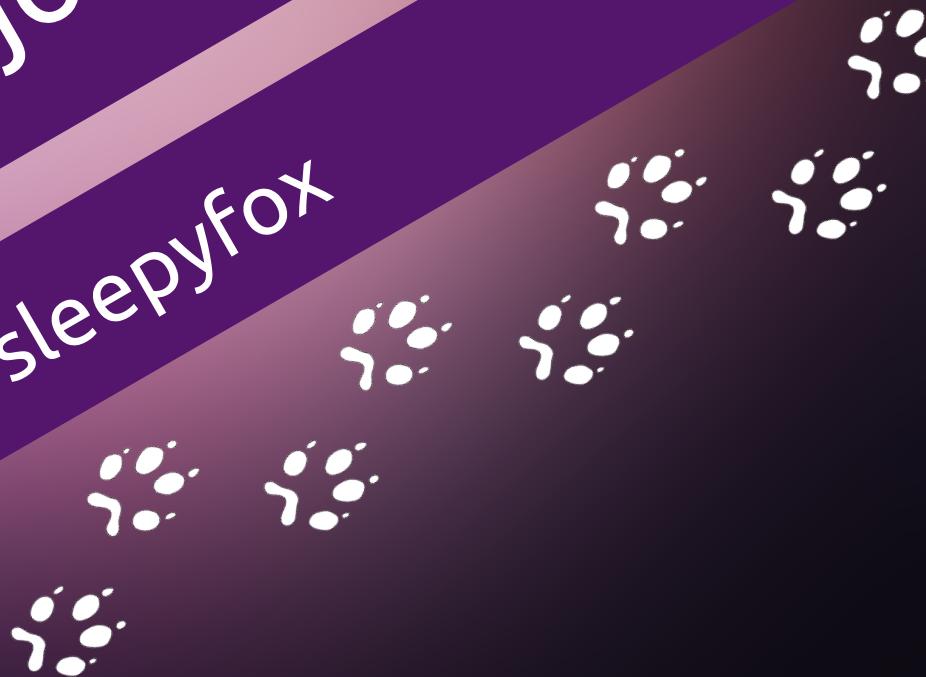


London Code Dojo 43

@sleepyfox



#CodeDojo

Introductions

- Say the three things:
 - Your name
 - What you do (at work)
 - A random factoid about you personally:
 - *My first experience of programming was on a TI-57 calculator, in RPN.*

What does it mean?

Dojo means:
*Place of learning
the way*

道場

Chado dojo



What does it mean?

Kata means:
Way of doing

*A form or choreographed series
of motions designed to teach a
particular skill or pattern*



Kata?



Deliberate practice

- Gladwell^[1] et. al. 10 yrs or 10,000 hrs practice to achieve expert performance
- But practice must:
 - be focussed
 - be goal-directed
 - stretch your abilities
 - give continuous feedback
 - be followed by self-reflection

Format



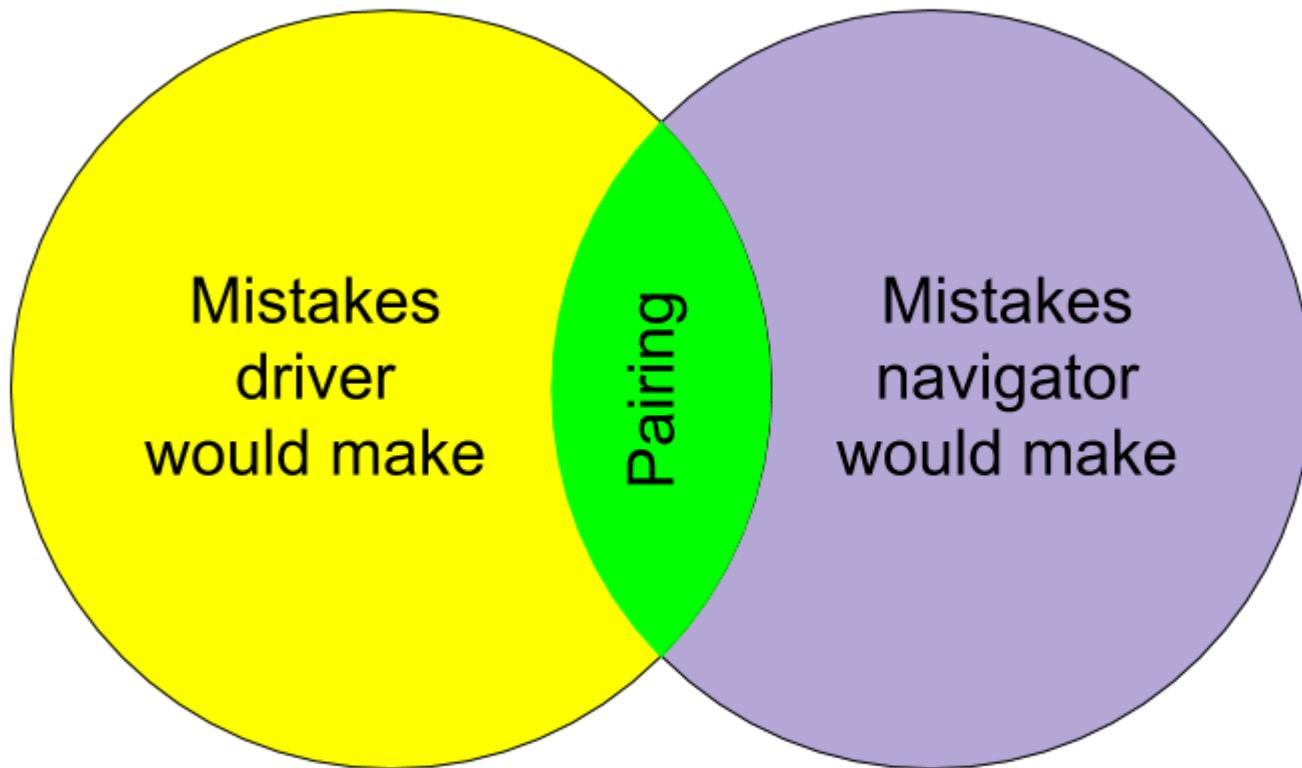
- Pair up (*self-organise*)
- We present the kata (*problem to be solved*)
- Focus for one pomodoro (*25 mins*)
- Stop, take 5 min break to:
 - Demo your code to anyone nearby
 - Get food or drink
 - Reflect...

XP: eXtreme Programming

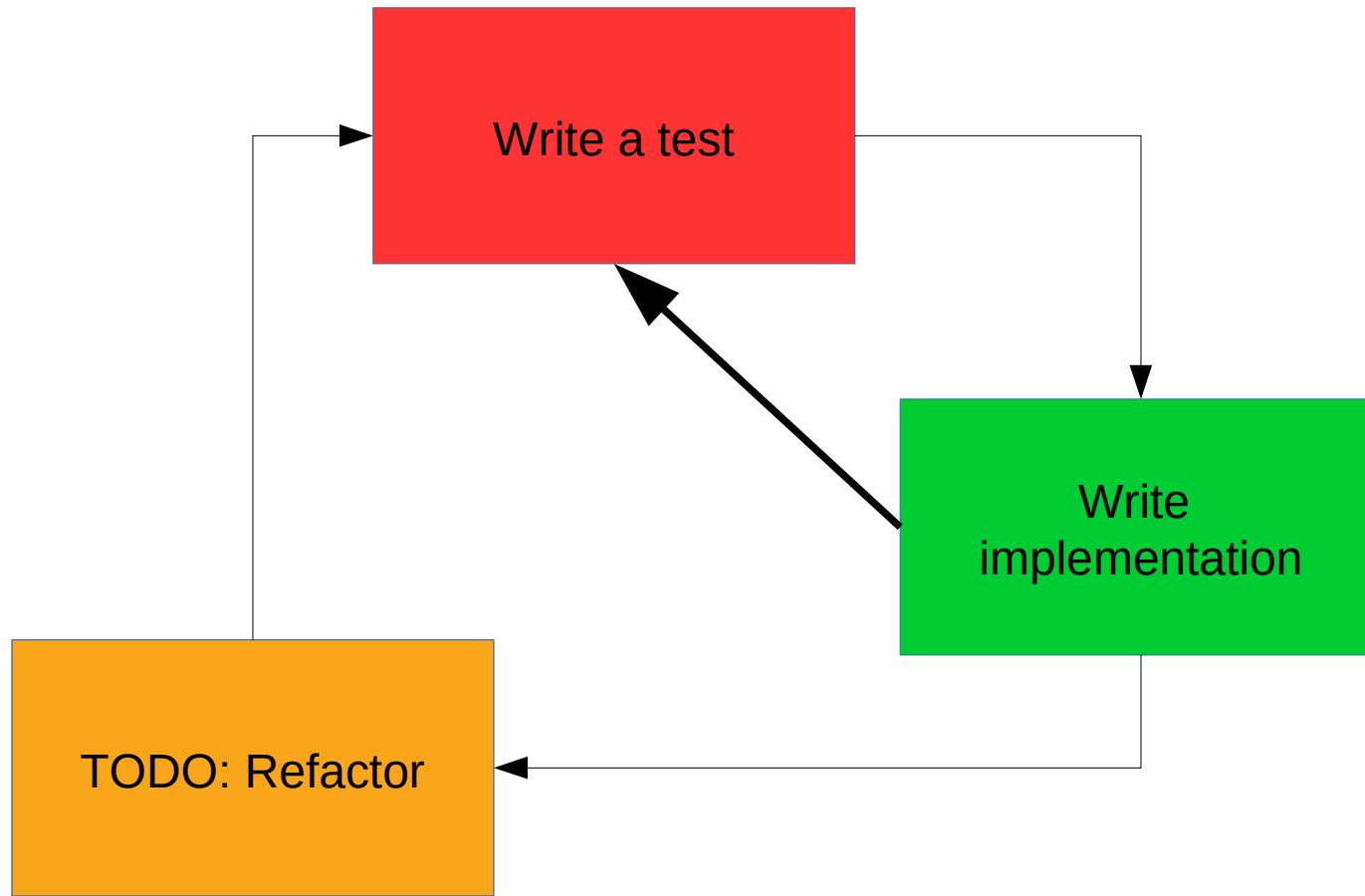
“It goes up to eleven!”

- Pair programming
- Test-Driven Development (TDD)
- Refactoring
- Simple Design

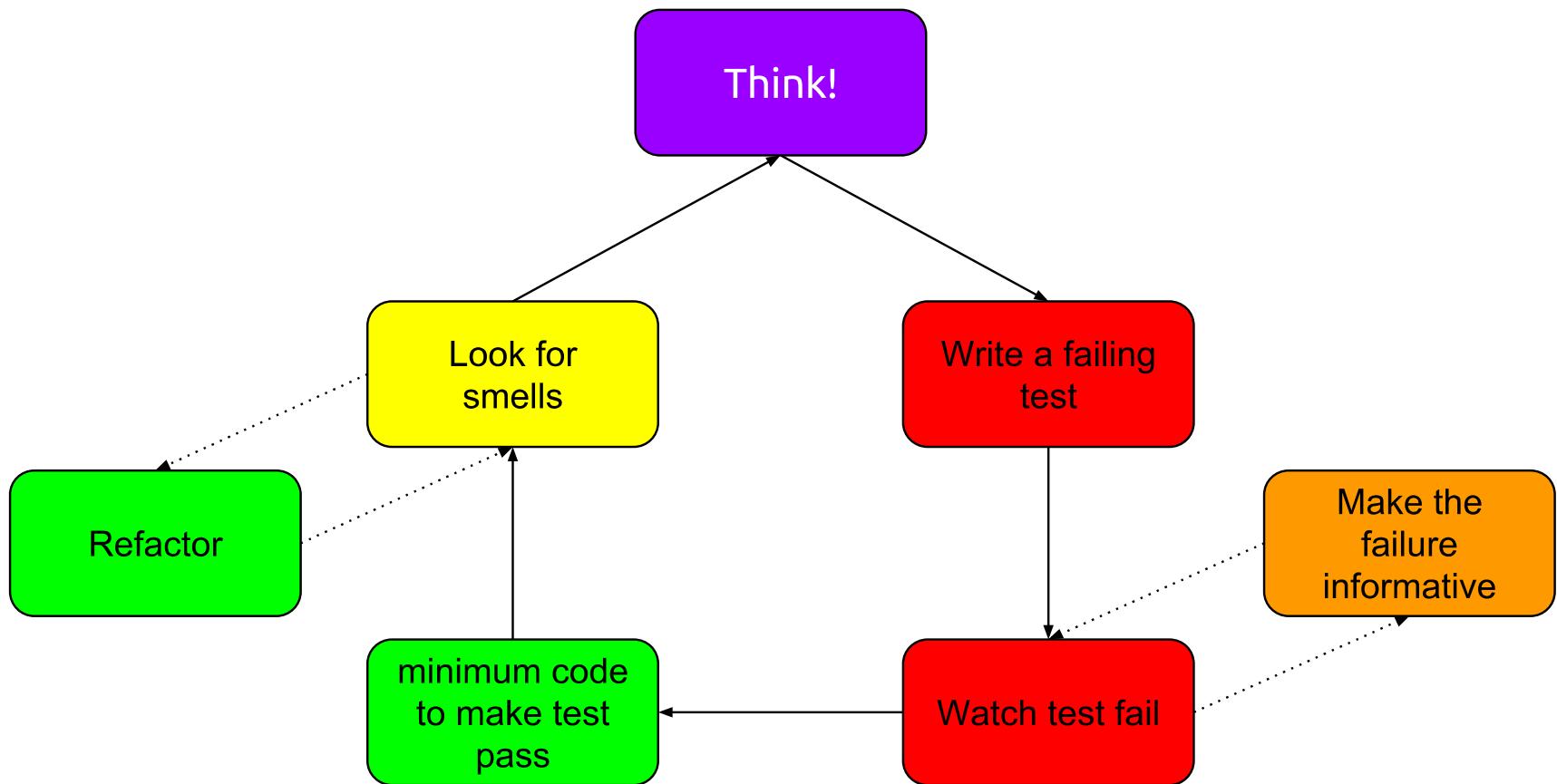
Pair programming



TDD



TDD: properly



Refactoring

- Make sure **all** the tests pass
- Make a **small** change to the design of the code that **improves** it
- Make sure all the tests **still** pass

Simple Design

Simple Design is code that:

1. Passes all the tests
2. Is clear, expressive and consistent
3. Duplicates no behaviour or configuration
4. Minimises the number of moving parts

Kata: Go Fish!

- Write a simple app to allow a player to play the card game 'Go Fish!' against the computer (rules on next slide);
- A command-line/terminal app is all that is required, no GUI is necessary;
- Keep It Stupidly Simple.

Go Fish! rules

- Each player is dealt seven cards;
- Each player takes a turn to ask the other player for all the cards they have of a certain value e.g. 'give me all your kings';
- Either: a) the asked player hands over the cards, and the asking player's turn continues, or:
- b) the asked player has none and says 'go fish!', and it becomes their turn;
- When a player has four of a kind (a 'book'), they lay them face up on the table;
- When all the books are won, the game ends;
- The player with the most books wins.

BDD

Beer-Driven Development



Hajime!

始める

'Begin!'

Yame!

辞め

'Stop!'

Stop!

- Stop typing!
- Now!
- 5 min break



Hajime!

始める

'Begin!'

Yame!

辞め

'Stop!'

Stop!

- Stop typing!
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Hajime!

始める

'Begin!'

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'Stop!'

Stop!

- Stop typing!
- Now!
- 5 min break



Reflection



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Thank you

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Twitter hashtag #CodeDojo

meetup.com/london-code-dojo

<https://github.com/sleepyfox/code-dojo-43>

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