PPEDV

Coding Dojo

Basic Coding Dojo Principles

Thema

Today we talk about how to do a proper coding Dojo

How we usually do a dojo

- Starting with a short introduction, we either bring a certain kata with us or agree upon one (in the beginning, it´s probably better to start with a designated kata). A list of possible katas can be found e.g. at cyber-dojo.org (see resources)

- Form small teams of about 4 people with one laptop (working IDE mandatory)

- Language: Each of the small teams is independent in its choice of language.

- Find a spot where you gather your team, set a clock for a 5 minute cycle and start with the first pair, switch after 5 minutes so that after 40 minutes, everyone should have been at the keyboard twice:

Basic Patterns

- pair programming (driver + navigator)

- test-driven

- rotate after 5 minutes

- come green, leave green (tests should be green when you grab the keyboard and when you leave it)

- red-green-refactor: write a test (=red), make it green, refactor

Basics Patterns

- Everyone should have been at least once driver and navigator. Depending on group and kata, you might want to change from 5 minutes to more or less, but stay within 3-8 minutes.

- After about 40 minutes, take a break of 5-10 minutes. This usually helps a lot to re-think about the solution, a different approach, …

- Start over from scratch for a second round of 40 minutes. Usually, the teams tend to solve the kata differently or at least faster due to the learnings from the first round.

- After this, gather again and present your results and do a small retrospective (what went well? what did we learn? what should we change? …).

Most Important

Learn/Teach and have fun!

Basic Requirements

- **TEST FIRST!**

- **COME GREEN GO GREEN**

- **CHANGE EVERY X MINUTES**

- **REFACTOR INSTEAD OF ARCHITECTURE ON BEGINNING**

- **THE ARCHITECTURE WILL DEVELOP BY DOING**

KATA

FizzBuzz

Range 1-100

Fizz %3

Buzz %5

FizzBuzz %3 && %5

KATA STEP 1 – (20 Minutes)
Create Tests

Tests1 – Test Numbers until 3 as number

Test2 – Create Test for Fizz (3)

Test3 – Create Test for Buzz (5)

Test4 – Create Test for 2nd Fizz (6)

Test5 – Create Test for 3rd Fizz(9)

Test6 – Create Test for 2nd Buzz (10)

Test7 – Create Test for FizzBuzz(15)

Tests8 – Create Tests until 100

KATA STEP 2 – (20 Minutes)
Feel free on implementation

In this variant you can try any implementation you want

PIZZA BREAK

Thanks to our todays Sponsor

KATA STEP 3 – (20 Minutes)
IF / Select / Switch / ?? are not allowed!

In this variant your code is not allowed to use any IF / Select / Switch / ??
Statement

KATA STEP 4 – (20 Minutes)
Merciless Objects

In this variant your code is not allowed to use any IF / Select / Switch / ?? Statement

Additionally everything must be an object

KATA STEP 5 – (20 Minutes)
Change Programming Language, keep tests!

In this variant your code must be any other programming language
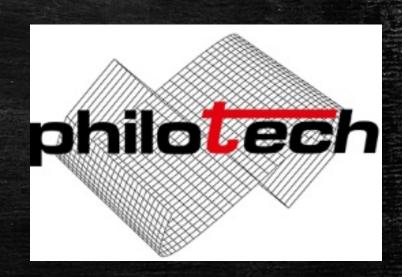
CODE HARD – HAVE FUN!

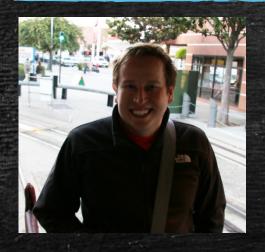# Coding Dojo März

Wann?

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Wo?

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