

Web Programming

Week 8

*"Live's a dance you learn as you go.
Sometimes you lead,
sometimes you follow."*

John Michael Montgomery

Retrospective

Quiz

Homework

Today: Moves

Programming is an activity

What is the nature of this activity?

What are the parts?

Compare with Dancing

You must learn the moves.

Then you can combine the moves and adapt to the situation at hand.

Recognize Moves

Become aware what you do.

We program collaboratively and
look for moves.

Task 1: Improve the Tests

More structure

smooth transition

Better reports when tests fail

Task 2: Todo List Example

What is the expected result?

What is the simplest thing that could possibly work?

Moves - Your Choice

What counts is your moves, not mine.

There are signal - reaction schemes

Try to have multiple options

0: Explore

Technical feasibility,
hypotheses, border cases

The goal is to learn and verify,
delete when finished

Give yourself a timebox

1: Start at the End

Make static "sketch" of the result
before adding dynamic features
(FITYMI)

1 b) dynamic sketches,
e.g all JS, CSS in a single HTML file

2: Extract

Replace static values with variables

Replace repetitions with mappings and loops.

3: Abstract

Discover the concept behind what you have extracted. Give it a name.

It should work for itself and in combination.

Revert if you cannot find one.

4: Reorganize

Organize and re-factor to make your future work easier.

Facilitate extensions or improvements.

Prepare for release.

5: Release

The solution must stand on its own without tacit knowledge or external help.

Tests, documentation, examples.

Before every push to the repository.

6: Retrospective

What to keep?

What to try differently next time?

Observations

Balance and distance

Which technologies support my moves:
dynamic exploration, refactoring

Per feature, per project, whole career, ...

Work at Home

Adapt all existing Test Cases to the new Testing API

Extend or improve the Todo-List example to your liking