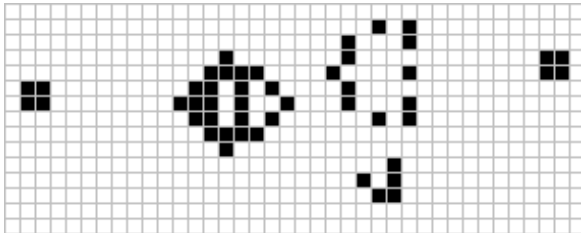


# Global Day of Coderetreat



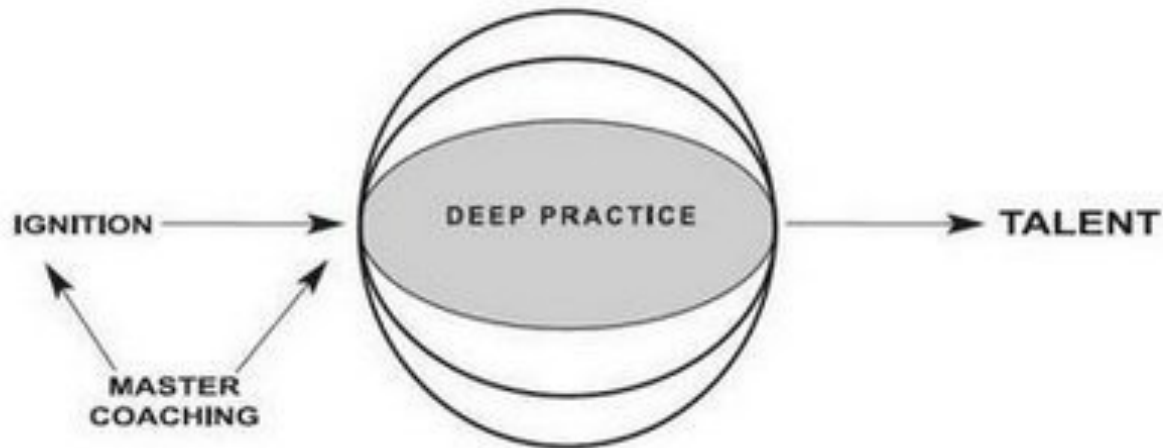
<epam>



**It's why we are here!**



- ***Challenge***
- ***Repeat***
- ***Feedback***



**No pressure at all!**



**Experiment! Feel free to experiment!**

**No pressure at all!**



**Don't try to complete the task. Try to learn and train!**

# Schedule



Morning



Lunch!



Afternoon



**Rules for Coding.**

# Simple Design



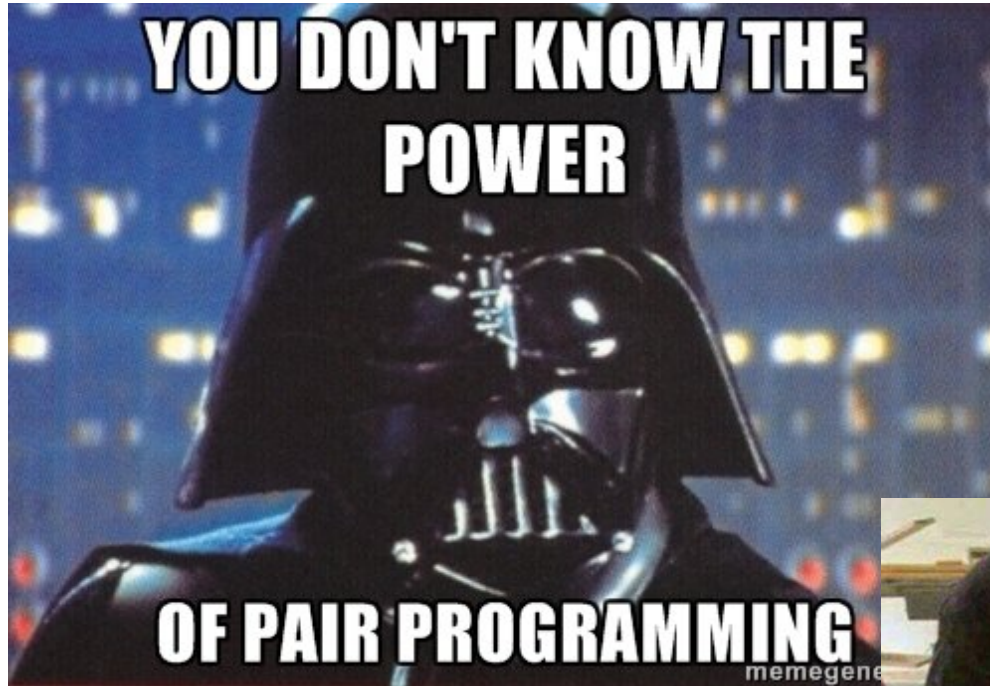
**Passes the Tests**

**Reveals Intention**

**No Duplication**

**Fewest Elements**

# Pair Programming

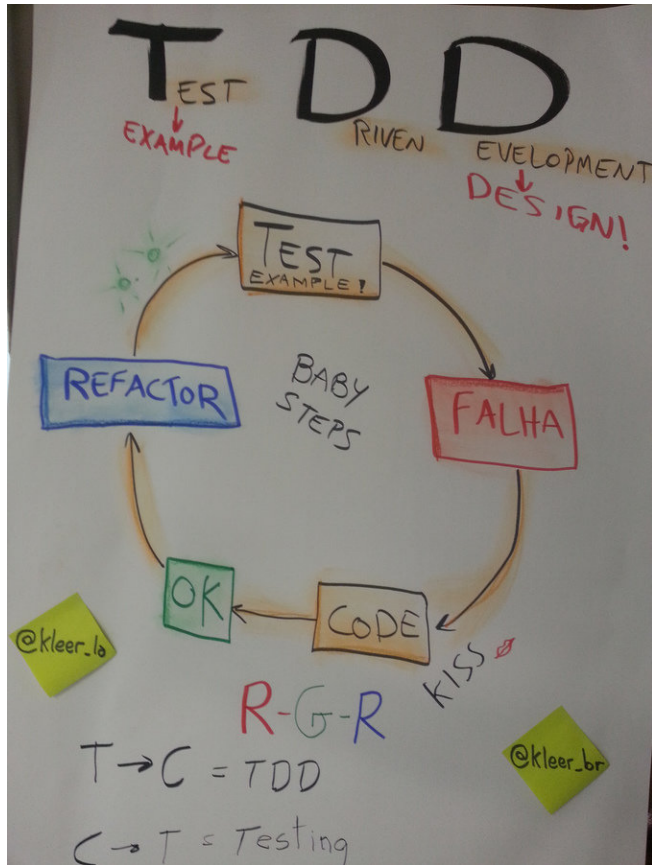


Do it in right way!





# Ping Pong TDD



# After each session



## Delete your code!

# Change pairs!



# Pair Programming is important.



**WHEN YOU DON'T PAIR**

It makes pandas sad



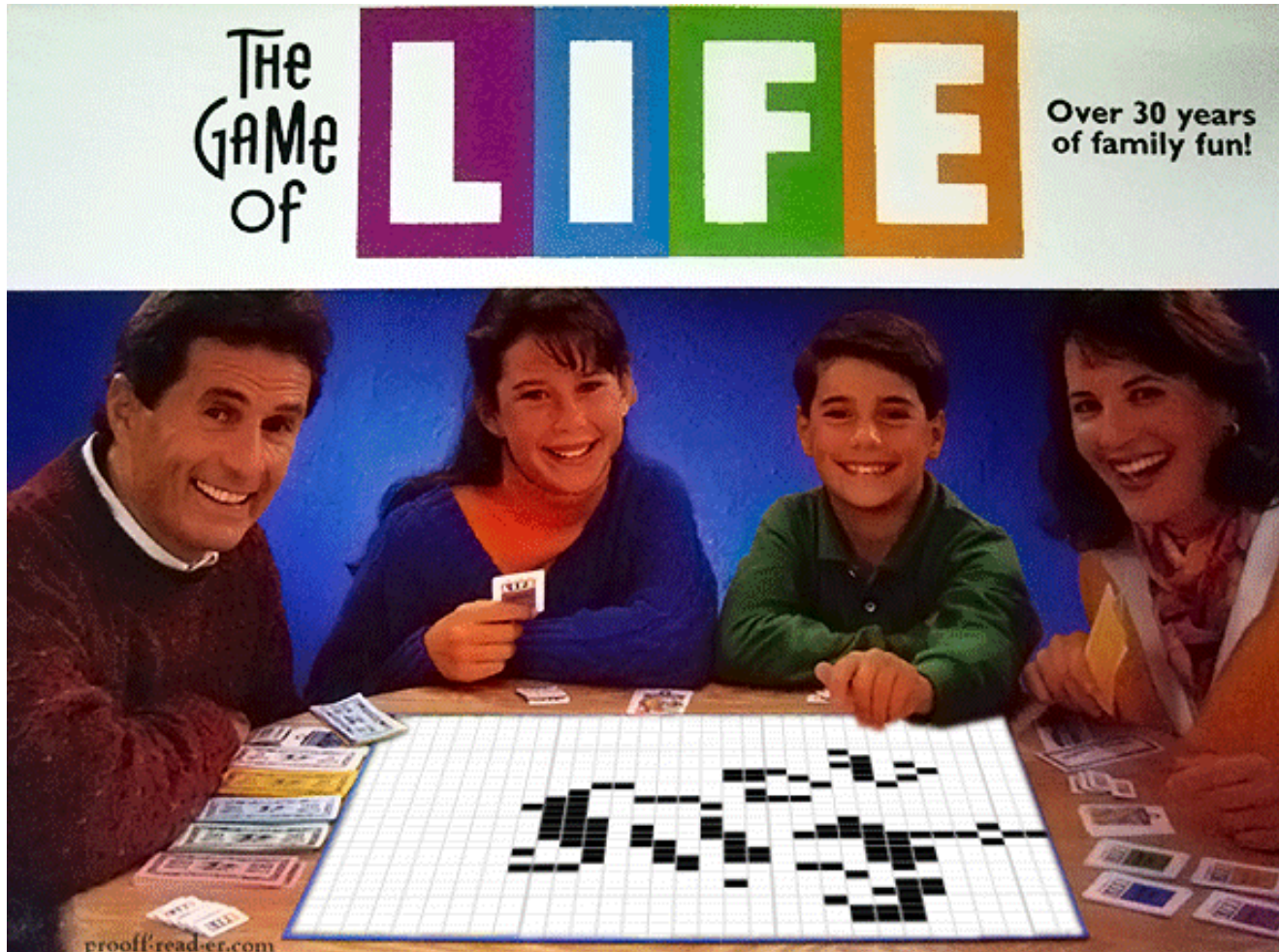
**Doesn't matter  
who you are and  
where you are  
from.**

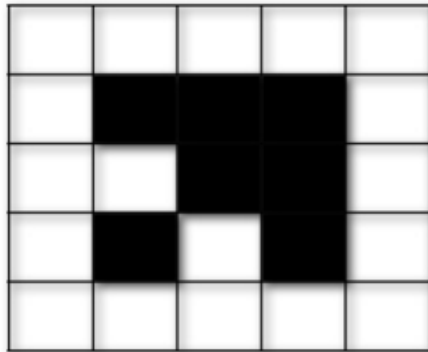
**Insert Next Learning Activity Here.**

**We are here to  
learn something  
new.**

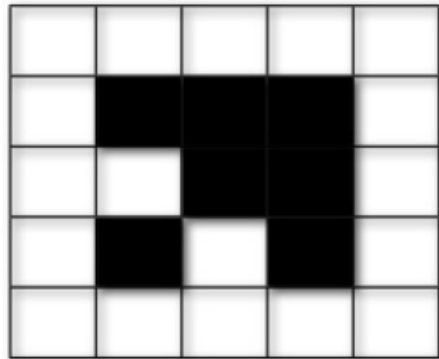


# Game of Life





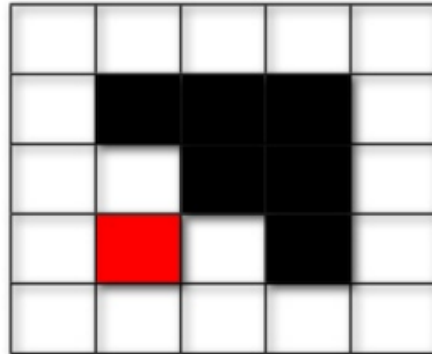
THE GAME OF LIFE  
IS A TWO  
DIMENSIONAL GRID  
OF SQUARE CELLS  
EACH OF WHICH IS  
IN ONE OF TWO  
POSSIBLE STATES  
ALIVE OR DEAD



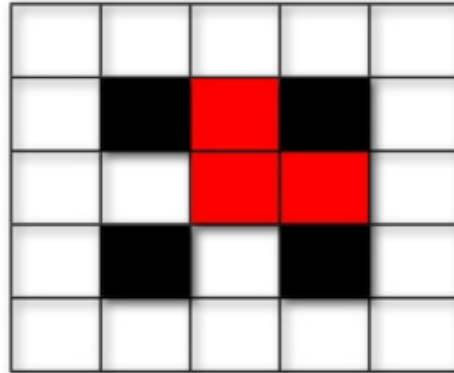
AT EACH STEP IN  
TIME EVERY CELL  
INTERACTS WITH  
ITS 8 NEIGHBORS  
FOLLOWING 3  
RULES



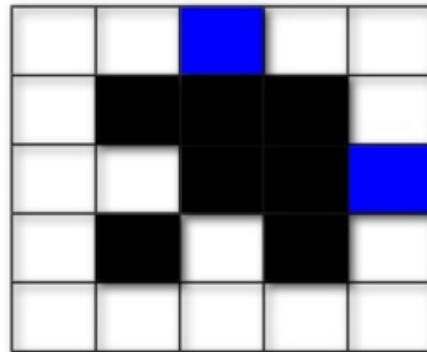
1. ANY LIVE CELL WITH FEWER THAN 2  
LIVE NEIGHBORS DIES OF LONELINESS



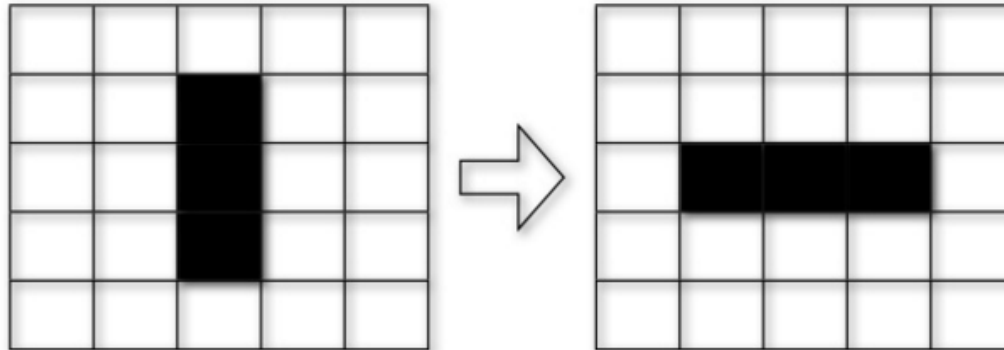
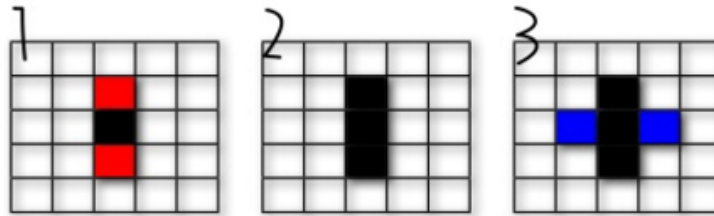
2. ANY LIVE CELL WITH MORE THAN 3  
LIVE NEIGHBORS DIES OF OVERCROWDING



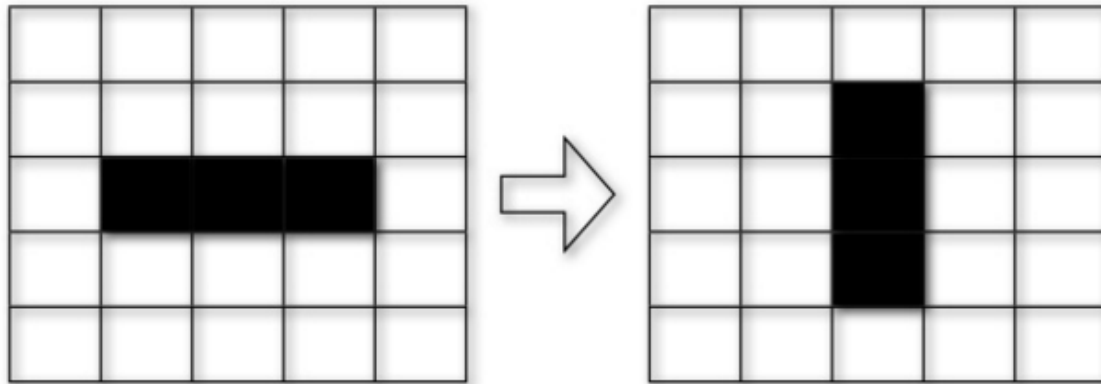
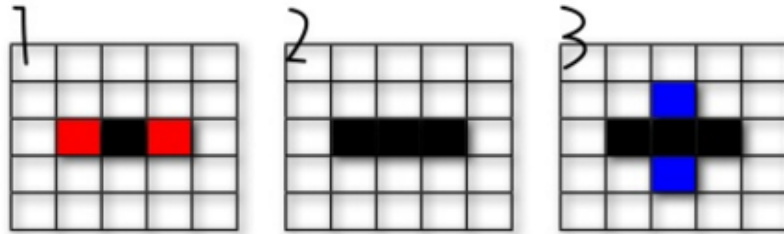
3. ANY DEAD CELL WITH EXACTLY 3 LIVE NEIGHBORS COMES TO LIFE OF WARMTH



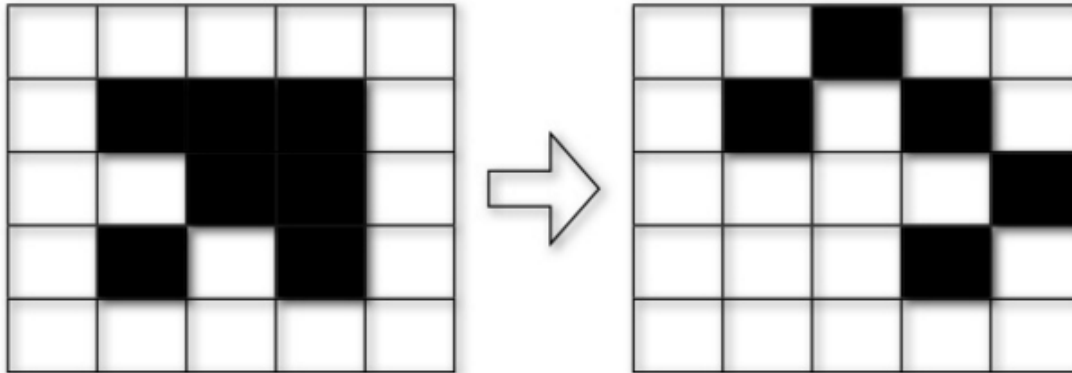
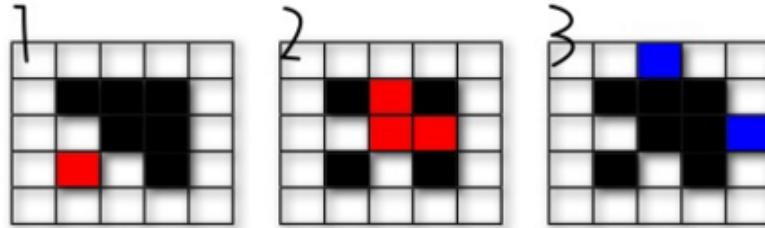
# LIFE EVOLUTION



# LIFE EVOLUTION



# LIFE EVOLUTION

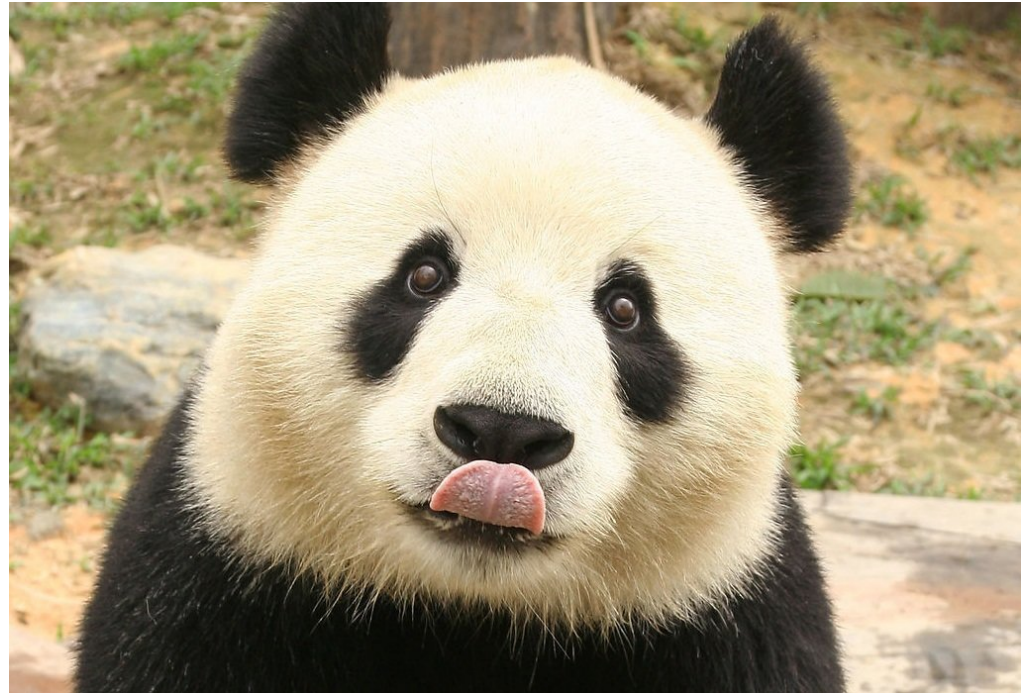


# Session#1

## Ping Pong and TDD

*// The driver writes a failing test. Then the other person takes over as a driver, makes the test pass and writes the next failing test.*

Pair  
Up!





**Retro Time.**

# Session#2

## Simplicity

*// Every method has maximum 4 lines of code in it's body.*

**Pair  
Up!**



**Retro Time!**

# Session#3

## Unconditional, No loops

*// Do not use if statements, switch statements, while statements... basically no branches. No loops.*

Pair  
Up!



**Retro Time!**

# Session#4

## Immutable, Delegation

*// All classes should have only one method.  
Everything is represented by an immutable  
object, objects cannot change state.*



Pair  
Up!



**Retro Time!**

# Session#5

## Tell, Don't Ask

*// Your methods cannot return anything*

**Pair  
Up!**



**Retro Time!**

# Session#6

**Silent Pair  
Programming/TDD.**

**Pair  
Up!**



**Retro Time!**