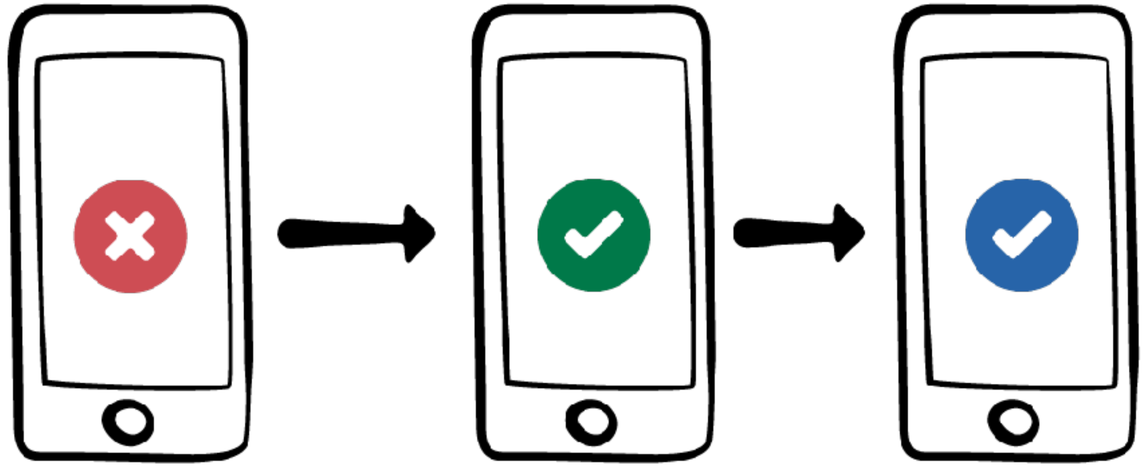
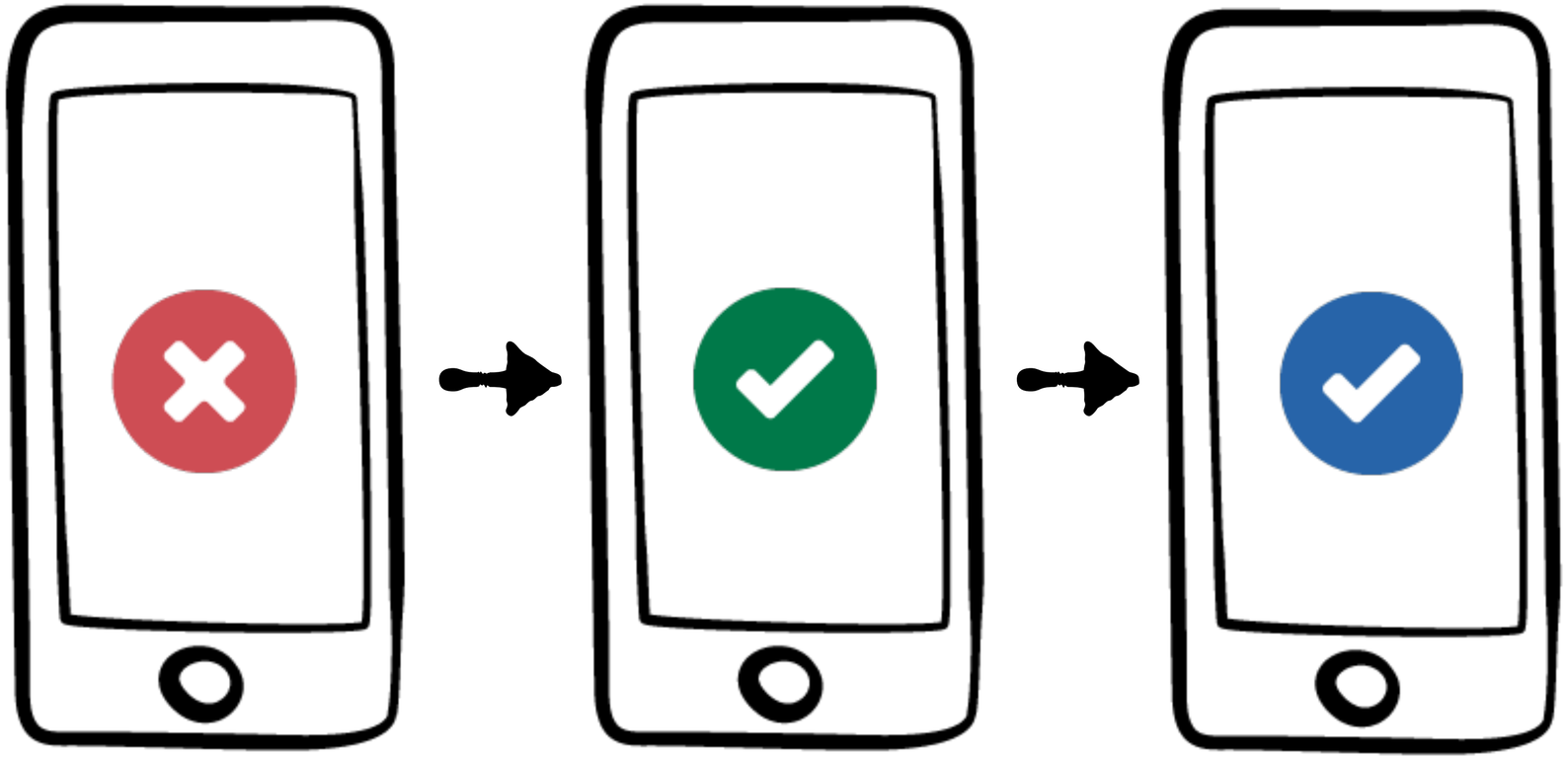
BEGINNING iOS UNIT & UI TESTING



Part 7: TDD Example

TDD Cycle

Fail Pass Refactor



Red-Green-Refactor Cycle

TDD Cycle

1. Add a new test.
2. Verify the test fails.
3. Add minimum code to pass test.
4. Verify the test passes.
5. Refactor tests & production code.
6. Verify all tests still pass.
7. Repeat!

TDD Best Practices

- Start with a simple, small test
  - Doesn’t matter where you start, but should be simple
- Try to write tests before production code
  - At very least, make sure all tests can fail
- Refactor “from green to green”
  - Comment production code temporarily as needed

Demo

- Start the “Bowling Game Kata”
- Used with permission from Jon Reid, qualitycoding.org

Challenge

- Complete the “Bowling Game Kata”
- Used with permission from Jon Reid, qualitycoding.org