

# Test Driven Development

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# What? Why? How?

Test Driven Development

Behavior Driven Development

Test First Development

Test Driven Design



# What? Why? How?

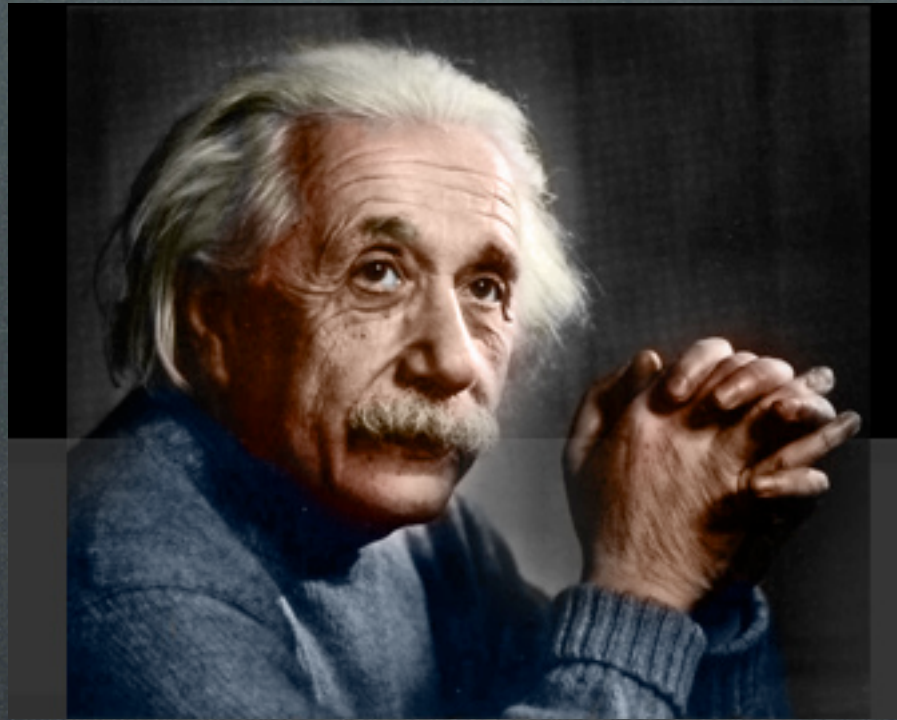
“... is a software development technique that uses short development iterations based on pre-written tests that define desired improvements...” - wikipedia

“... is an in-process development technique where testing steers all development...” - Hakan Erdogmus

“The goal of test driven development is to produce **clean code that works**” - Kent Beck



# What? Why? How?



“We can’t solve problems by using the same kind of thinking we used when we created them”



# What? Why? How?

# 1

It is all about **design**

creates testable code

reduces cyclometric complexity



# What? Why? How?

## 2

### Increases Productivity

task focussed

refactor without fear

visible progress with continual feedback

concentrate on problem space before solution space



# What? Why? How?

## 3

### Clarifies Requirements

consumer-centric view

continual feedback



# What? Why? How?

## 4

### It Works

40% - 90% lower defect density\*

15% higher productivity\* \*

\* - <http://research.microsoft.com/en-us/projects/esm/>

\* \* - <http://www2.computer.org/portal/web/csdl/abs/html/mags/so/2007/03/s3024.htm>



# What? Why? How?

## 5

High **Quality** (side-effect)

the sooner one finds bugs, the cheaper



# What? Why? How?

(Red -> Green -> Refactor)<sup>n</sup>

(design -> test -> code -> test)<sup>n</sup>



# What? Why? How?

No more of a **test** than is sufficient to make  
**code fail**

No more **code** than is sufficient to make  
**test pass**



# What? Why? How?

Test **behavior**, not 'unit'

Test **interactions**, not static state

**Expectation**, not assertion

From 'how does my code work' unto 'what do i want my code to do'



What? Why? How?

Hands-on Exercise