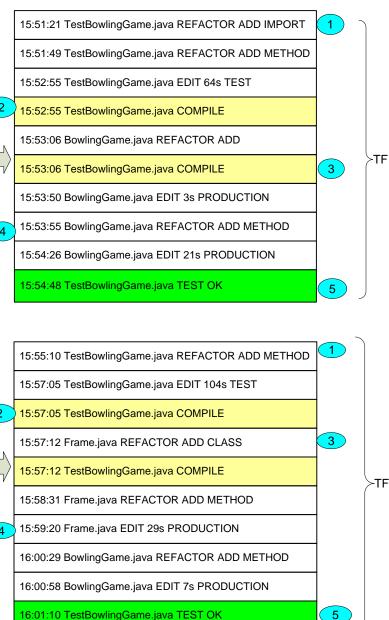
3. Behavior Recognition



2. Tokenization

Test-pass Episode

15:51:21 TestBowlingGame.java REFACTOR ADD IMPORT 15:51:49 TestBowlingGame.java REFACTOR ADD METHOD

15:52:55 TestBowlingGame.java EDIT 64s TEST

15:52:55 TestBowlingGame.java COMPILE

15:53:06 TestBowlingGame.java COMPILE

15:54:48 TestBowlingGame.java TEST OK

15:53:06 BowlingGame.java REFACTOR ADD

15:53:50 BowlingGame.java EDIT 3s PRODUCTION

15:54:26 BowlingGame.java EDIT 21s PRODUCTION

15:53:55 BowlingGame.java REFACTOR ADD METHOD

1. Stream Construction

Development Stream

15:51:21 TestBowlingGame.java REFACTOR ADD IMPORT
15:51:49 TestBowlingGame.java REFACTOR ADD METHOD
15:52:55 TestBowlingGame.java EDIT 64s TEST
15:52:55 TestBowlingGame.java COMPILE
15:53:06 BowlingGame.java REFACTOR ADD
15:53:06 TestBowlingGame.java COMPILE
15:53:50 BowlingGame.java EDIT 3s PRODUCTION
15:53:55 BowlingGame.java REFACTOR ADD METHOD
15:54:26 BowlingGame.java EDIT 21s PRODUCTION

15:54:48 TestBowlingGame.java TEST OK

15:55:10 TestBowlingGame.java REFACTOR ADD METHOD 15:57:05 TestBowlingGame.java EDIT 104s TEST 15:57:05 TestBowlingGame.java COMPILE 15:57:12 Frame.java REFACTOR ADD CLASS 15:57:12 TestBowlingGame.java COMPILE

15:58:31 Frame.java REFACTOR ADD METHOD

15:59:20 Frame.java EDIT 38s PRODUCTION

16:00:29 BowlingGame.java REFACTOR ADD METHOD

16:00:58 BowlingGame.java EDIT 7s PRODUCTION

16:01:10 TestBowlingGame.java TEST OK

Test-pass Episode

15:55:10 TestBowlingGame.java REFACTOR ADD METHOD

15:57:05 TestBowlingGame.java EDIT 104s TEST

15:57:05 TestBowlingGame.java COMPILE

15:57:12 Frame.java REFACTOR ADD CLASS

15:57:12 TestBowlingGame.java COMPILE

15:58:31 Frame.java REFACTOR ADD METHOD

15:59:20 Frame.iava EDIT 38s PRODUCTION

16:00:29 BowlingGame.java REFACTOR ADD METHOD

16:00:58 BowlingGame.java EDIT 7s PRODUCTION

16:01:10 TestBowlingGame.java TEST OK

1 Test Creation

2 Compilation Error

3 Method Stub

4 Production Editing

5 Tests Pass