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1) TDD is a process where the code is built piece by piece, and the test for the correct functionality is created before the implementation of that functionality. When implementing the functionality, the goal is to do as little as possible in order to pass all existing tests, and then to create another test.

2) For (a), I do not agree, since the code is built just to pass the test, and is not designed to match the ideas behind the program being tested (such as math). For (b), I am not really sure if it would improve the code quality or not, since it is a structured way to design code, but it is built to pass the tests, and I do not think that is the best way to design code.

3)
Advantages:

- you know it will work for all situations you tested
- it is a structured and methodical process for developing code
- it is a decent way to split up the programming workload between 2 people

Disadvantages:

- takes a long time, since the switch-offs are time consuming, and because you are limiting yourself to one step at a time
- it does not demonstrate knowledge of the algorithm being implemented, since it is just built to the tests, and is not completely based on the algorithm