Test Driven Development Microskills

with Llewellyn Falco

The Testing Circle

Testing Circle

Whiteboard

English

// Create side (0,0) – (3,4)
// Verify length

Code

```
Side s = new Side(0,0,3,4);
Approvals.Verify(s + " length = " +s.Length);
```

Result

Side (0,0) – (3,4) length = 5

2
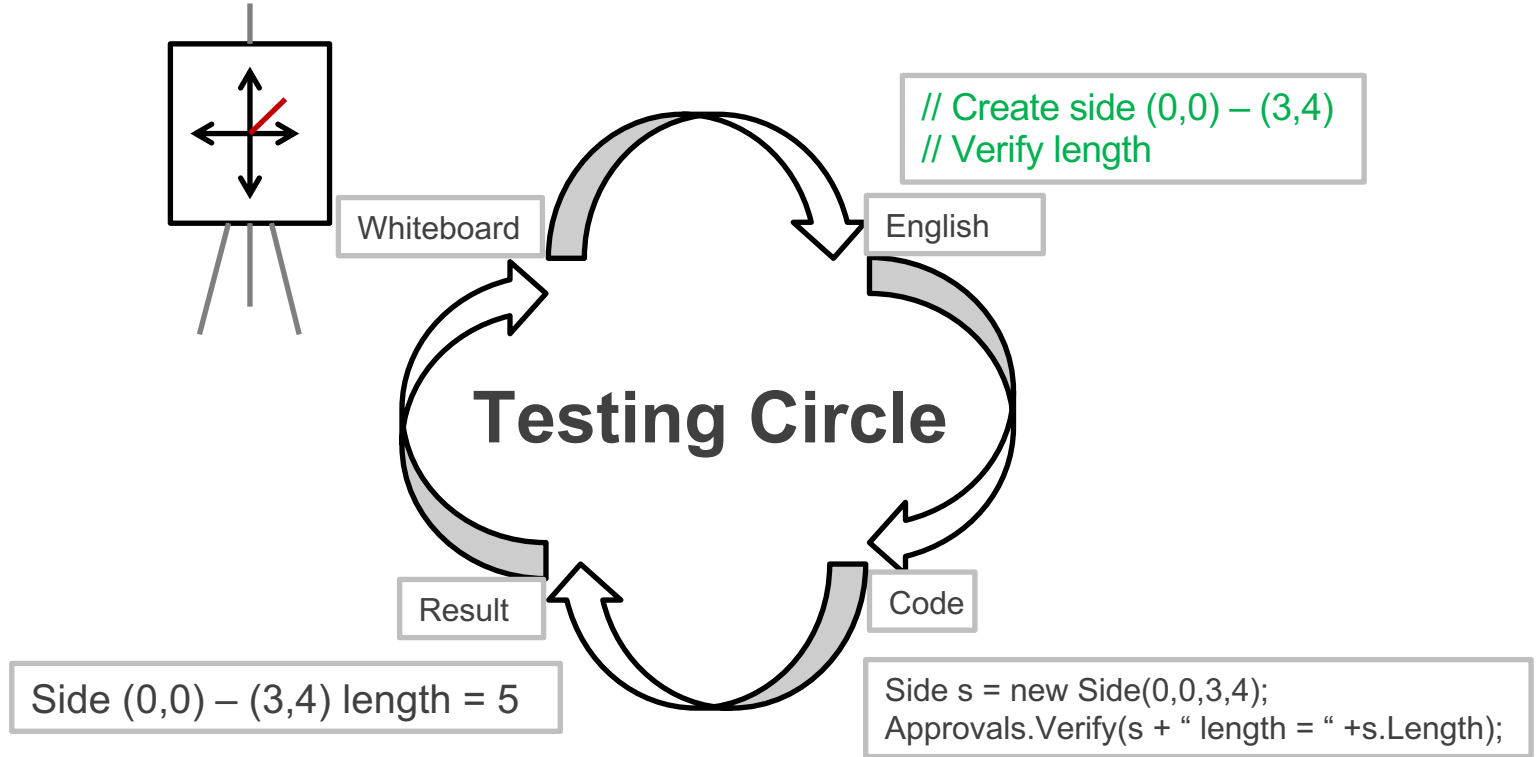
Types of knowledge
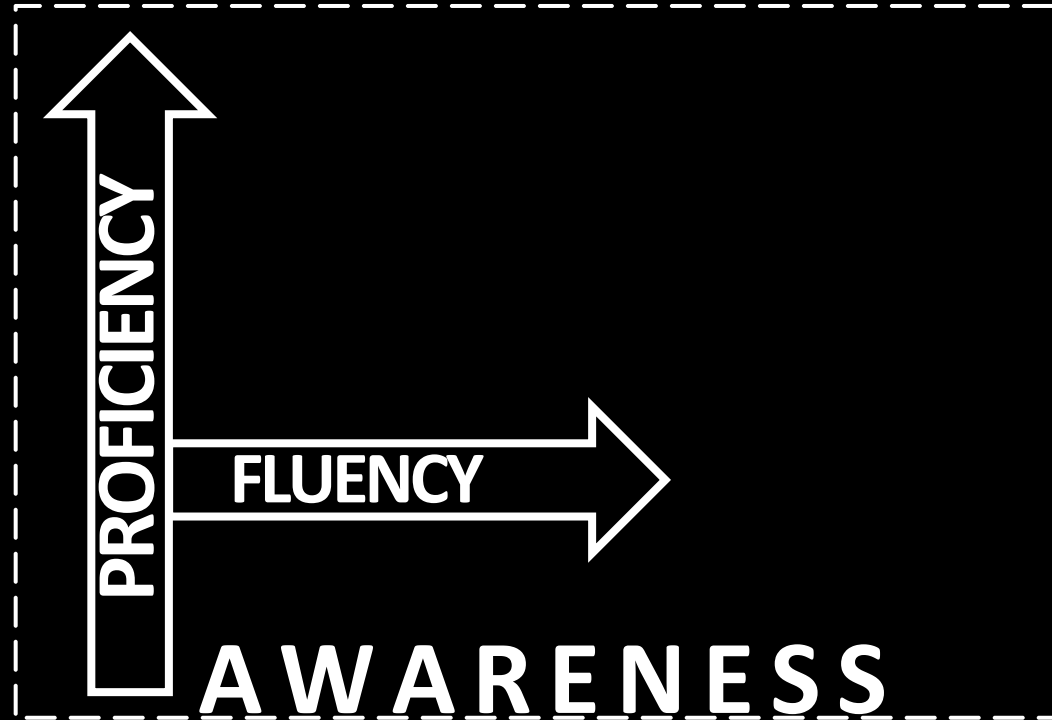
40 minutes

1.Practice – Scoring Bowling

Let's start with writing a program to calculate the score of a completed game of 10 pin bowling

Benefits of Tests

1. Specification
2. Feedback
3. Regression
4. Granularity

Rules for Test Scenarios

In the Past

The past already happened. No if's or conditionals, no branches.

Sam might go to a store sometime tomorrow.

Sam went to the video store at 11:15 yesterday

Specific Details

The devil is in the details. Make sure they are clear

Create a game board.

Create a crossword board that is 18 x 23

Avoid Symmetry

Symmetry is a smell in test as you can easily get a false positive

Place a piece at (5,5).

Place a piece at (4,5)

Start Simple

You are building complexity, don't start with it.

*3*5/4² = 0.9375*

1+1 = 2

Happy Path

Sketch out the main things that can go right before focusing on what can go wrong

It's illegal to place a piece on an …

Player 1 puts an X in the middle to win

Reality is Optional

You only need to use realistic situations when they are also convenient. Otherwise, don't

Password = 2FX_V?Az8Wm/9CuZ%

Password = Password

2.
Practice – Drawing Test Scenarios

1. Minesweeper
2. Tic tac toe
3. Othello (reversi)
4. chess
5.
6.
7.
8.

9.
10. Shopping receipt
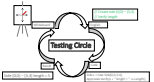11.
12.
13. Sudoku
14.

3.
Practice – Triangles

1. A side has a distance
2. A side has endpoints
3. 3 points
4. 3 sides
5. Perimeter
6. Get Sides touching a point
7. Get sides opposite a point
8. The angle of 2 sides touching a point
9. 3 angles
10. Right Triangle

Home work

Draw 6 test scenarios

thanks!

Any questions?

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