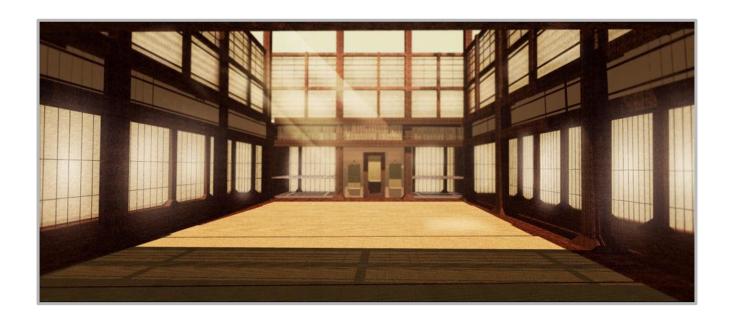
Coder Dojo

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What is a Dojo?

A **DOJO** is a formal training place for the Japanese **do** arts



What are Katas?

Kata (型 or 形 literally: "form"?) is a Japanese word describing detailed choreographed patterns of movements practised either solo or in pairs.



What's the link between this and coding?

Programming Is An Art

- We create something out of nothing
- There are many ways to do one thing
- Sometimes the solution comes from the gut
- You have to be able to react quickly

Artists and Practice

Artists use more than 95% of their time to practice

The rest of the time is used for performing



What About Us?

- Programmers are asked to perform most of their time
- We have to write production code, which is performing
- We have stress of deadlines
- We have pressure from different sides
- We don't have time to practice

What do we need in order to improve?

- We need a safe place to practice
- Pressure off
- We have to learn how to play with code
- It has to be fun

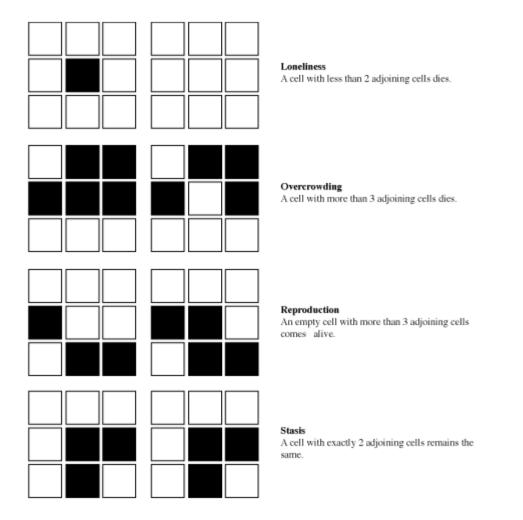
Welcome To Our Coder Dojo

Coder Dojo

- 2 Sessions of 45 minutes
- Small retrospective after each session
- Pair-programming is necessary, as the knowledge transfer contained in that activity is essential to the practice
- Use Test-Driven Development (TDD)
- After each session, pairs should be swapped
- After each session, code must be deleted, not put in a branch, not stashed, just deleted with no trace left
- Feedback session after

Meet the Coder Kata

Conway's Game of Life



Goals

- Learn new programming techniques
- Pair with strangers in languages you don't know
- Collaborate
- Getting away from the pressure of getting things done
- Get out of your comfort zone
- Have fun while coding

Things You Shouldn't Do

- Try to finish implementing the problem
- Try to keep your code after the session is over
- Keep the same pair

TDD - Test Driven Development

- 1. Write exactly one new test
- 2. Run the test to make sure it fails
- 3. Write the least amount of code to make the test pass
- 4. Refactor to remove duplication
- 5. Repeat the process

Pair Programming



Remember: Whatever you do, don't forget to ENJOY!

Questions?