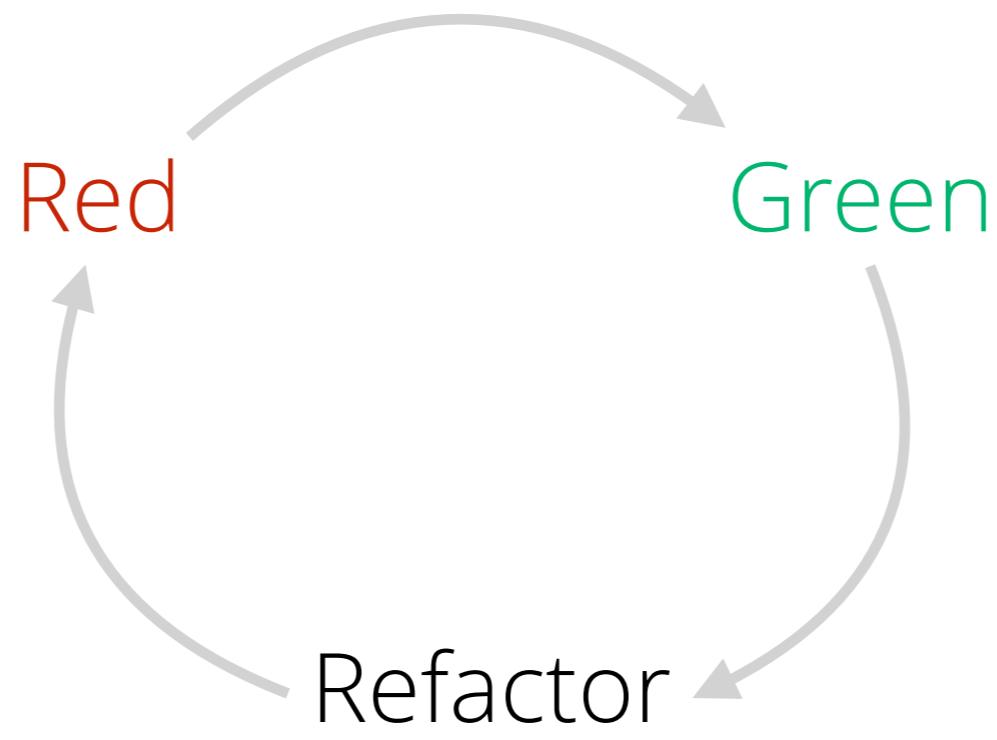
**CODE THAT IS DESIGNED TO BE EASY TO TEST**



Code that is easy to test is:  
small  
simple  
has a single responsibility

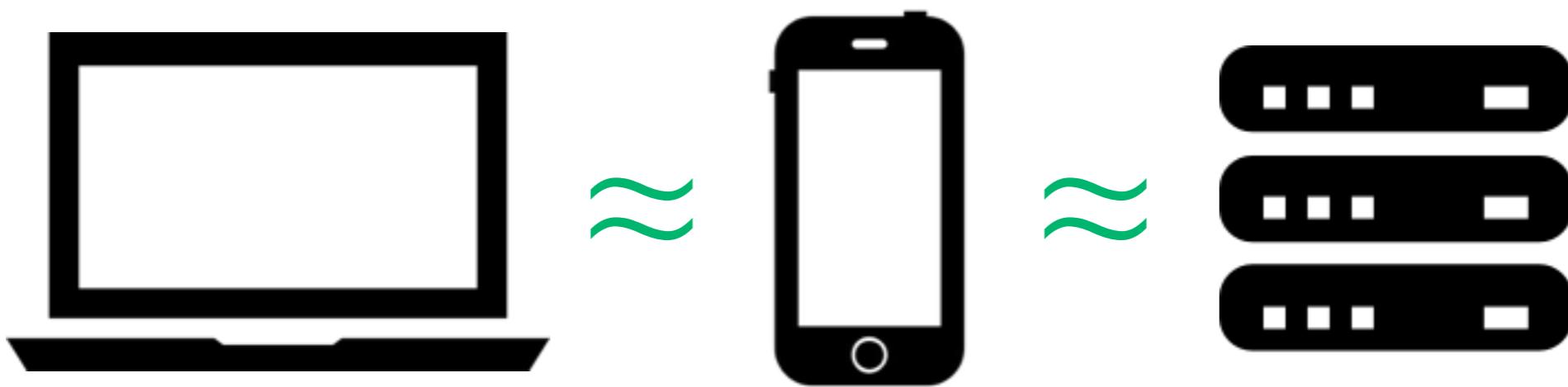
Clean code is:  
small  
simple  
has a single responsibility

But how?



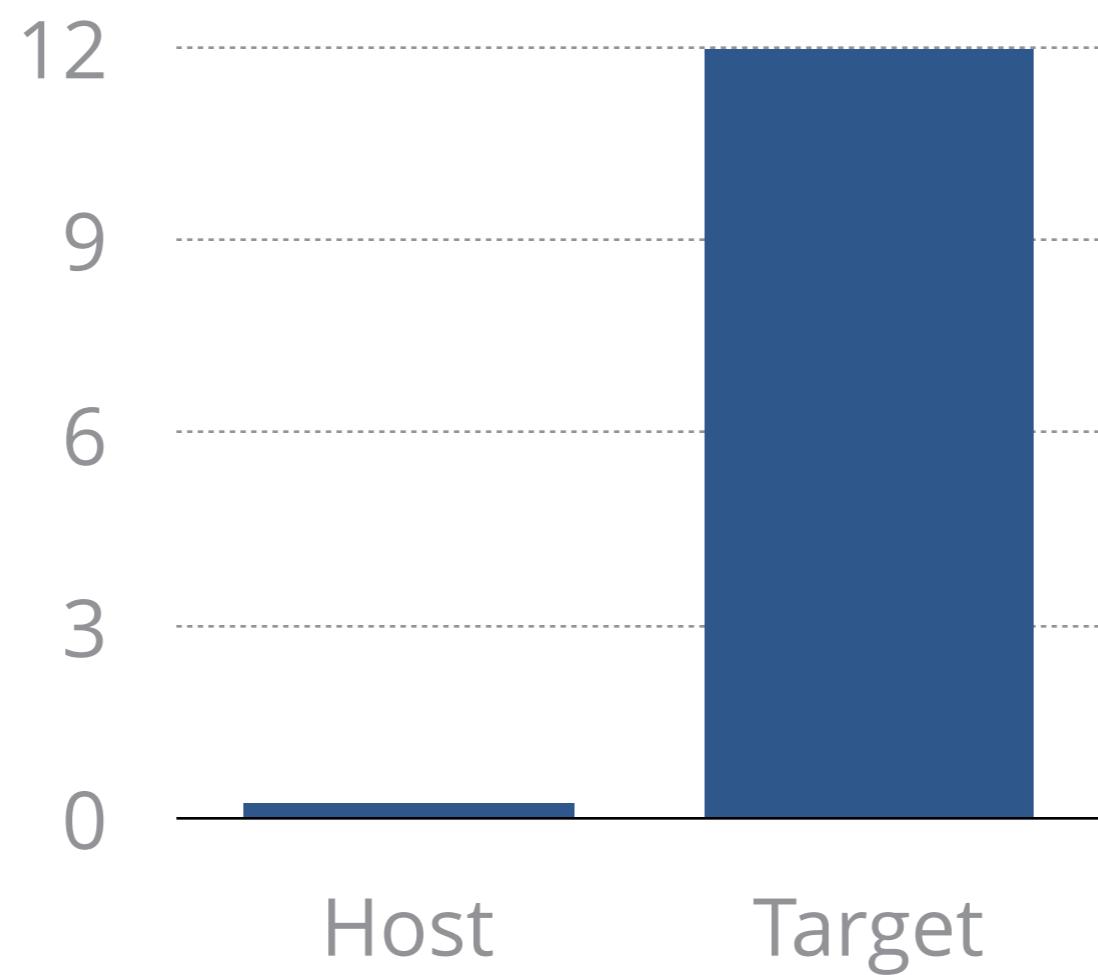


# Development environment



# Hardware constraints

Long write-run-debug cycle



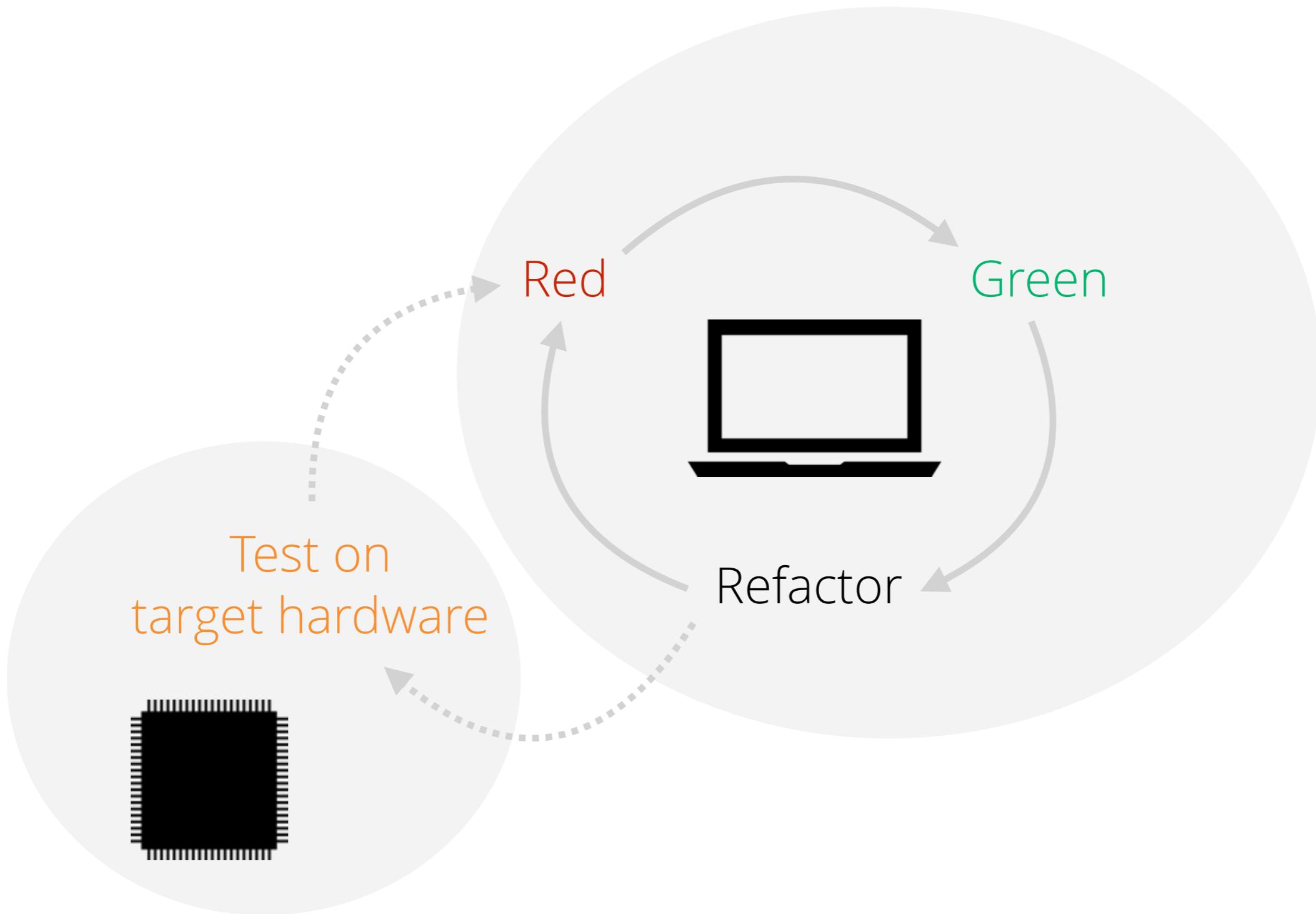
Might not have target hardware

Development and production  
environment differences

Hardware constraints

Long write-run-debug cycle

Target hardware availability





First 50% of tests

Second 50% of tests

Lots of low-level interactions with hardware

Avoid direct interactions with hardware  
(or: use good abstractions)

```
PINA |= (1 << LED_PIN)
```

or

```
turnOn(LED_PIN)
```

```
expect(PINA & 0x04 == 1)
```

or

```
expect(getState(LED_PIN) == ON)
```

# Performance concerns





**IT'S A TRAP!**

Know what 'good enough' looks like

Know why it's required

Have a repeatable way to measure it

The tests can help you

C and C++

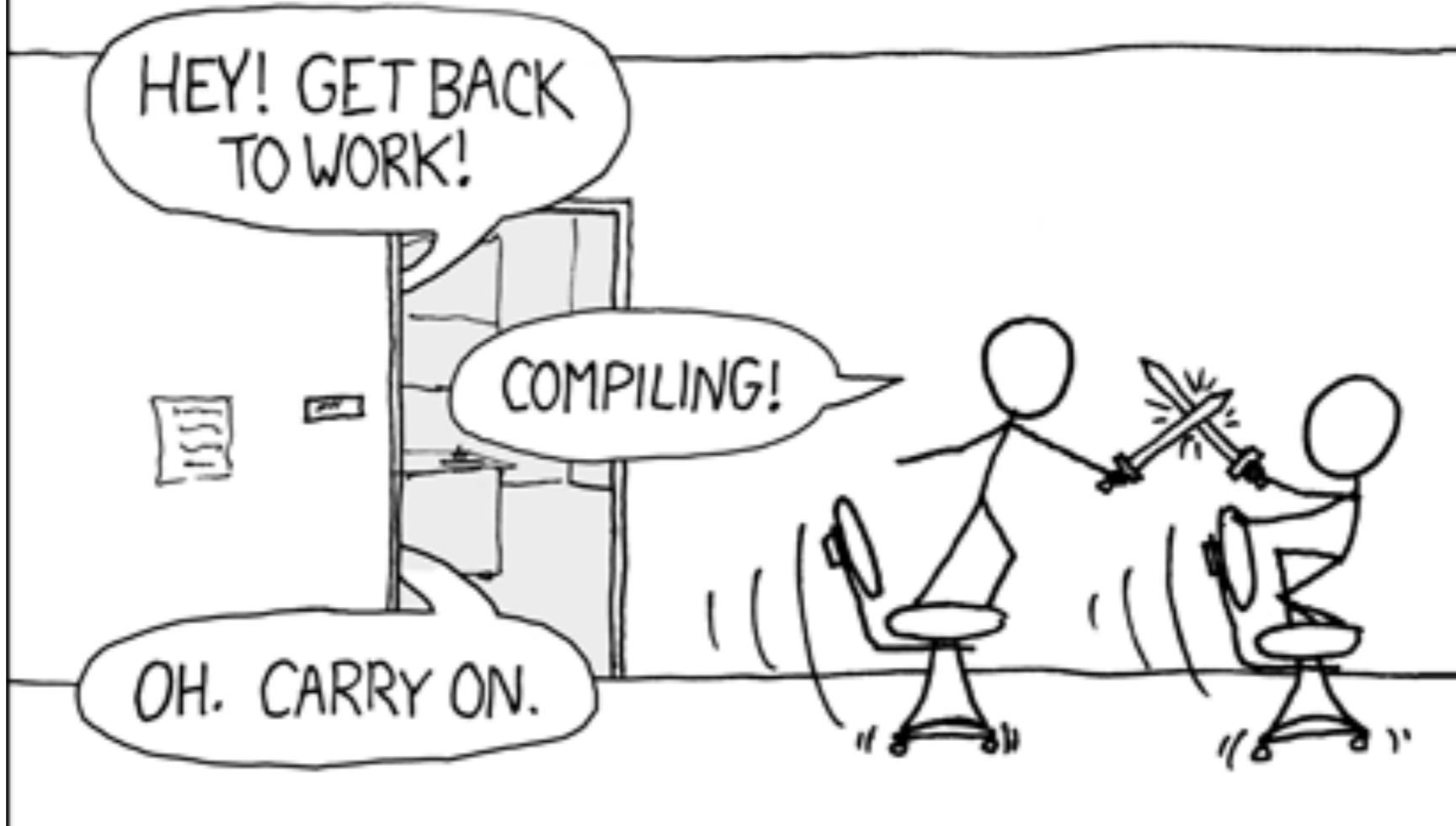


# Link-time fakes

# Function pointers

# Virtual classes

# THE #1 PROGRAMMER EXCUSE FOR LEGITIMATELY SLACKING OFF: "MY CODE'S COMPILING."



*Go forth and TDD*

*Before I go...*

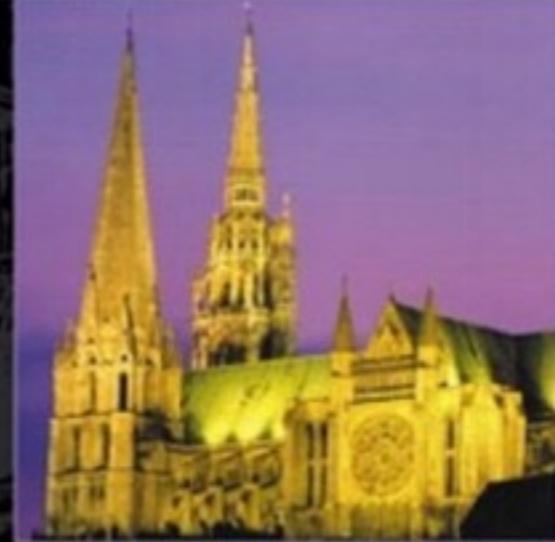
*The Addison-Wesley Signature Series*

# TEST-DRIVEN DEVELOPMENT

BY EXAMPLE

A KENT BECK  
SIGNATURE BOOK

KENT BECK



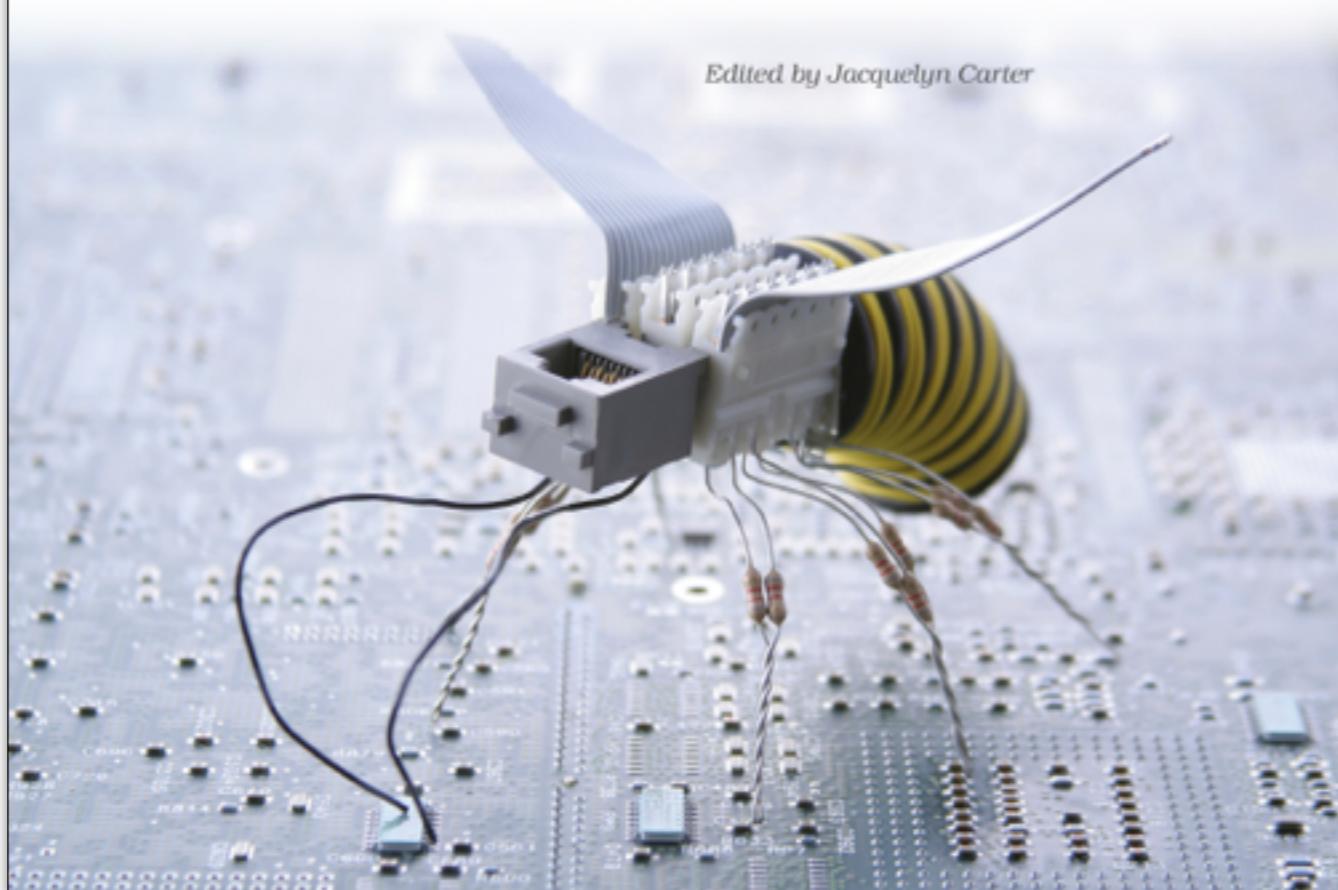
The  
Pragmatic  
Programmers

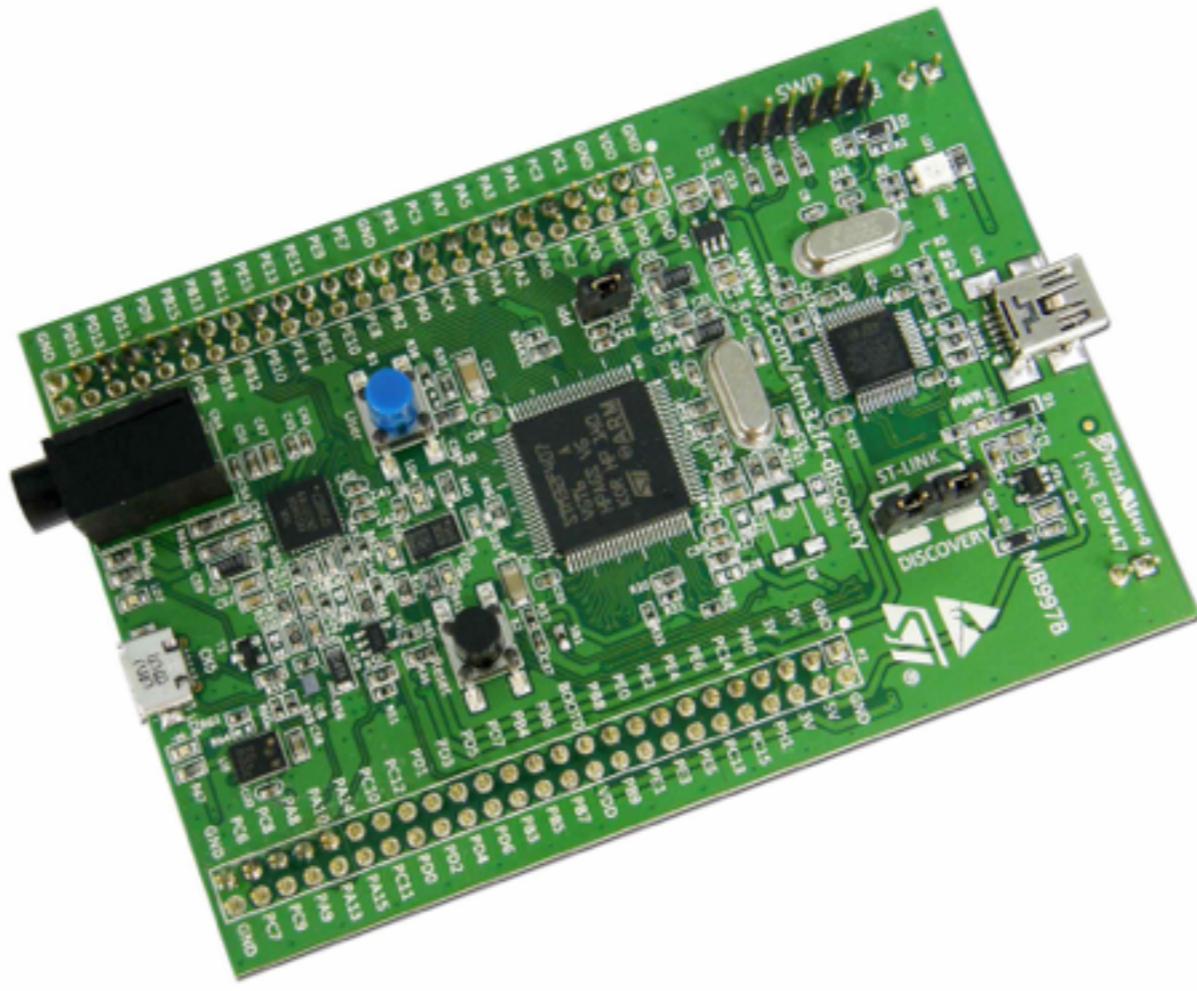
# Test-Driven Development for Embedded C

James W. Grenning

Forewords by Jack Ganssle  
and Robert C. Martin

*Edited by Jacquelyn Carter*





<https://github.com/charleskorn/stm32f4-project-template>

TDD for circuit design

# THANK YOU

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