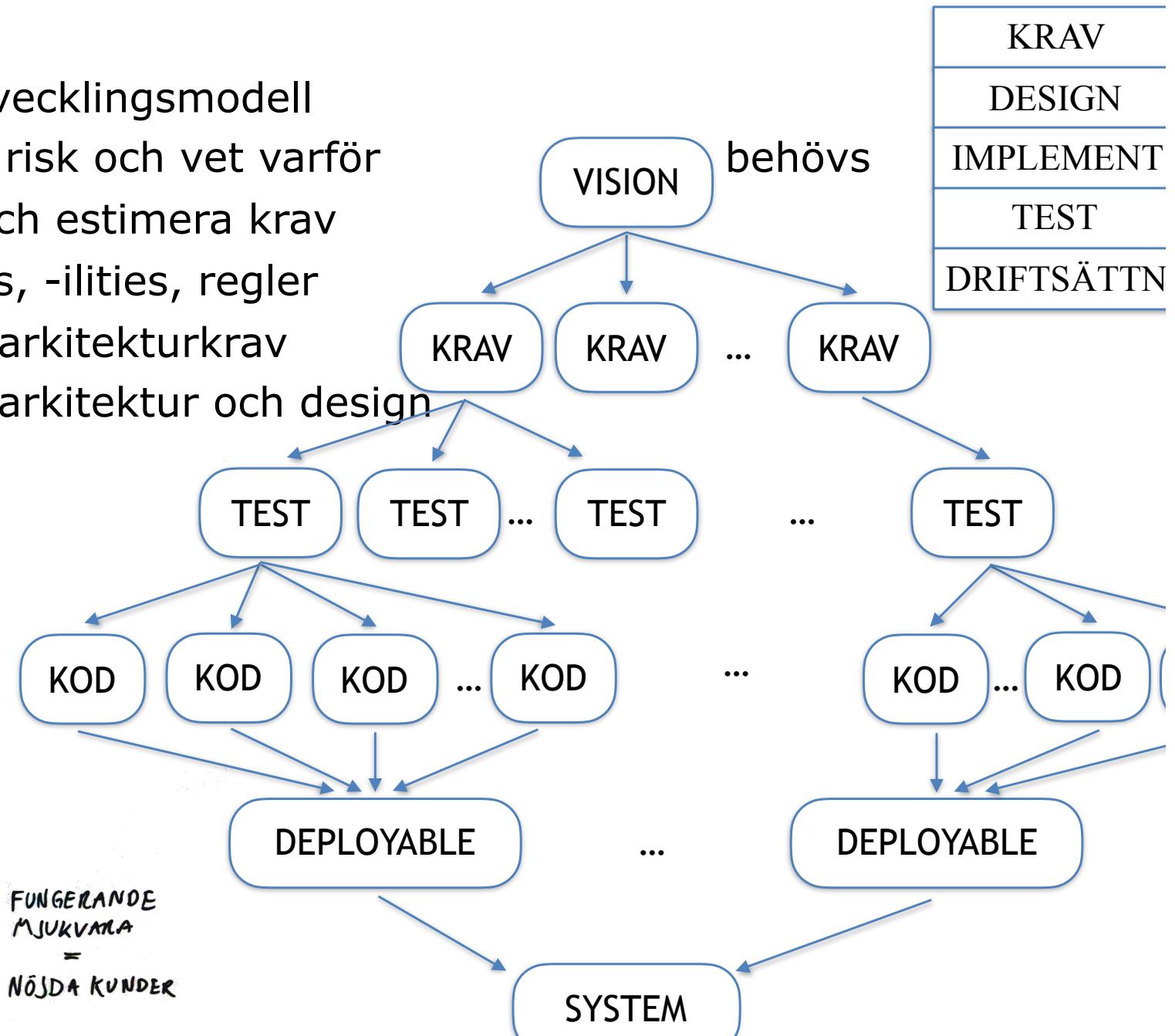
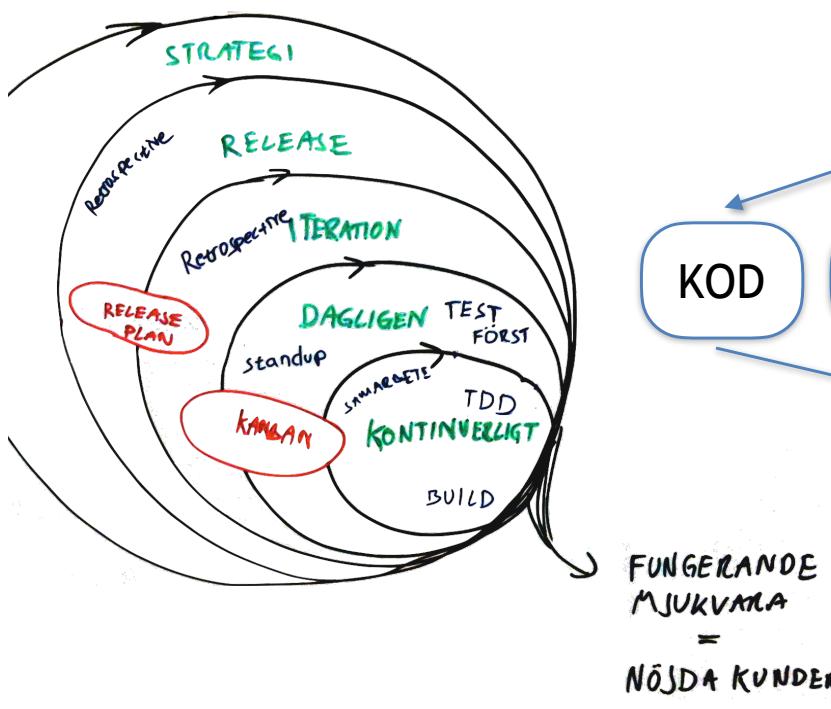


# Den Röda Tråden

- Vi kan välja utvecklingsmodell
- Vi kan hantera risk och vet varför
- Vi kan skriva och estimera krav
  - User stories, -ilities, regler
- Vi kan ta fram arkitekturkrav
- Vi kan ta fram arkitektur och design



# Implementation

- Röda tråden
- **Software Craftmanship**
- Clean code
- Code Quiz
- (Teststrategier)
- (Vad är en bra implementation?)

# Software craftsmanship

# Software craftsmanship

Sustainable pace - Cost of change - Continuous Delivery

”The crap in your code will build up faster than you can deal with it”

Testing

”The more effort we put into catching defects early, the faster we go”

”Take less time to deliver better software”.

Automated Regression Test

Readability

KISS - Keep It Simple Stupid!

The more complicated code is the harder it is to test, the harder it is to understand, much harder to change.

Duplication multiplies the cost of change.

The ripple effect. Craftsmen manage the dependencies in their code.

”As craftsmen there are things we can do”(to cost less)”, steps we can take, skills we can apply”

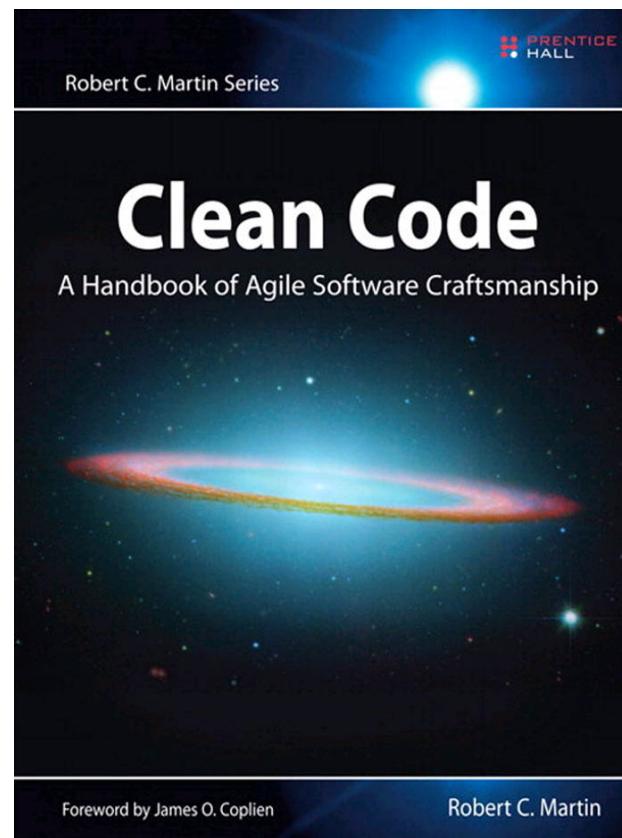
# Implementation

- Röda tråden
- Software Craftmanship
- Clean code
- Code Quiz
- Teststrategier
- Vad är en bra implementation?

# Clean Code

What is it?

Some excerpts from:



# Clean Code?

```
<!-- left_navigation_eof //-->
</table></td>
<!-- body_text //-->
<td width="100%" valign="top"><table border="0" width="100%" cellspacing="0" cellpadding="0">
<tr>
<td><table border="0" width="100%" cellspacing="0" cellpadding="0">
<tr>
<td class="pageHeading"><?php echo HEADING_TITLE; ?></td>
<td class="pageHeading" align="right"><?php echo tep_image(DIR_WS_ICONS . 'table_background_history.gif', HEADING_TITLE, HEADING_IMAGE_WIDTH, HEADING_IMAGE_HEIGHT); ?></td>
</tr>
</table></td>
</tr>
<tr>
<td><?php echo tep_draw_separator('pixel_trans.gif', '100%', '10'); ?></td>
</tr>
<tr>
<td>
<?php
$orders_total = tep_count_customer_orders();

if ($orders_total > 0) {
$history_query_raw ="select o.orders_id, o.date_purchased, o.delivery_name, o.billing_name, ot.text as order_total, s.orders_status_name, s.visible_for_customer
                    from " . TABLE_ORDERS . " o, " . TABLE_ORDERS_TOTAL . " ot, " . TABLE_ORDERS_STATUS . " s,
                     where o.customers_id = '" . (int)$customer_id . "' and o.orders_id = ot.orders_id and ot.class = 'ot_total' and "."
                     o.orders_status = s.orders_status_id and s.language_id = '" . (int)$languages_id . "' and ".
                     "not exists (select 1 from dkny.orders_status_history t where t.orders_id = o.orders_id and t.orders_status_id =".ABORTED_PAYMENT_STATUS.")".
                     "order by o.orders_id DESC";
$history_split = new splitPageResults($history_query_raw, MAX_DISPLAY_ORDER_HISTORY);
$history_query = tep_db_query($history_split->sql_query);

while ($history = tep_db_fetch_array($history_query)) {
$products_query = tep_db_query("select count(*) as count from " . TABLE_ORDERS_PRODUCTS . " where orders_id = '" . (int)$history['orders_id'] . "'");
$products = tep_db_fetch_array($products_query);

if (tep_not_null($history['delivery_name'])) {
$order_type = TEXT_ORDER_SHIPPED_TO;
$order_name = $history['delivery_name'];
} else {
$order_type = TEXT_ORDER_BILLED_TO;
$order_name = $history['billing_name'];
}
}

?>
<table border="0" width="100%" cellspacing="0" cellpadding="2">
<tr>
<td class="main"><?php echo '<b>' . TEXT_ORDER_NUMBER . '</b> ' . $history['orders_id']; ?></td>
<td class="main" align="right"><?php
if($history["visible_for_customer"] == 0)
{
$statuses_query = tep_db_query(
"SELECT os.orders_status_name, osh.date_added, osh.comments ".
"FROM " . TABLE_ORDERS_STATUS . " os, " . TABLE_ORDERS_STATUS_HISTORY . " osh ".
"WHERE osh.orders_id = '" . $history['orders_id'] . "' and os.visible_for_customer = 1 and osh.orders_status_id = os.orders_status_id and osh.date_added = os.date_added".
"order by osh.orders_status_history_id desc");
$tmp = tep_db_fetch_array($statuses_query);
$history['orders_status_name'] = $tmp['orders_status_name'];
?>
```

# Clean Code

Be proud!

Cleverness in code is never a thing to be proud of.

Four principles of simple design by Kent Beck:

- (1) Tests pass
- (2) Exposed intent (good names)
- (3) DRY
- (4) Small.

# Clean Code - Hur?

Ubiquitous Language  
Design principles  
Coding guidelines  
Continuous Design - **refactor!**  
**TDD!**  
Patterns  
Pair programming

# Coding guidelines

Size - must fit on screen!

Naming

Indentation

Commenting

File naming

Etc...

# Size

Method must fit on screen

Class must fit on screen

Refactor till you drop!

Method not more than 5 lines

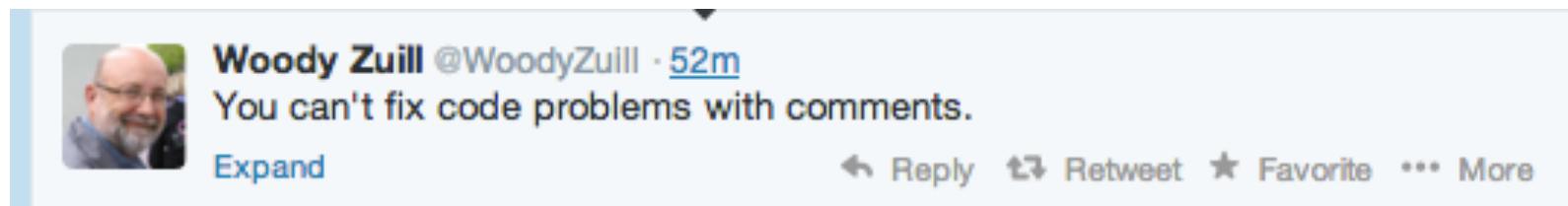
# Naming

# Comments

Comments is a smell

Be proud!

Comments are never a thing to be proud of.



Woody Zuill @WoodyZuill · 52m  
You can't fix code problems with comments.  
[Expand](#)    [Reply](#) [Retweet](#) [Favorite](#) [More](#)

Comments does not compile!

Never

Repeat Code  
Explain line  
Keep TODO, FIXME, etc

OK

External refs  
Summary  
Code intent

# Refactor

Bad naming

Duplication

Long method/Class

Bad Design

- Not SRP

- Not DRY

- etc...

Slow

etc...

Boy Scout Rule

Broken Windows

Rename

Extract method

Extract class

Move

Substitute Algorithm

...

# Code Smell

- "a code smell is a surface indication that usually corresponds to a deeper problem in the system" - Martin Fowler
- Circular Dependencies
- objectA.getObjectB().getObjectC().doSomething();

# Teknisk skuld

Metafor skapad av Ward Cunningham (Wiki, XP, Fit, design patterns, ...)

Två lösningar

1. Snabb, men kommer att göra förändring svårare längre fram
2. Tar längre tid, men renare design och tydligare kod.

Lösning 1 skapar en skuld, som måste betalas av.

Om man inte betalar av så blir räntan till slut för hög.

# Teknisk skuld

**Saknade tester är INTE teknisk skuld i ursprungsmeningen!**  
Det är bara dumt!

# Implementation

- Röda tråden
- Software Craftmanship
- Clean code
- **Code Quiz**
- Teststrategier
- Vad är en bra implementation?

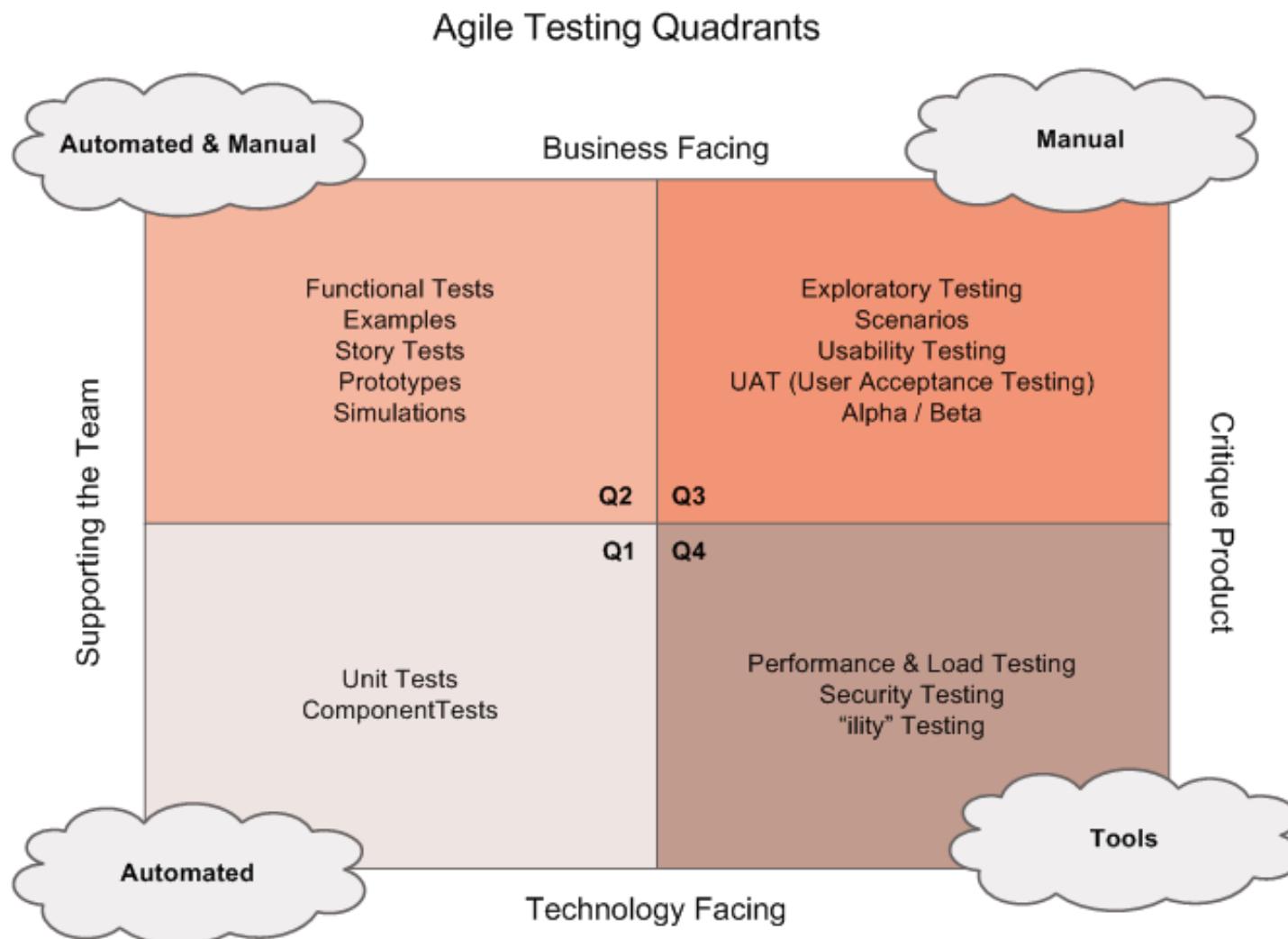
# Code Quiz!

Hittas på <https://github.com/jonananas/teaching>

# Implementation

- Röda tråden
- Software Craftmanship
- Clean code
- Code Quiz
- **Teststrategier**
- Vad är en bra implementation?

# Testing

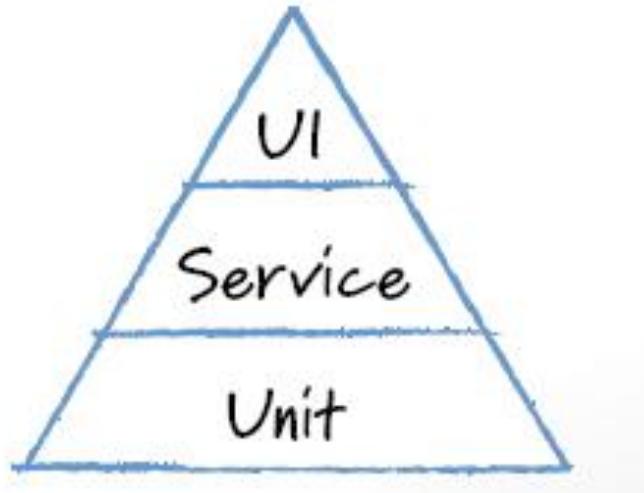


# Test Automation Pyramid

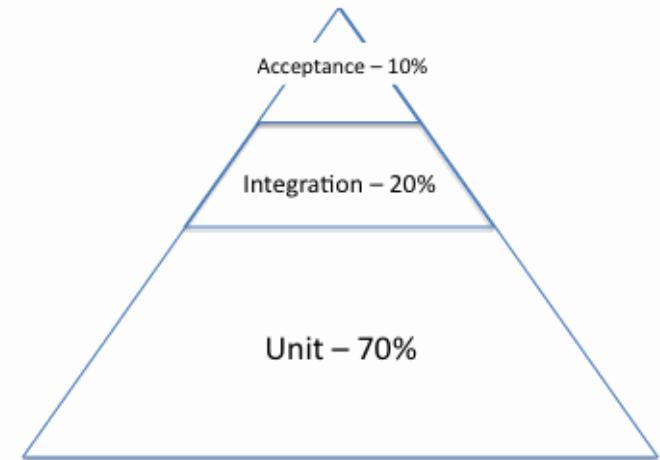
<http://www.minecraftforum.net/forums/mapping-and-modding/maps/1503376-insanely-enormous-multiplayer-puzzle-pyramid-2-2>

# Test Automation Pyramid

Mike Cohn

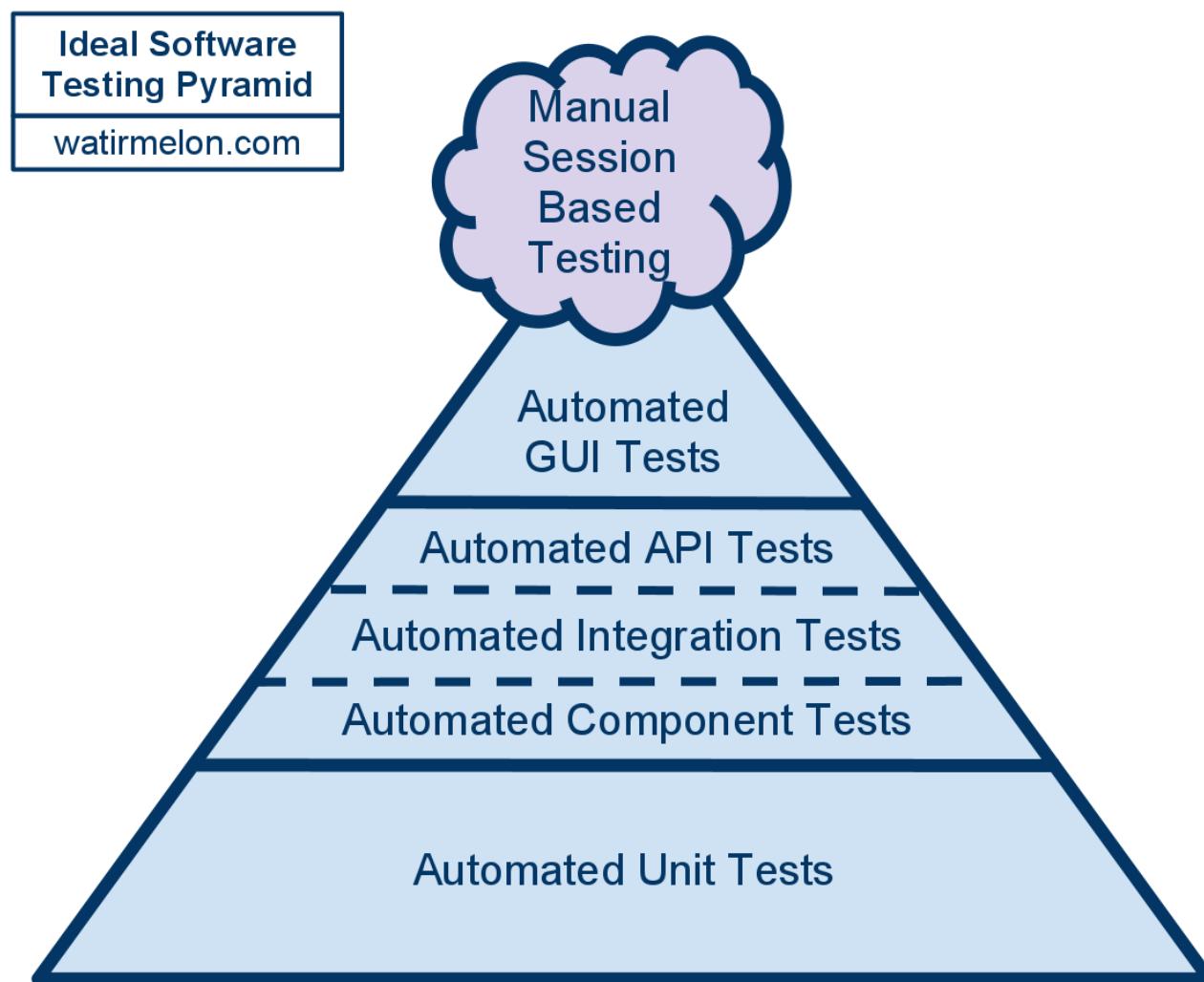


<http://www.mountaingoatsoftware.com/blog/the-forgotten-layer-of-the-test-automation-pyramid>

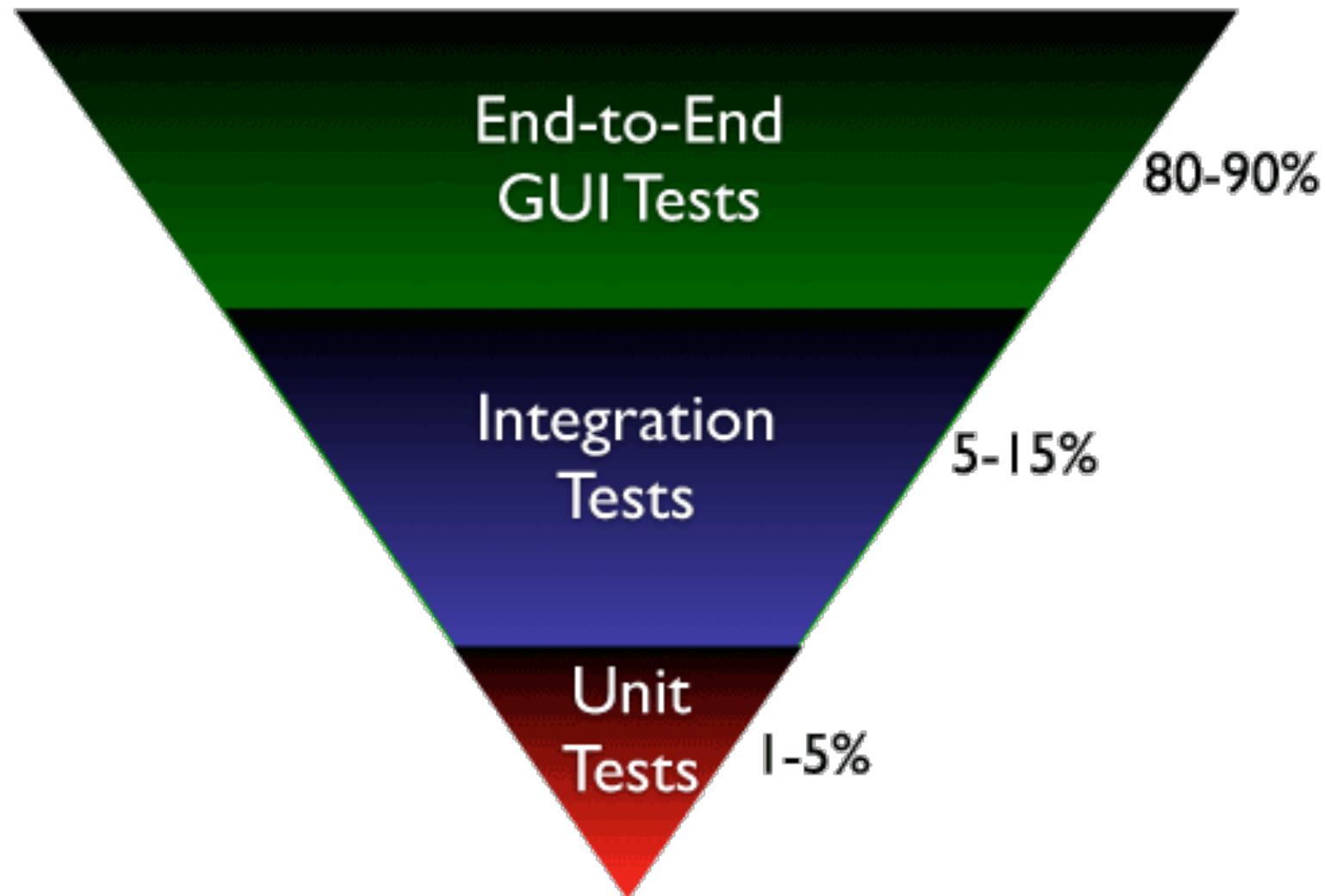


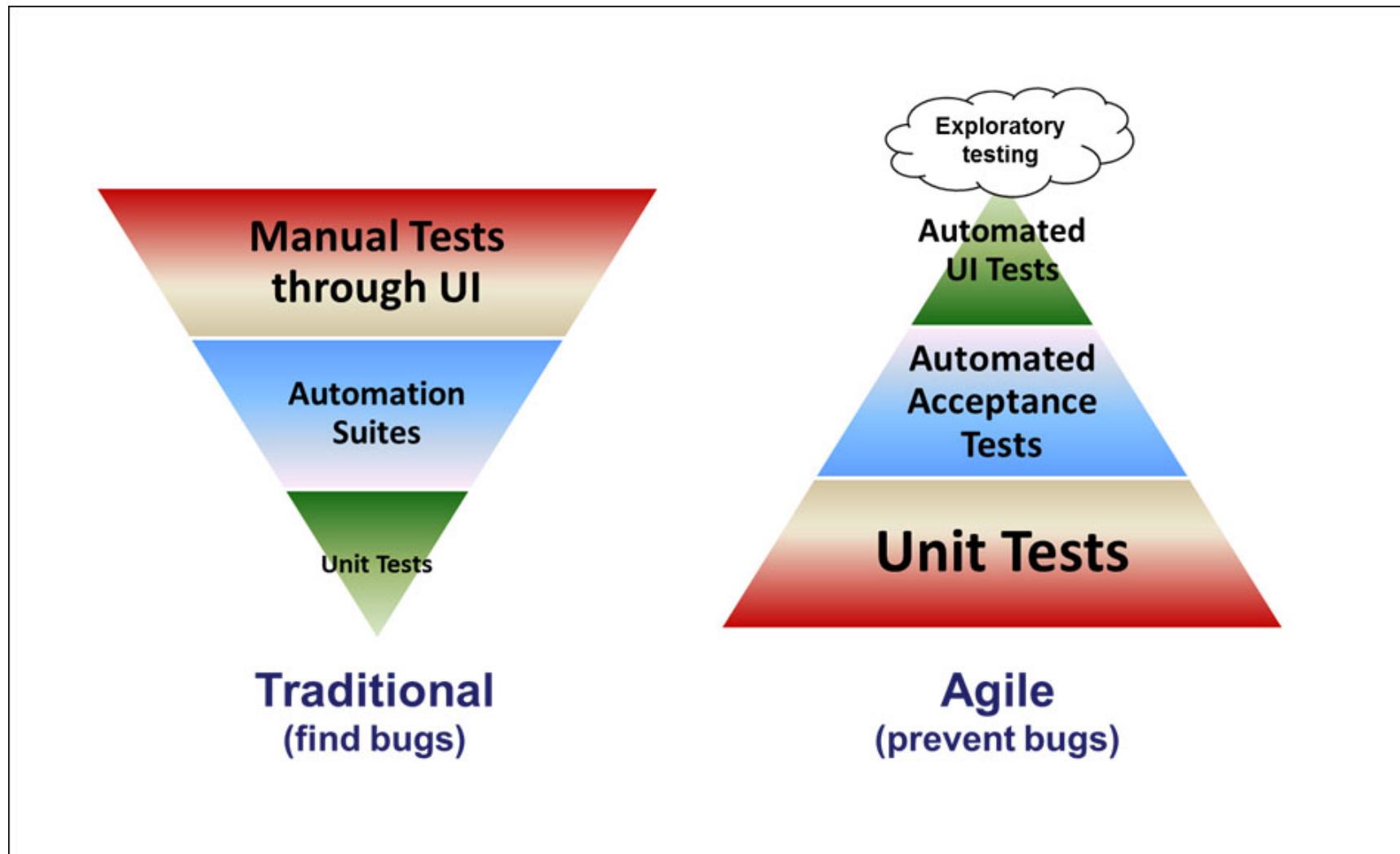
<http://jamescrisp.org/2011/05/30/automated-testing-and-the-test-pyramid/>

# Test Automation Pyramid



# Ett annat sätt...





# Testing

- Acceptance Testing
- UI Testing
- Conformance Testing
- Configuration Testing
- Performance Testing
- Stress Testing

# Implementation

- Röda tråden
- Software Craftmanship
- Clean code
- Code Quiz
- Teststrategier
- **Vad är en bra implementation?**

# **Good implementation?**

# Good implementation - ilities

Completeness

Correctness

Traceability

Performance

Readability

Maintainability

# Good implementation

- Complete
- Correct
- Traceable
- Performant
- Readable
- Maintainable

# Good enough!

Complete *enough*

Correct *enough*

Traceable *enough*

Performant *enough*

Fast *enough*

Readable *enough*

Maintainable *enough*

→ Customer Value  
(Cheap enough)

# Complete and Correct

Completeness - gör allt i kravspec

Correctness - löst enligt kravspec

Några problem med det?

# **Det beror på!** (ständiga konsultsvaret)

Levande specifikation → Ja!

Up-Front-Specification → Nej!

# Complete and Correct

Målet med BDD/ATDD/Specification By Example

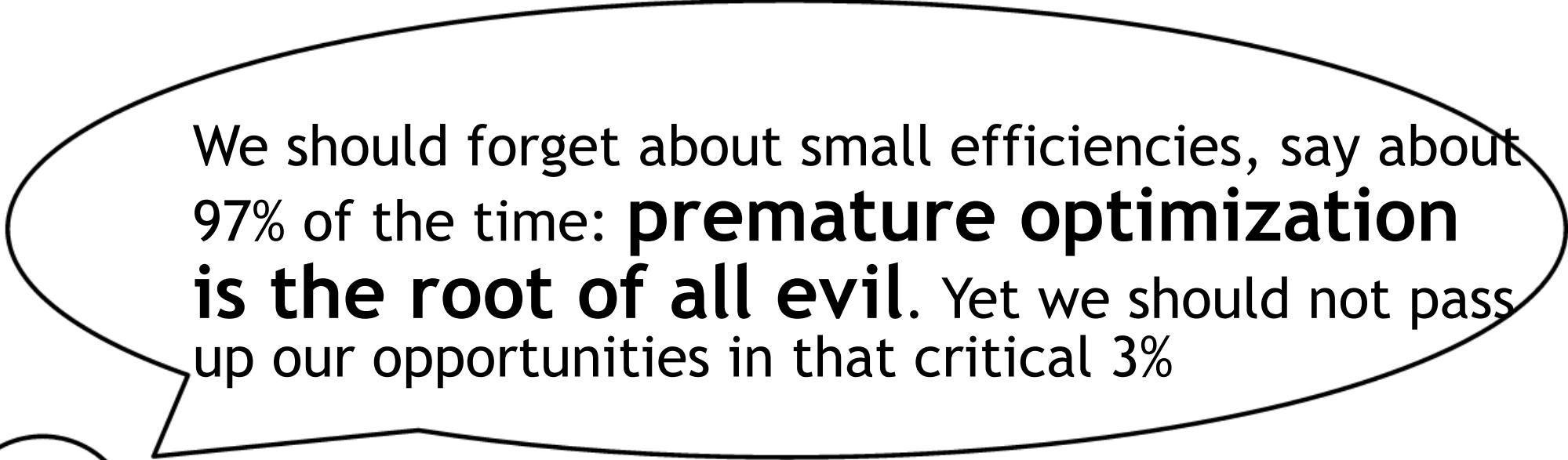
*En kontinuerligt exekverande kravspec!*

# Traceability

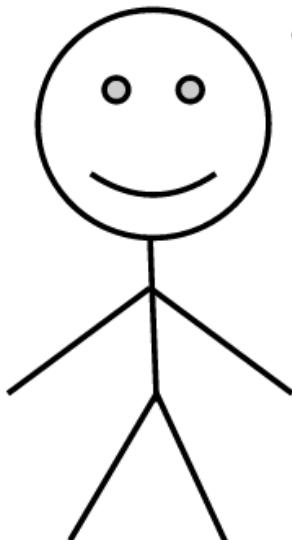
Process och verktyg!

T.ex. Wiki + Jira + Subversion

# Performance



We should forget about small efficiencies, say about 97% of the time: **premature optimization is the root of all evil.** Yet we should not pass up our opportunities in that critical 3%



Donald Knuth

Det innebär dock inte att prestanda kan testas sent!

# Performance



**Programming Wisdom** @CodeWisdom

"The cleaner and nicer the program, the faster it's going to run. And if it doesn't, it'll be easy to make it fast." - Joshua Bloch 

# Readability Maintainability

Lätt att

- Förstå
- Ändra
- Använda
- Testa
- Integrera

→ Clean!

# Good implementation

- Complete
- Correct
- Traceable
- Performant
- Readable
- Maintainable

# Film inför 24/4

The Magic Tricks of Testing by Sandi Metz  
32 min

<https://www.youtube.com/watch?v=URSWYvyc42M>

För tips om hur man undviker sköra tester

Message	Type	
Origin	Query	Command
Incoming →	<b>Assert result</b>	<b>Assert direct public side effects</b>
Sent to Self →	<b>Ignore</b>	
Outgoing ←		<b>Expect to send</b>

# Imorgon

## Automated builds (maven)

- Installera maven i förväg!
- git pull <https://github.com/jonananas/pvt>
- Fundera på fler saker ni vill ta upp!