

# Test Driven Development in C++

## Assignments

### Chapter 3. Setting Up Your Development Environment

#### *Assignment 1: Setup Your Development Environment for Google Test*

Now that you've seen how to build and use Google Test in Eclipse and Microsoft Visual Studio, it's time for you to set this up in your development environment using your IDE of choice. Download and build Google Test and get the green bar showing up in your IDE.

#### *Assignment 2: Implement the FizzBuzz Kata While Following Along with the Lecture*

For this assignment, implement the FizzBuzz Kata by following along with the lecture. If this is your first time trying TDD, it's important to follow along with the steps in the lecture to get a feel for how it flows.

#### *Assignment 3: Implement the FizzBuzz Kata Without Following Along with the Lecture*

Now that you've implemented FizzBuzz while following along with the video, try doing it again without the video. Practice makes perfect and this is true for TDD, as well. You need to get familiar and comfortable with the workflow by doing simple repetitive problems.

### Chapter 5. The Supermarket Checkout Kata

#### *Assignment 4: Implement the Supermarket Checkout Kata While Following Along with the Lecture*

This assignment is to implement the Supermarket Checkout Kata while following along with the video lecture.

#### *Assignment 5: Implement the Supermarket Checkout Kata Without Following Along with the Lecture*

Now that you've implemented the Supermarket Checkout Kata while following along with the video, give a stab at implementing it on your own.

## Conclusion

#### *Assignment 6: The Bowling Game Kata*

This assignment is to implement the Bowling Game Kata (<http://butunclebob.com/ArticleS.UncleBob.TheBowlingGameKata>) as defined by Robert (Uncle Bob) Martin.