



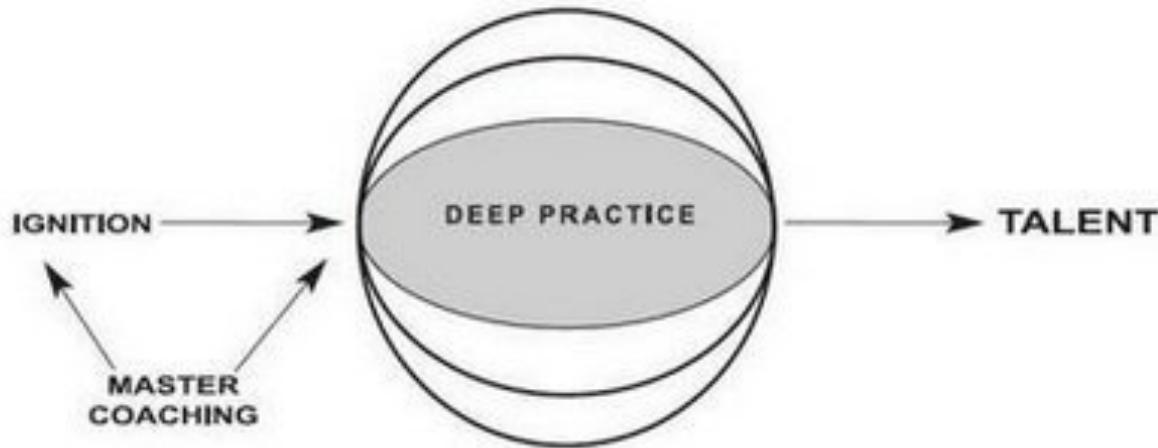
# Global Day of Coderetreat



**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



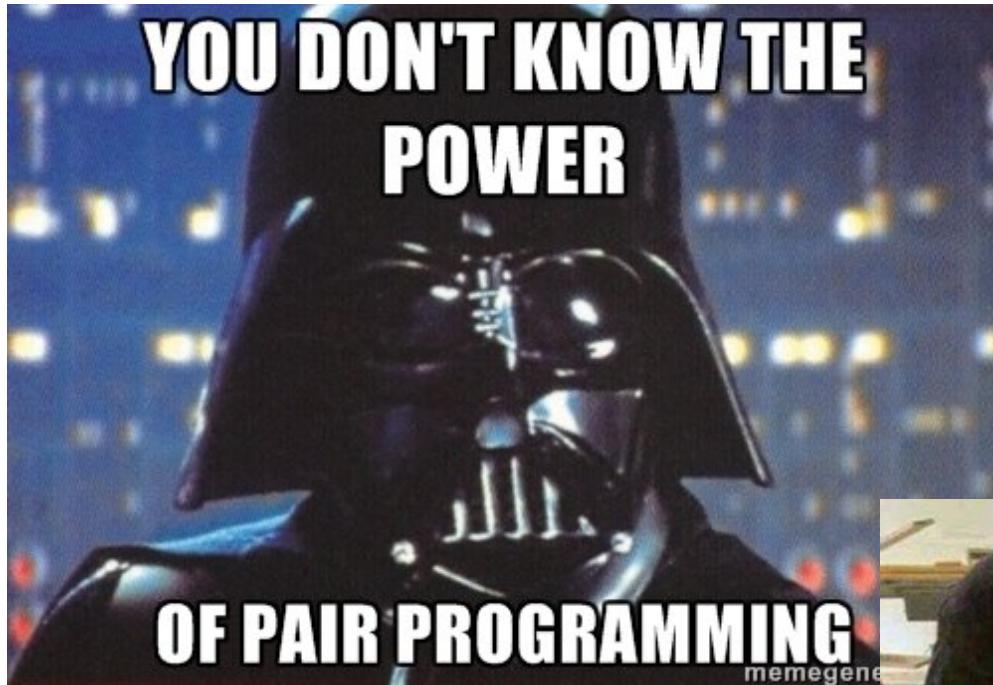
**Passes the Tests**

**Reveals Intention**

**No Duplication**

**Fewest Elements**

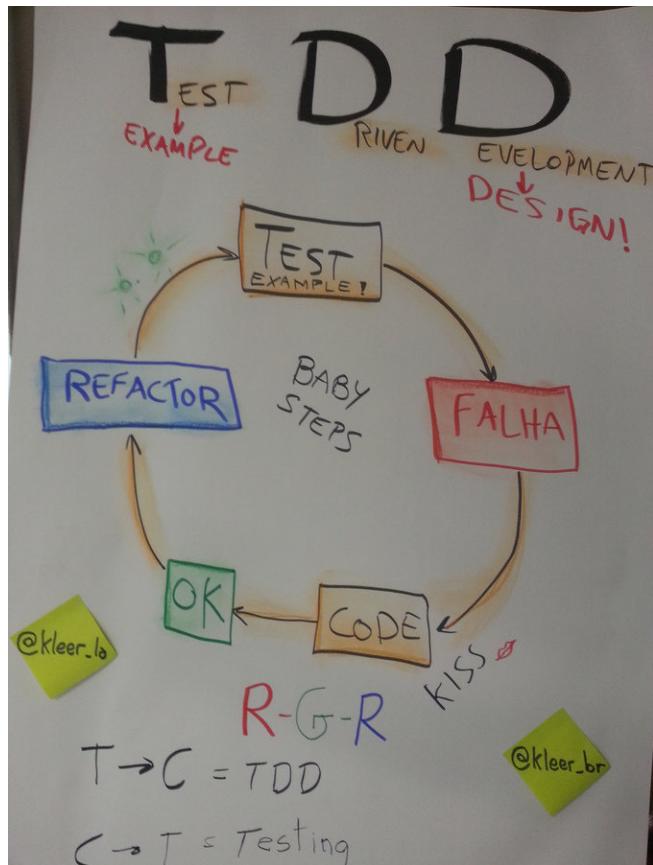
# Pair Programming



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



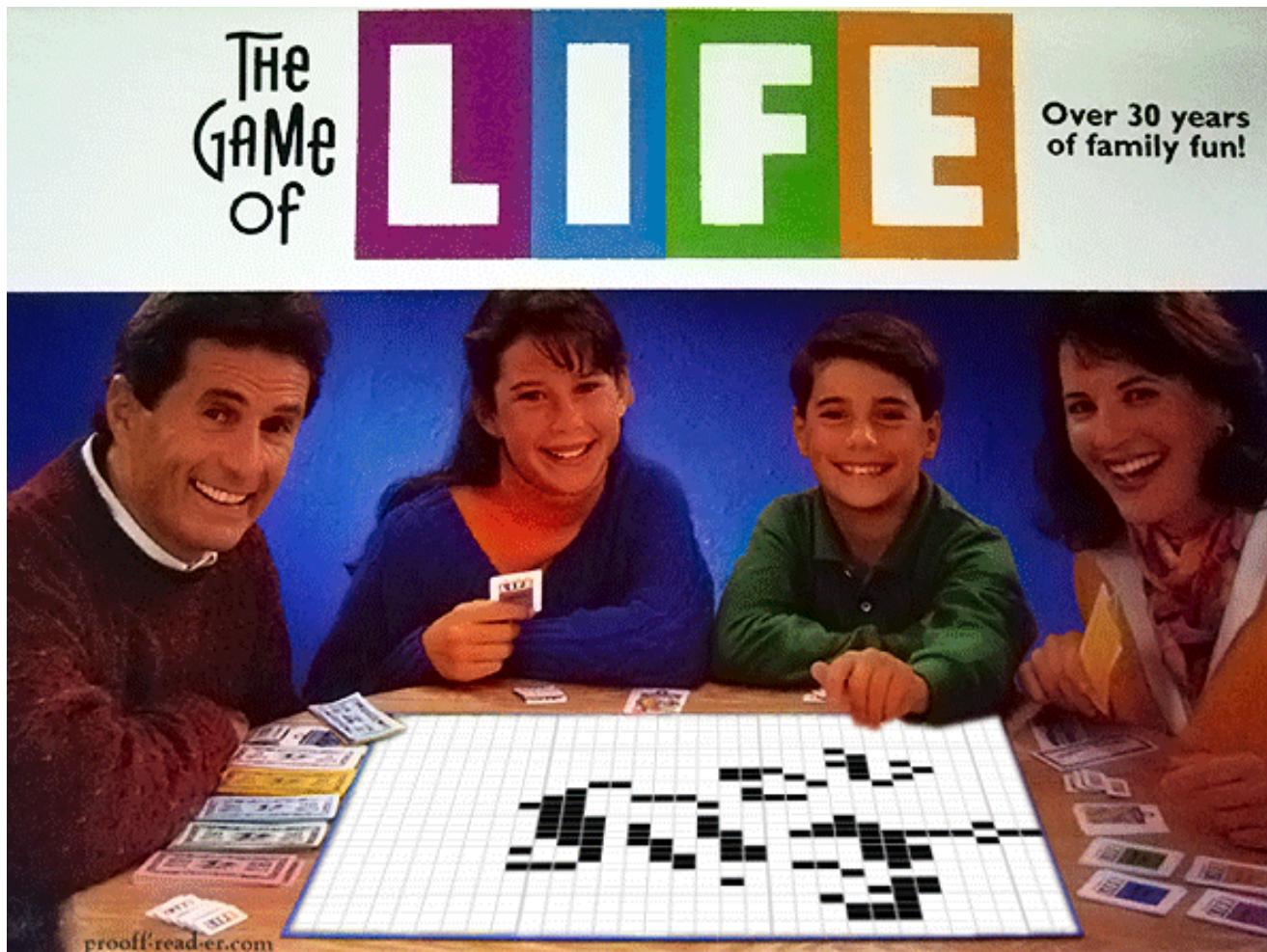
**We are here to  
learn something  
new.**

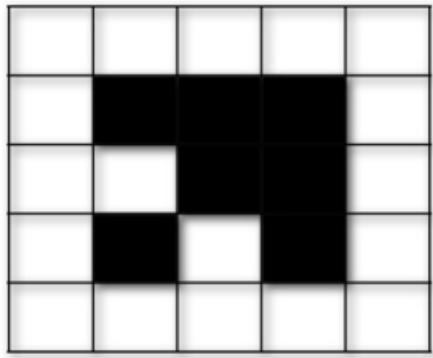
**Doesn't matter  
who you are and  
where you are  
from.**

**Insert Next Learning Activity Here.**



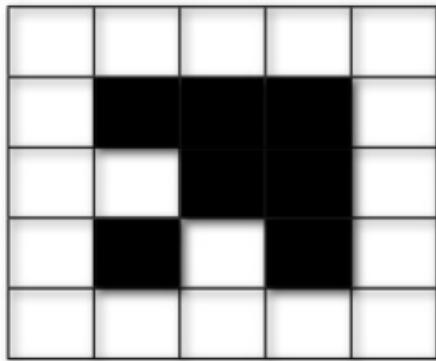
# Game of Life



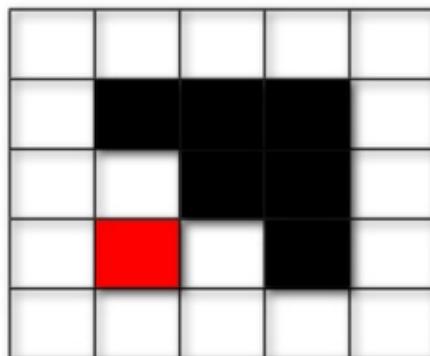


THE GAME OF LIFE  
IS A TWO  
DIMENSIONAL GRID  
OF SQUARE CELLS  
EACH OF WHICH IS  
IN ONE OF TWO  
POSSIBLE STATES  
ALIVE OR DEAD

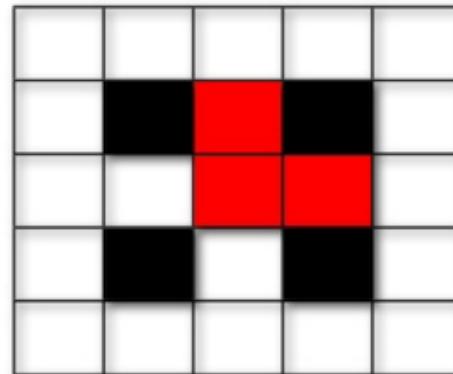
AT EACH STEP IN  
TIME EVERY CELL  
INTERACTS WITH  
ITS 8 NEIGHBORS  
FOLLOWING 3  
RULES



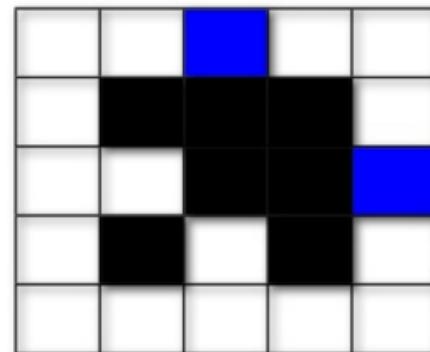
1. ANY LIVE CELL WITH FEWER THAN 2  
LIVE NEIGHBORS DIES OF LONELINESS



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

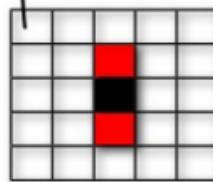


3. ANY DEAD CELL WITH EXACTLY 3 LIVE  
NEIGHBORS COMES TO LIFE OF WARMTH

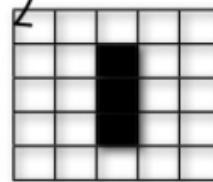


# LIFE EVOLUTION

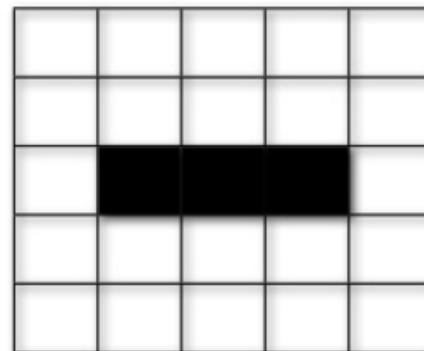
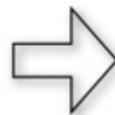
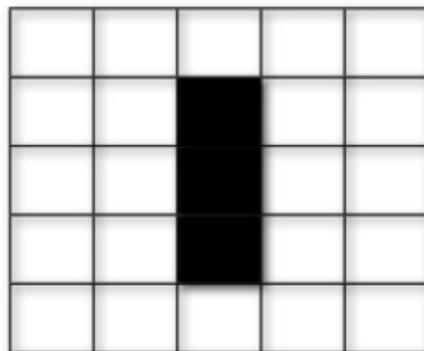
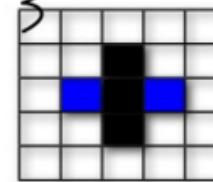
1



2



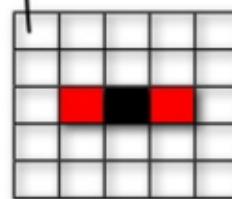
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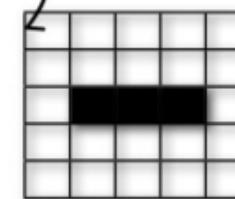
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# LIFE EVOLUTION

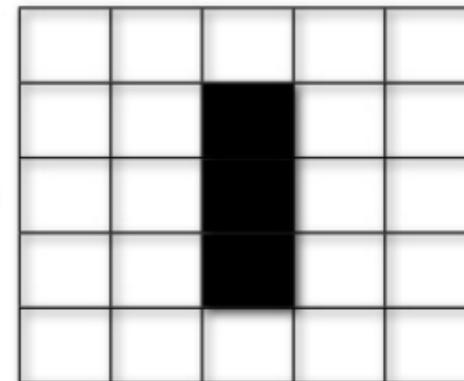
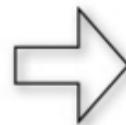
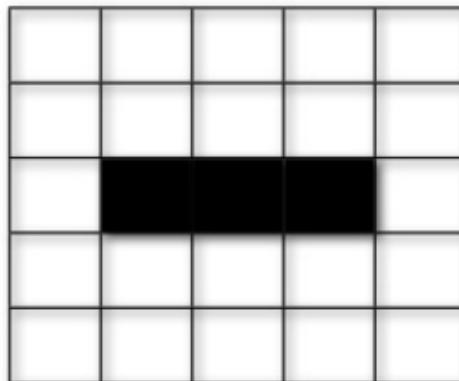
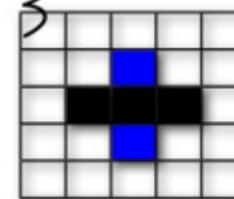
1



2

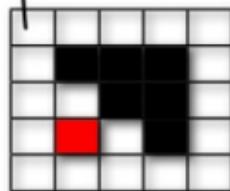


3

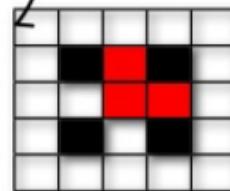


# LIFE EVOLUTION

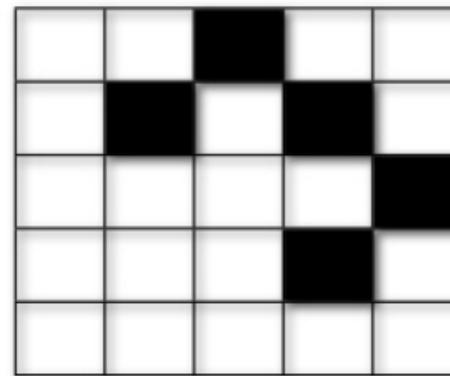
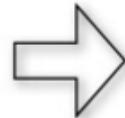
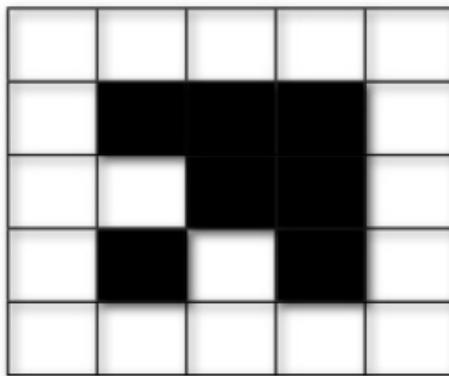
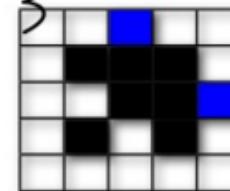
1



2



3

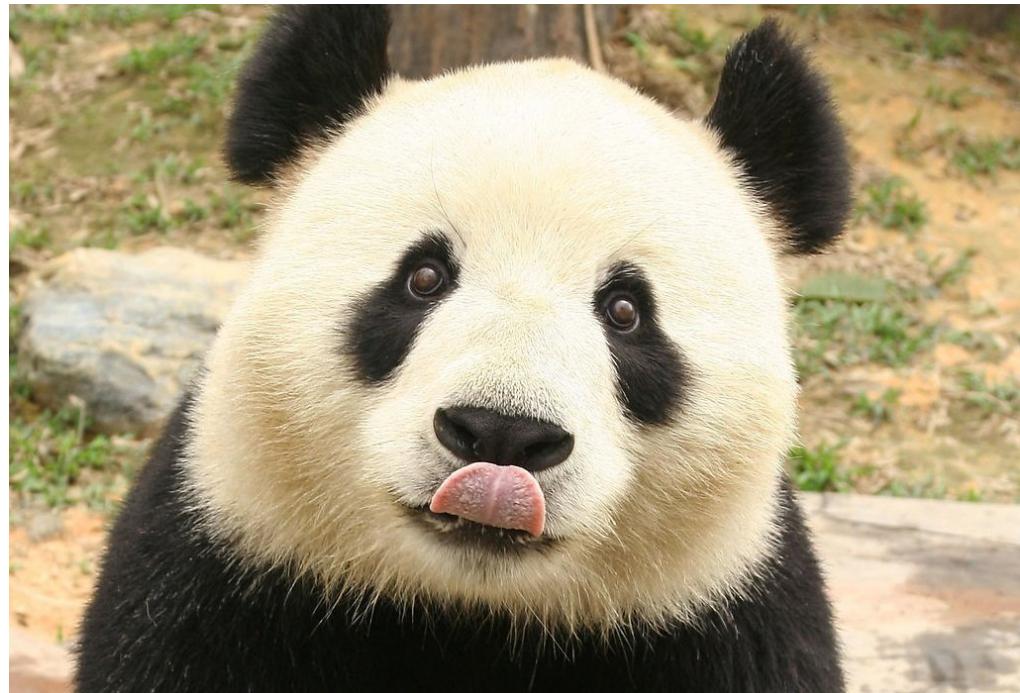


# Session#1

## 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!



GIFEX/SHUTTERSTOCK

# 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!