

XTREM TDD



Game rules

This game is played in teams.

Sit around a table and distribute the cards face down without revealing them or laying them out.

We highly recommend you to use **mob programming** during the whole game.

Game principle

As soon as you see a number (or a letter) on a card, you have the right to look for the matching card in the deck and turn it over to read it.

Attention point: some numbers may be hidden!!!!

Discarding cards

At the top of some cards you may find numbers and/or letters that are **crossed out**, you have to immediately **remove** these cards from the game by **putting them aside**.

Material



Playing cards



A computer

Knowledge Base



Git repository



Types of cards

Grey and Green cards

You will find places, information, and references to draw other cards.



Blue and Red cards

During the game you can combine blue cards with red cards to draw a new card.



You can do it by adding their numbers together.

$$\begin{matrix} 13 \\ + \\ 27 \end{matrix} =$$



Yellow cards

Those are key moments in the adventure.

Stop playing with the cards, spend time understanding the given practice and use it in the source code.

Use the QR code at the back of the card to find details.

Once implemented you can continue with the cards...



Success cards

Allow you to remember practices, techniques and approaches you have discovered and debrief them.

Let's start the game

You know enough to start the game.

Communication, sharing ideas, experimentation will be the keys to your success.

Take the adventure card and follow the instructions.

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Welcome in this T.D.D adventure !!!

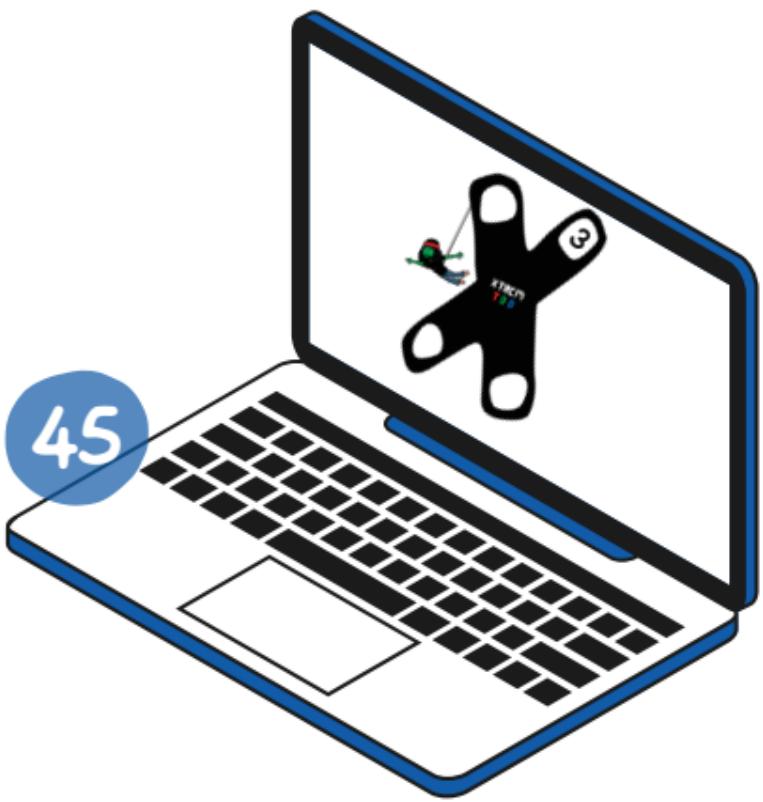
You have seen and experienced many stories of unmaintainable, untested code that no one knows about.

More than ever determined to demonstrate that **software craftsmanship** allows us to avoid this kind of situation, you decide to participate to this adventure.

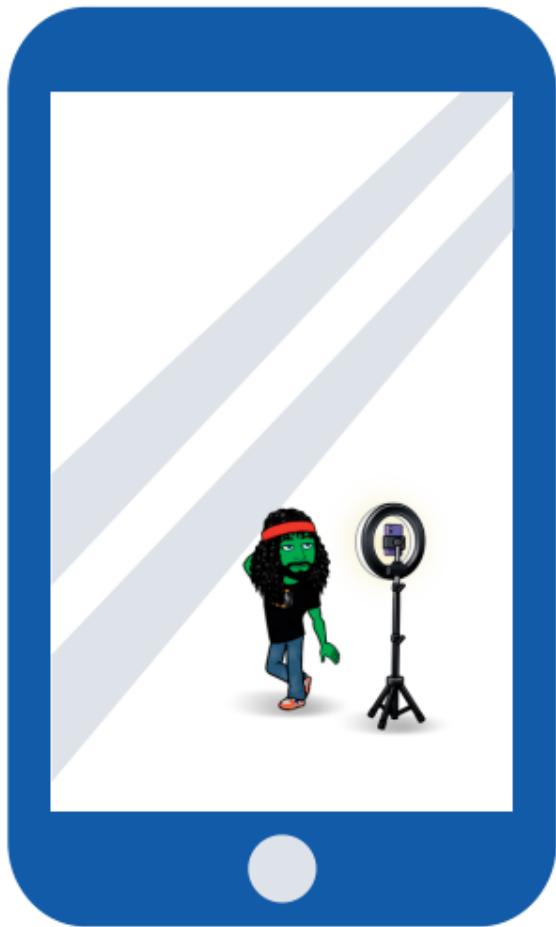
Your mission: work in teams on an existing money project that you will have to make it evolve and maintain by applying given practices, techniques and approaches.



Your adventure begins as soon as you
flip this card.

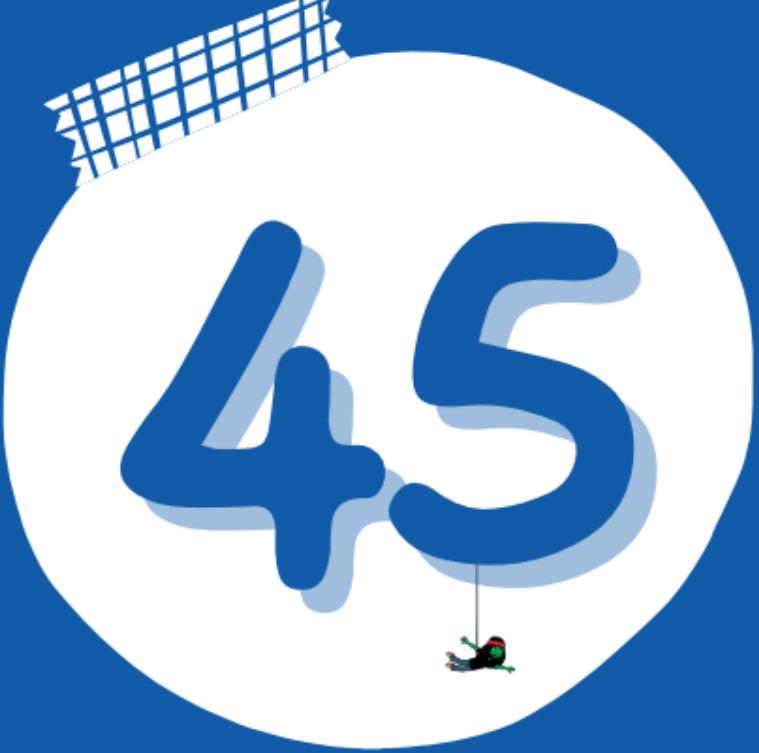


45



A useful object:
your smartphone

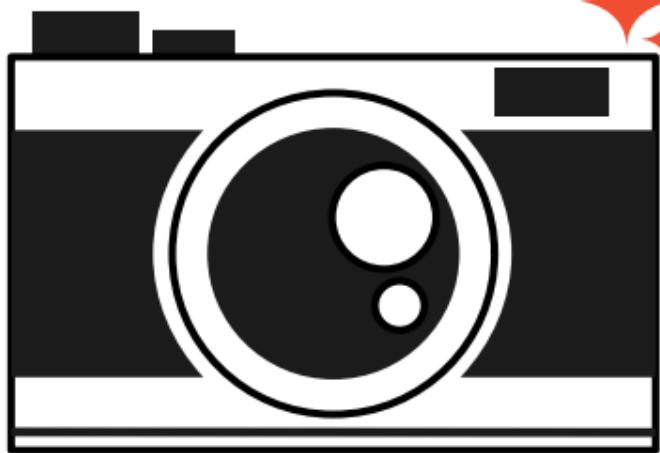




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What could we do with that?





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45

3



Scan this QR code and clone the
repository behind it.

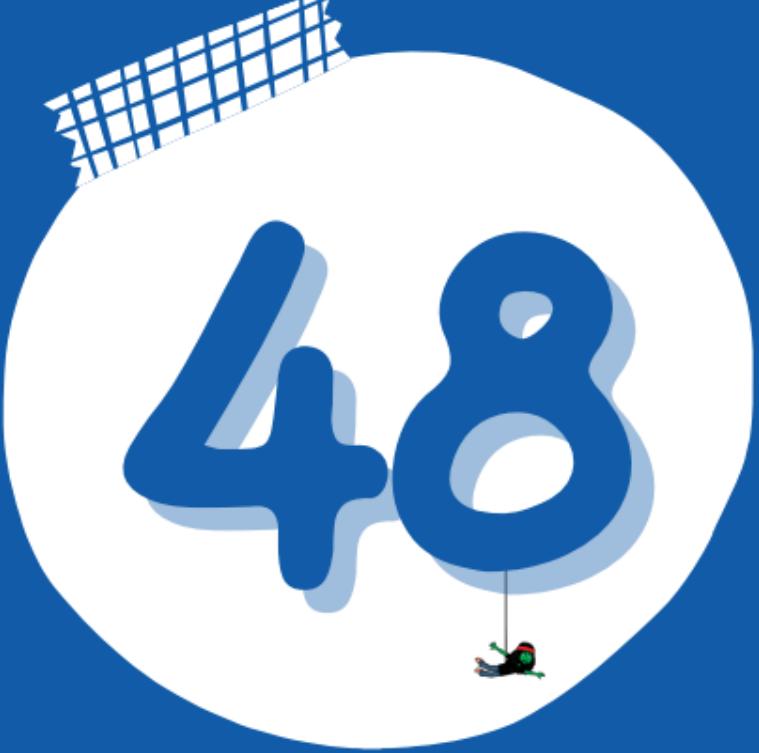


Take some time for deep dive into it and discover
the business, the source code.

Then draw

67



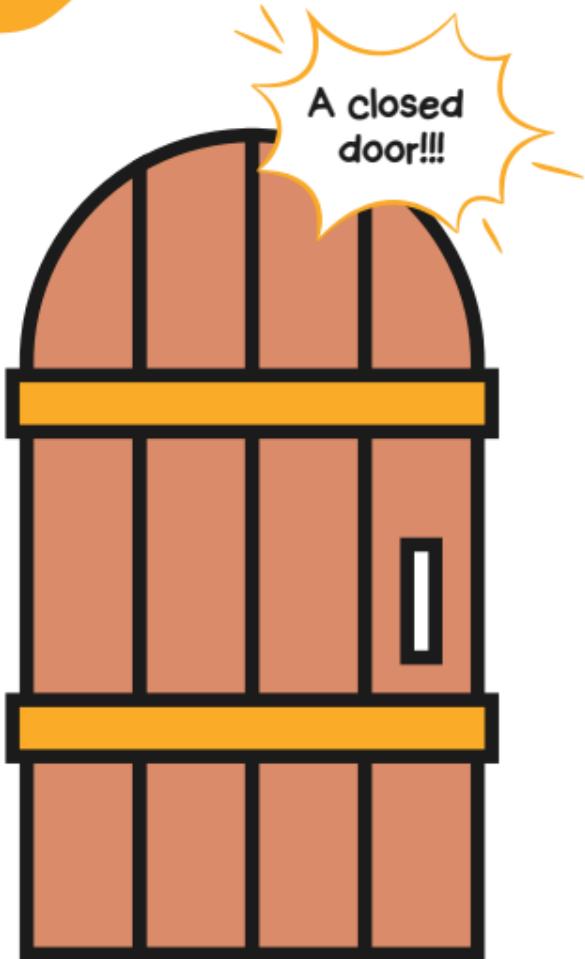


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One test provides no value at all.

Its

expected
result

will open this door.





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15

67



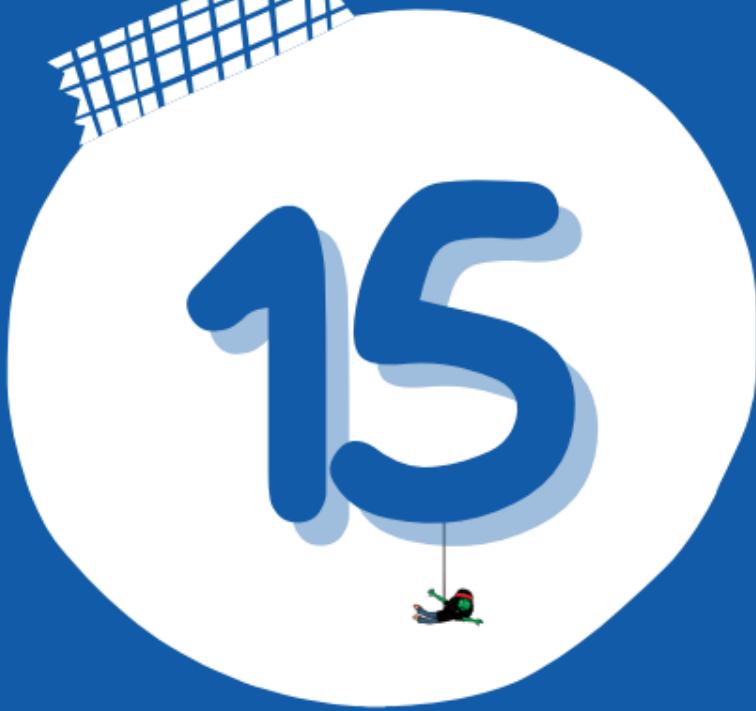
Congratulations !!!

You just opened your first door.



Flip this card, scan the QR code,
follow the instructions then draw





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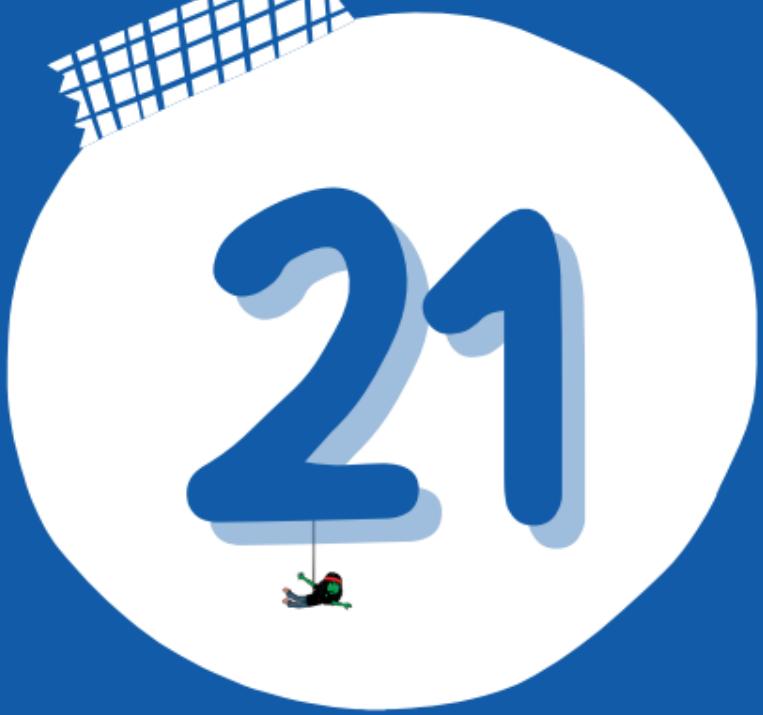


Let's mutate some code

What did you **learn**?
How/when can it be **useful** ?



Tests are code too, proceed with them with the **same care** that for your production code.



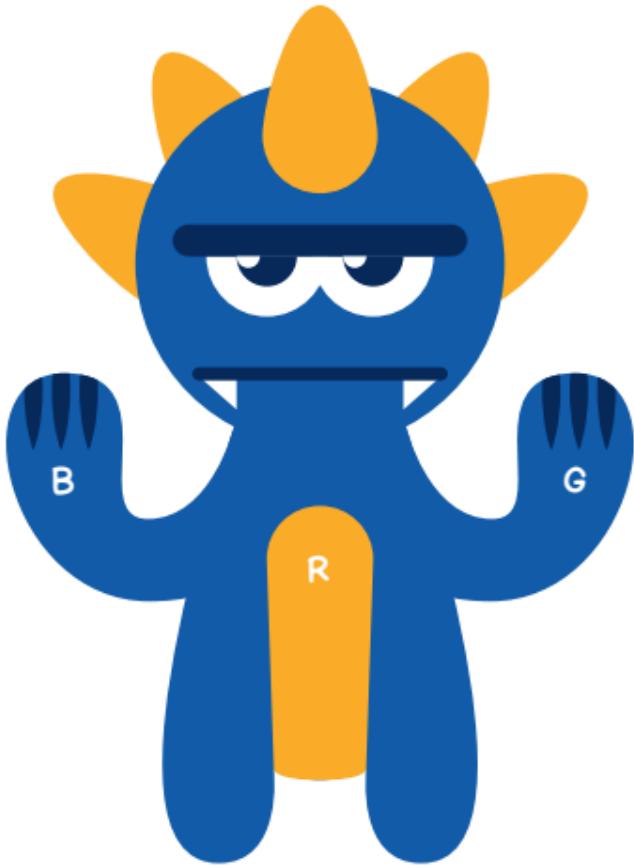
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15



Here is a
killed mutant...





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R



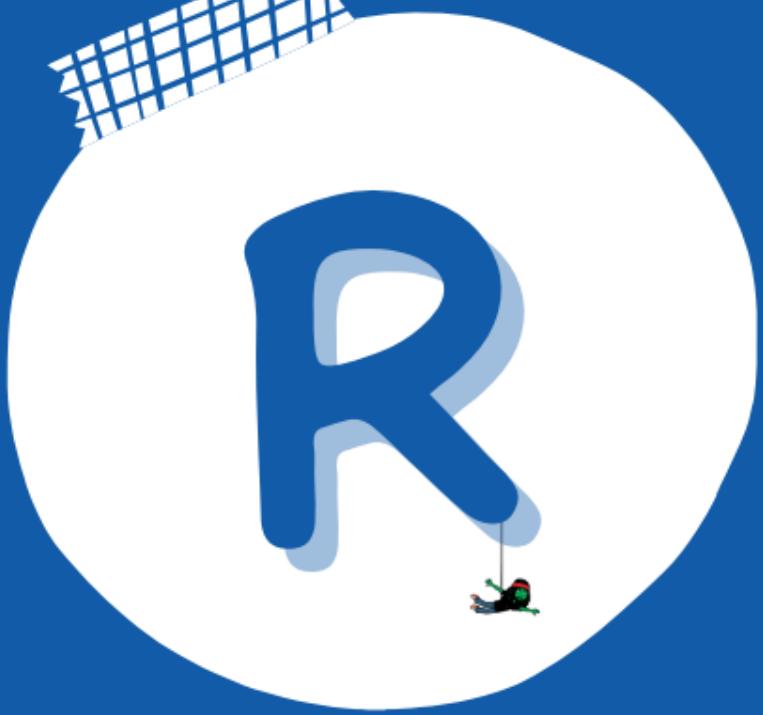
Write a failing test

based on a specific requirement

1

"Write only enough of a test to
demonstrate a **failure**."





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G



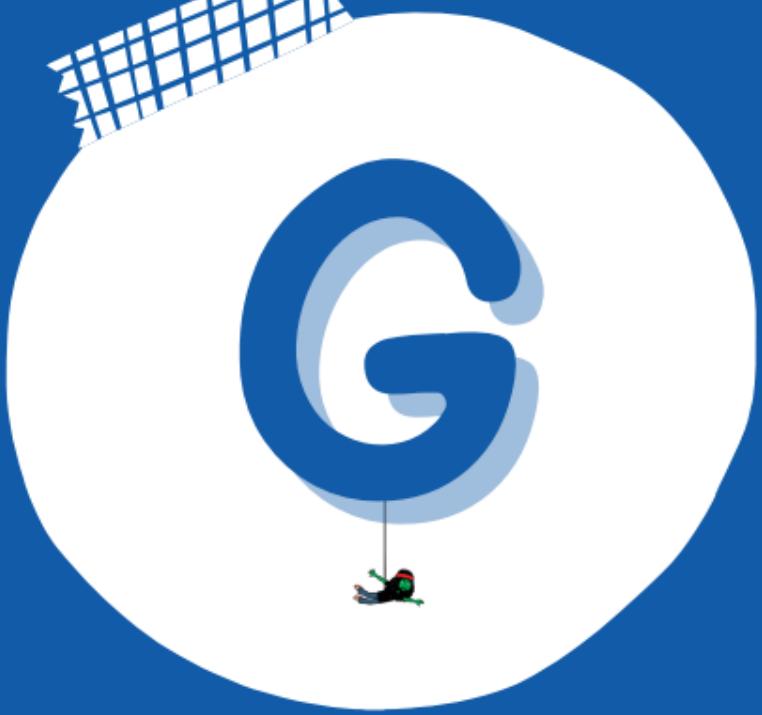
Make the failing test pass

by writing production code

0

"Write only enough production code to **pass** a failing test."





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B

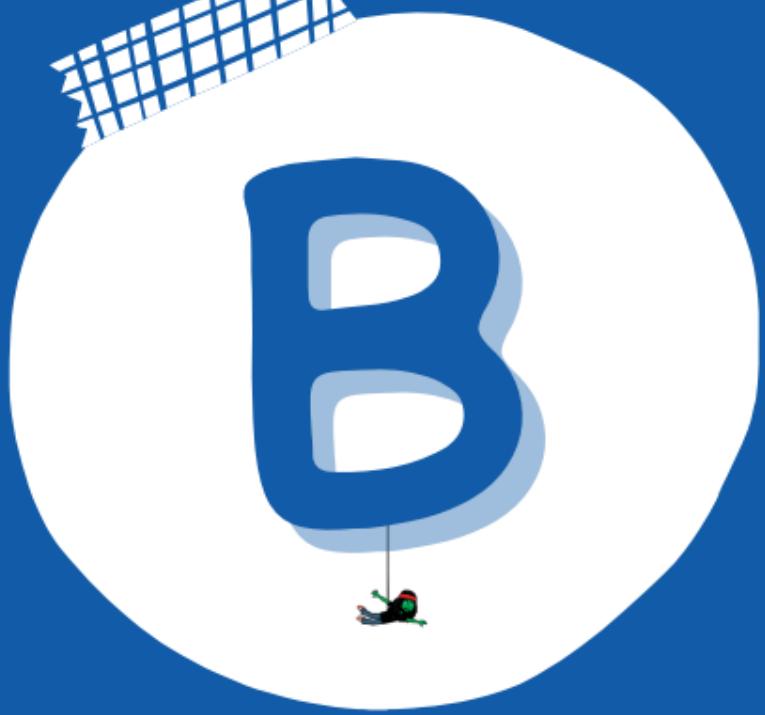


Refactor

Follow clean code practices

Proper naming / extract logic / simplify code

01



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9

31

R

G

B



Another closed
door !!!



22

Implement portfolio features
using **TDD** to open it.

Flip this card, scan the QR code,
follow the instructions then continue.





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Implement Portfolio with TDD

What do you **think** about TDD?
What did you **discover** about it?



A **scientific approach** to Software Development

Write an hypothesis

- Prediction of falsifiable outcome
- Perform an experiment
- Measure the result

Observe the outcome

Can you improve the code ?

Run the experiment

Compare the actual to the predicated one





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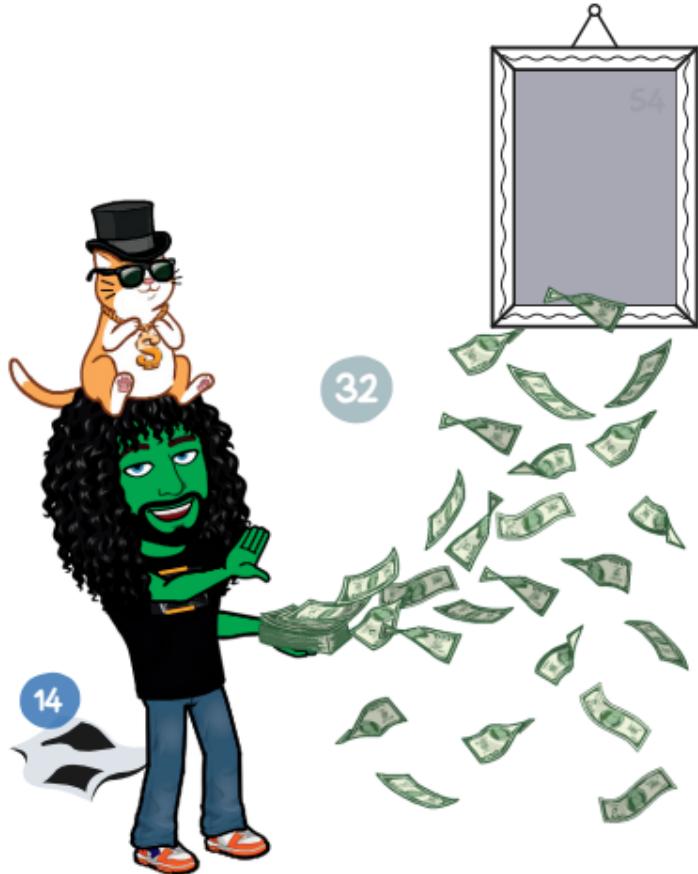


22

9



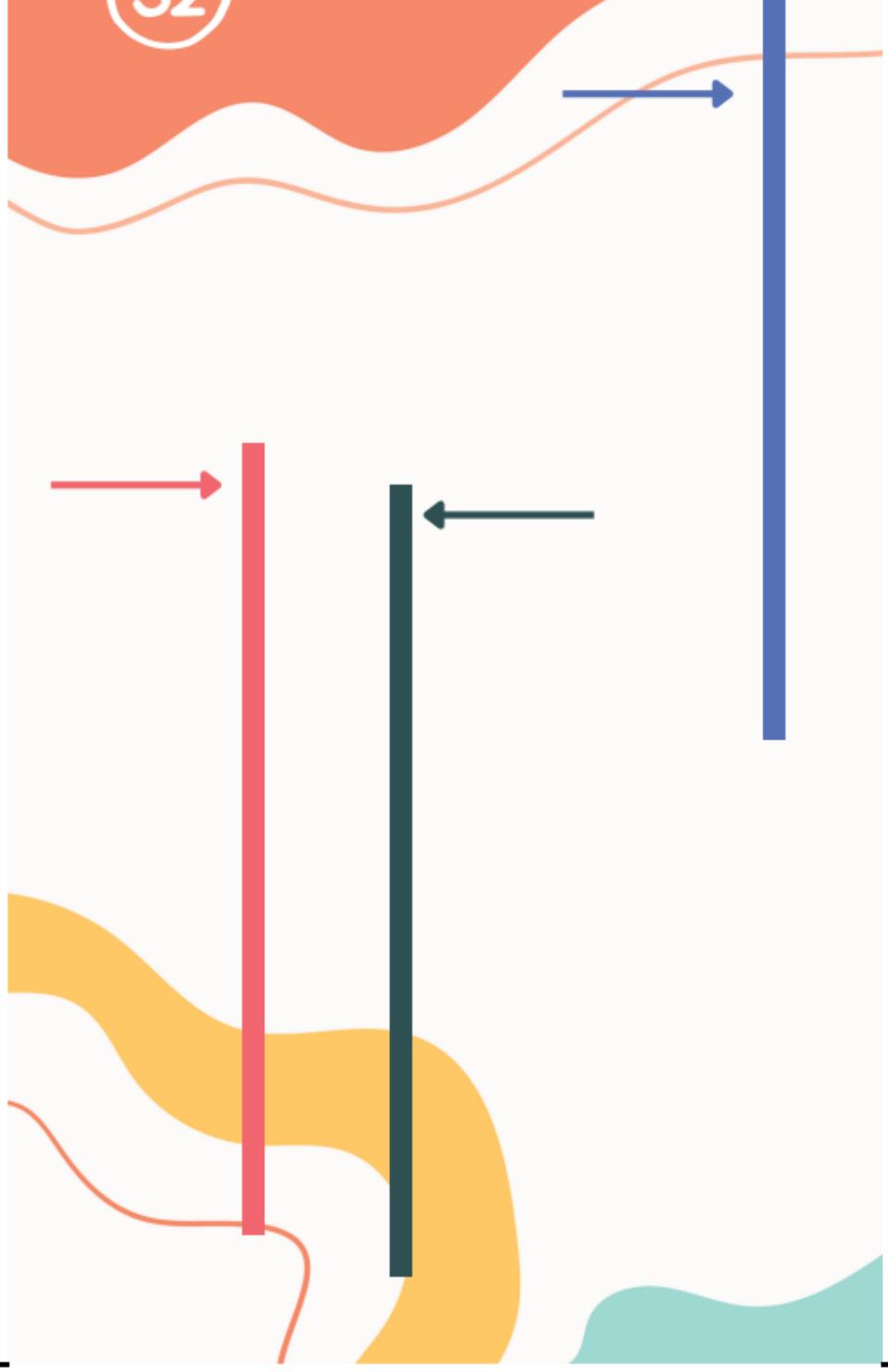
Congratulations !!!





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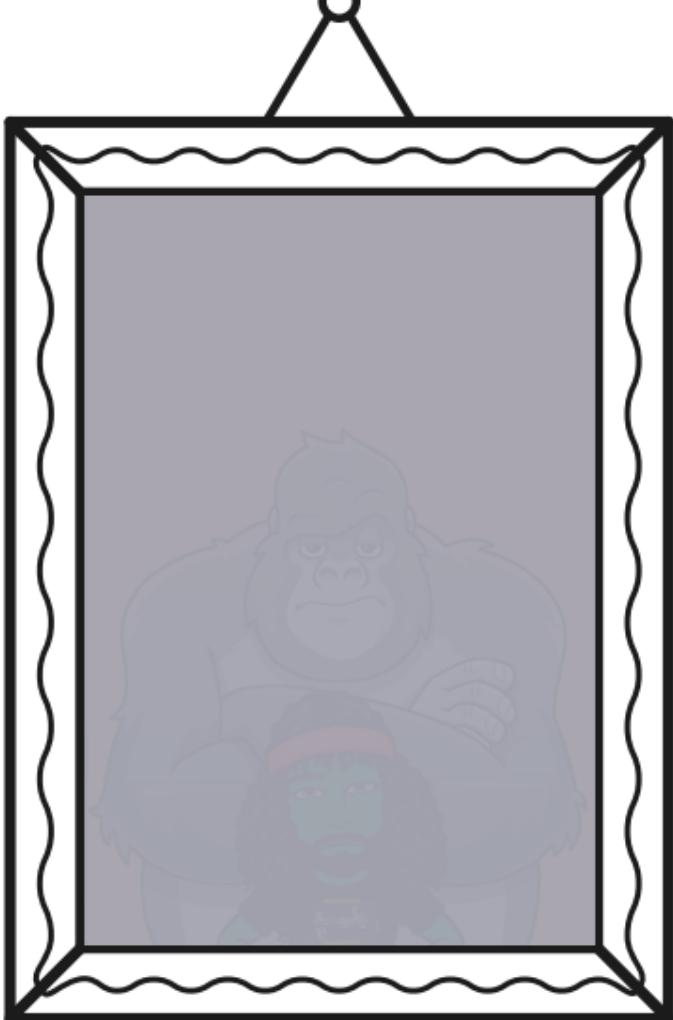
32





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A very dirty painting...





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14



An old rag...





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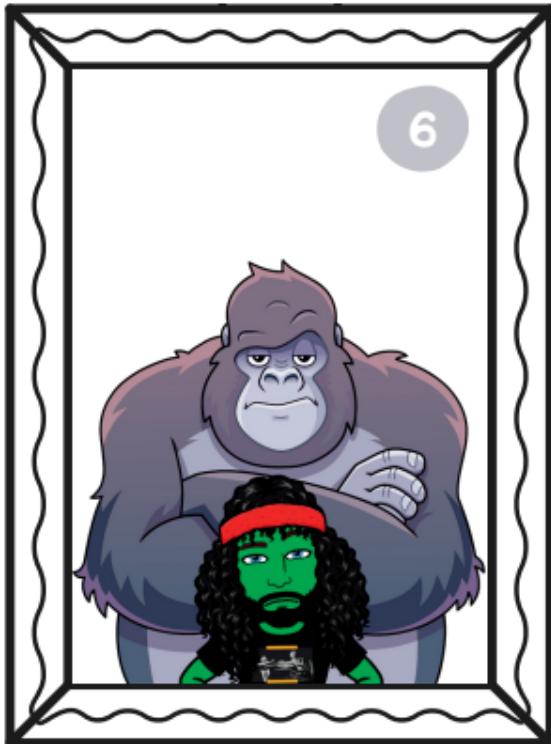
14

54

22



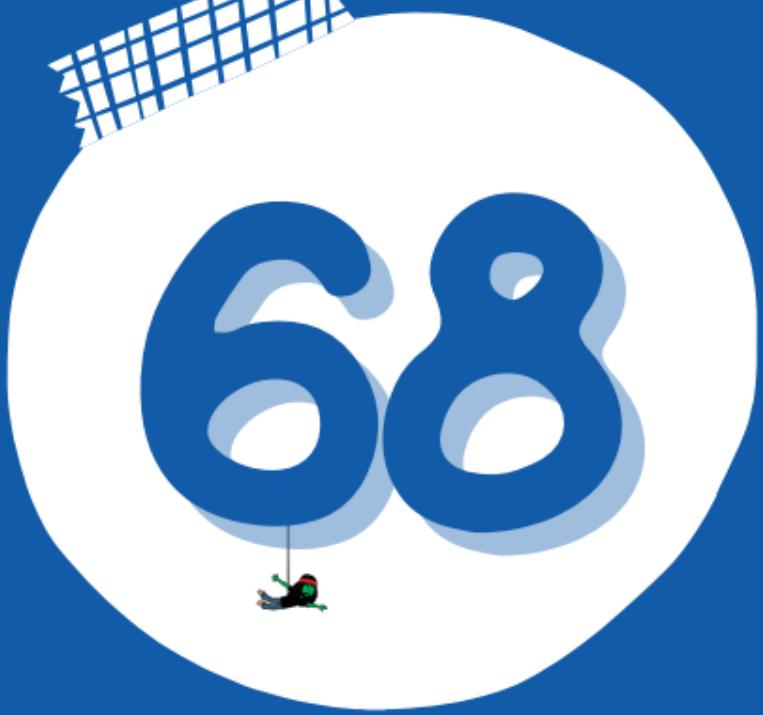
Let's fight
primitive obsession !!!



The rag is ideal for dusting the painting,
you need to open the door behind it now.

Flip this card, scan the QR code
and follow the instructions.





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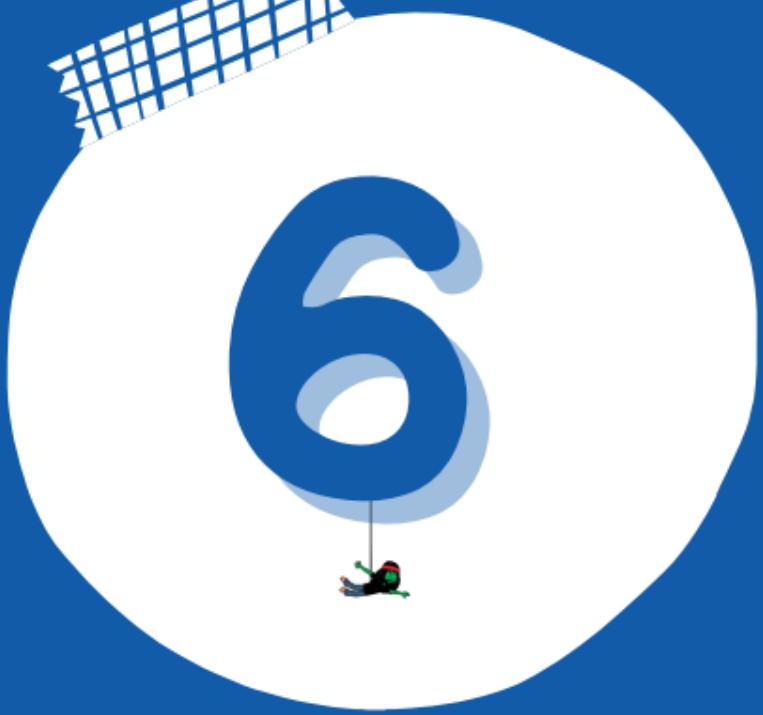
6



42

A tree could be very helpful
to fight primitive obsession.





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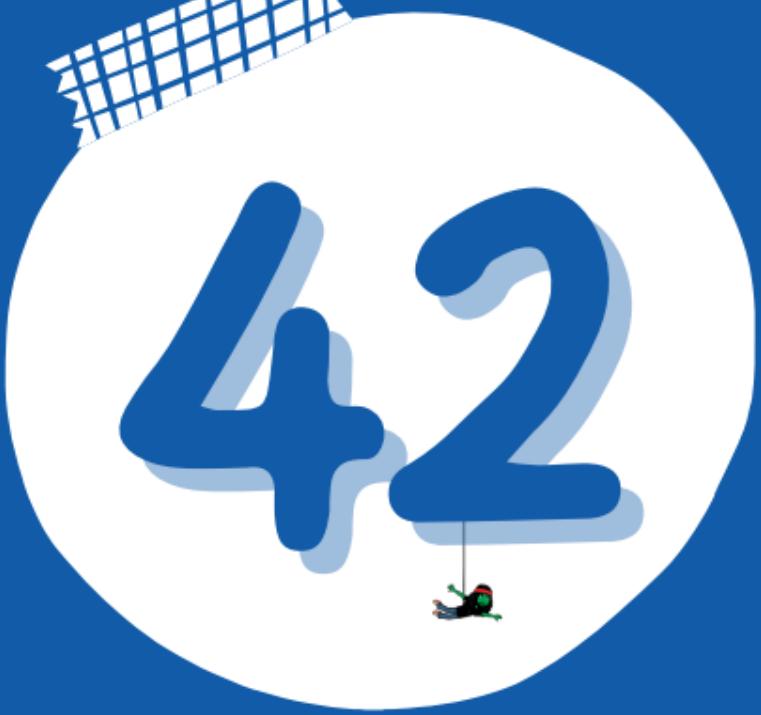


Fight primitive obsession

What do you think about the
Strangler Pattern?
When could you use it?



Who said TDD can not be
used on existing code...



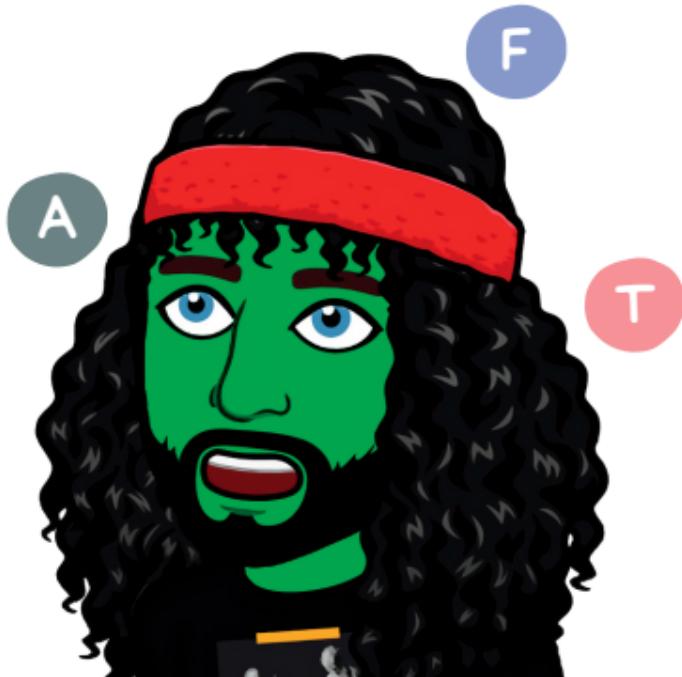
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23

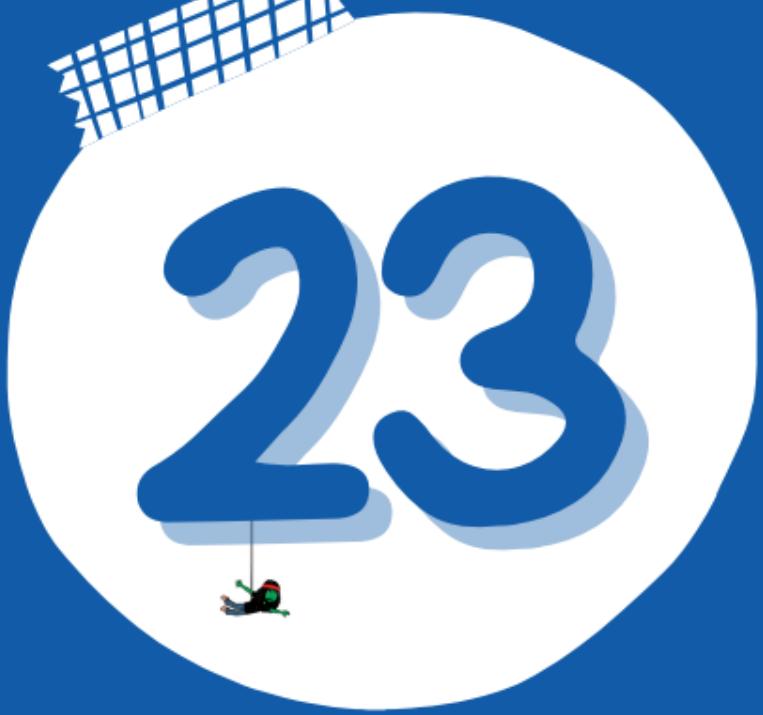
6

68



Congratulations you have
beaten primitive obsession !!!



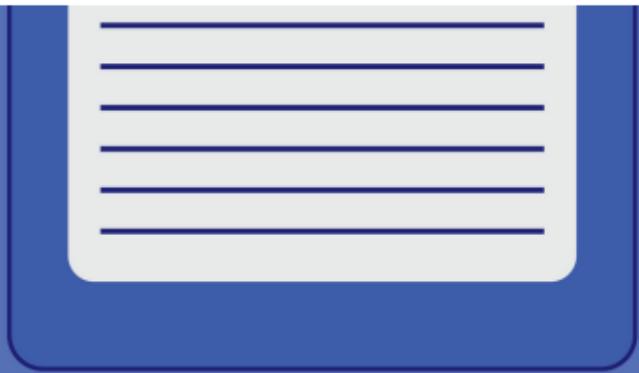


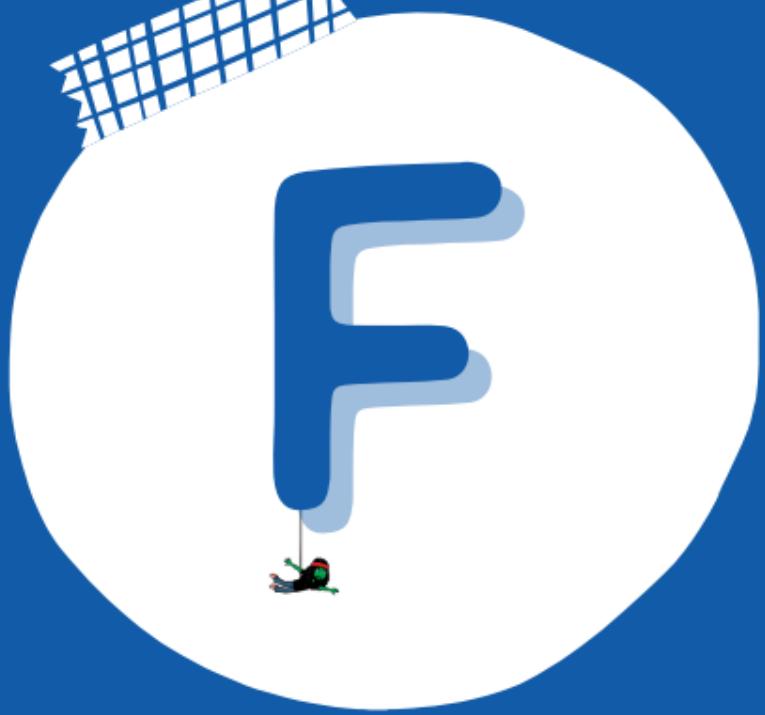
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F



A very old floppy disk...





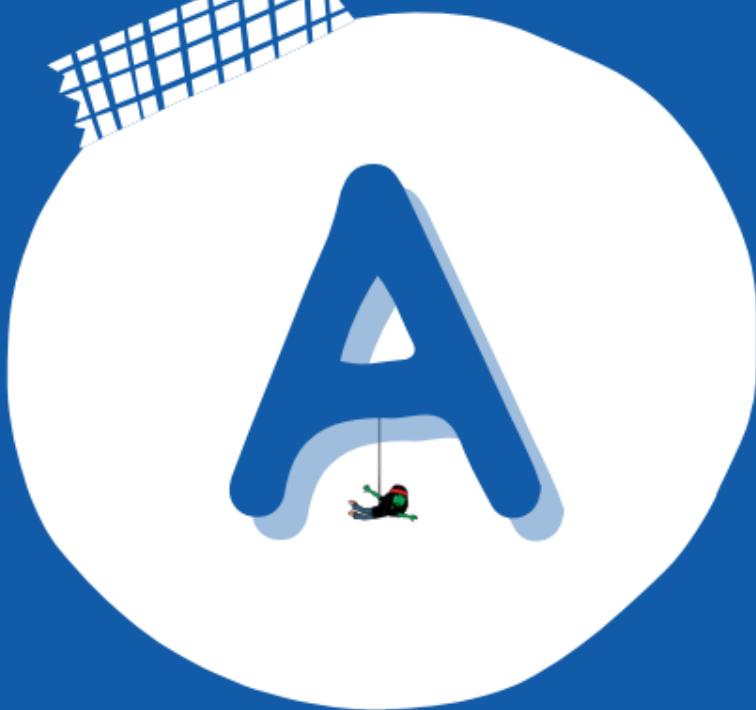
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A



A very old floppy disk...



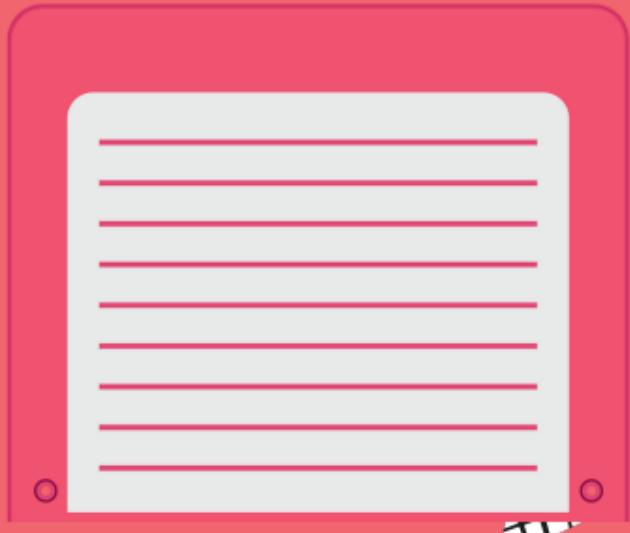
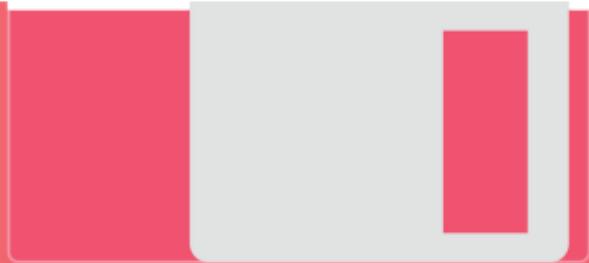


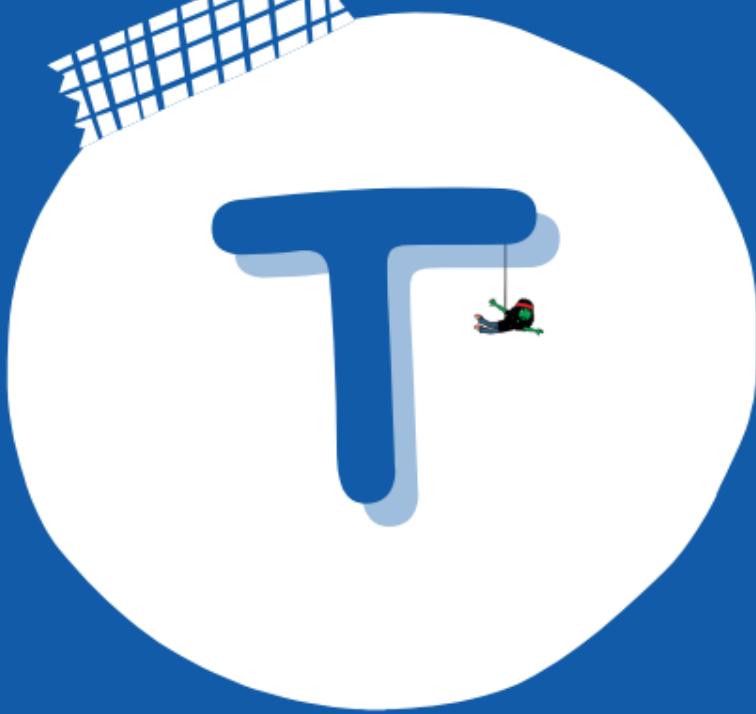
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T



A very old **floppy disk...**





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25



You are not allowed to use
"for loop" anymore...



To continue your journey,
this is happening right **behind me...**





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No for loops

What do you **take**
from this step?



It can help you reduce **code complexity**
and avoid breaking
command / query separation.



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95

25



Glad you have removed
"for loop(s)" !!!

84





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84



What are
those signs?



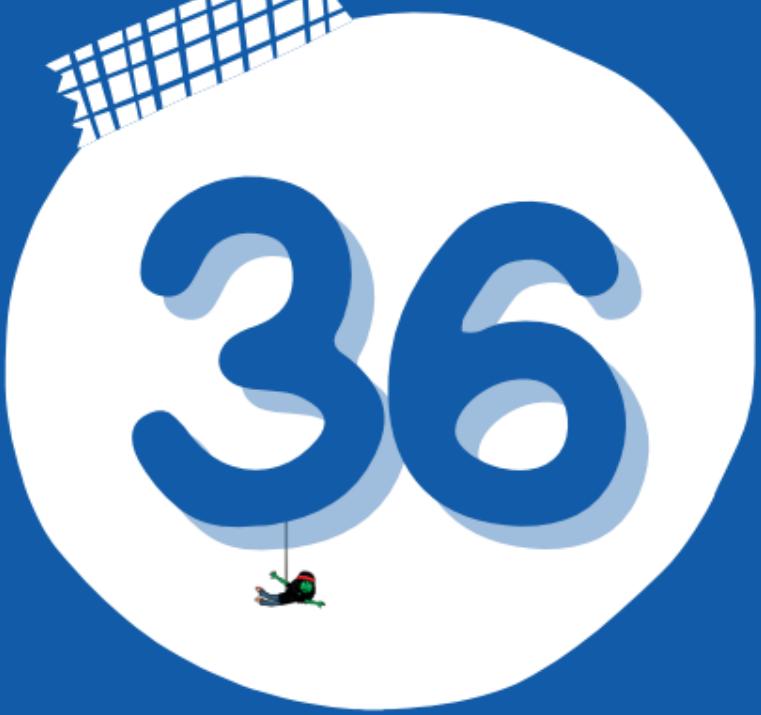


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4

36

84

10

95



To ∞ and beyond



with immutability.



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Referential transparency

Thread-safety

No invalid state

It looks like notes from a former
trainee on immutability.



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Red

30

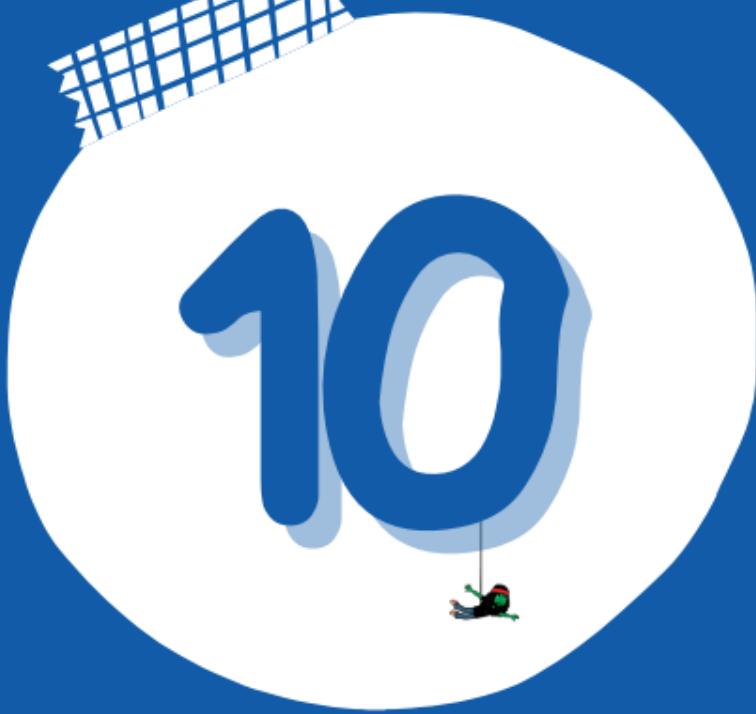
Blue

22

Green

15





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? + ? - ?



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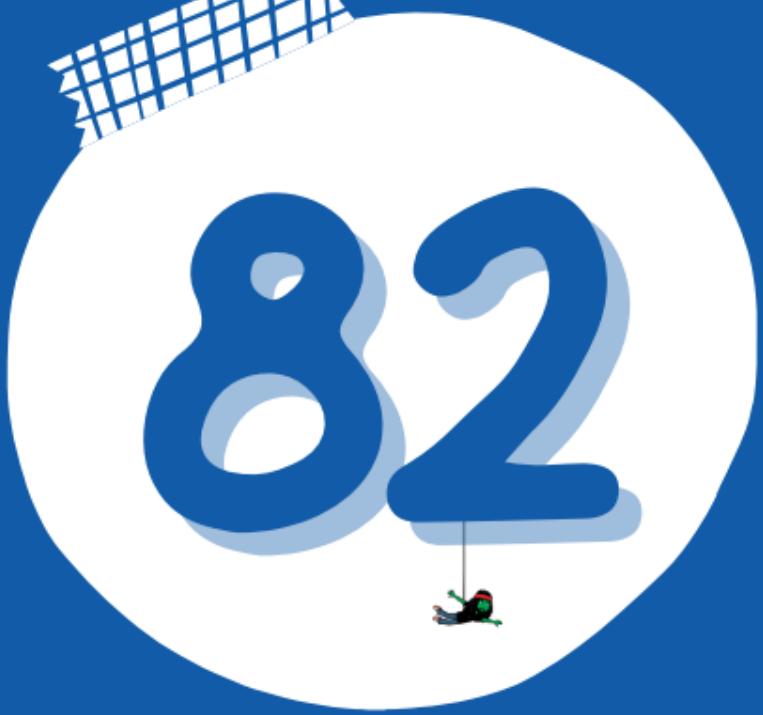


82



B + R - G





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37



You have successfully made your code immutable and learned its benefits...



It is now time to **play another game**.

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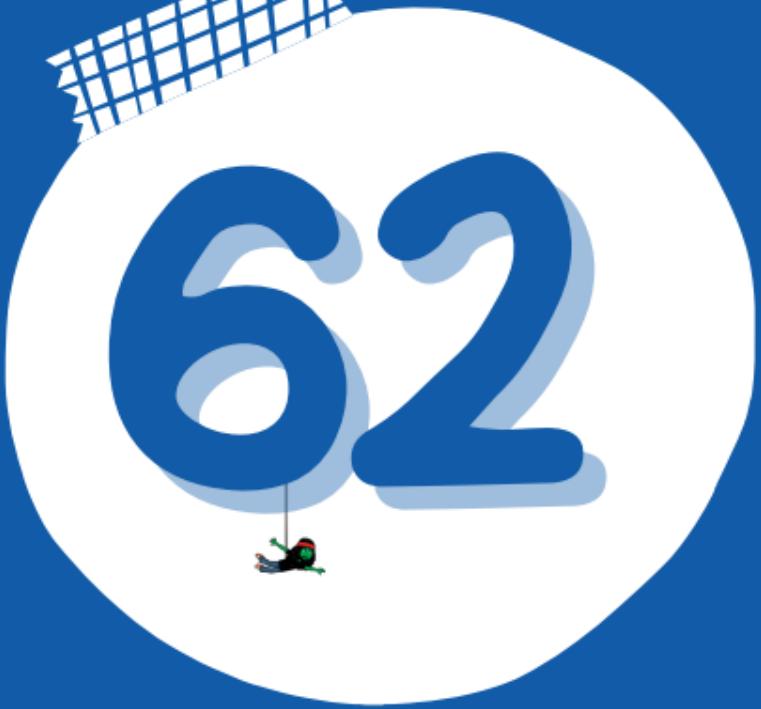


Only Immutable Types

What has been the **impact**
on the code?



Immutability makes your code
more predictable.



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LET'S PLAY A
DIFFERENT GAME!!!

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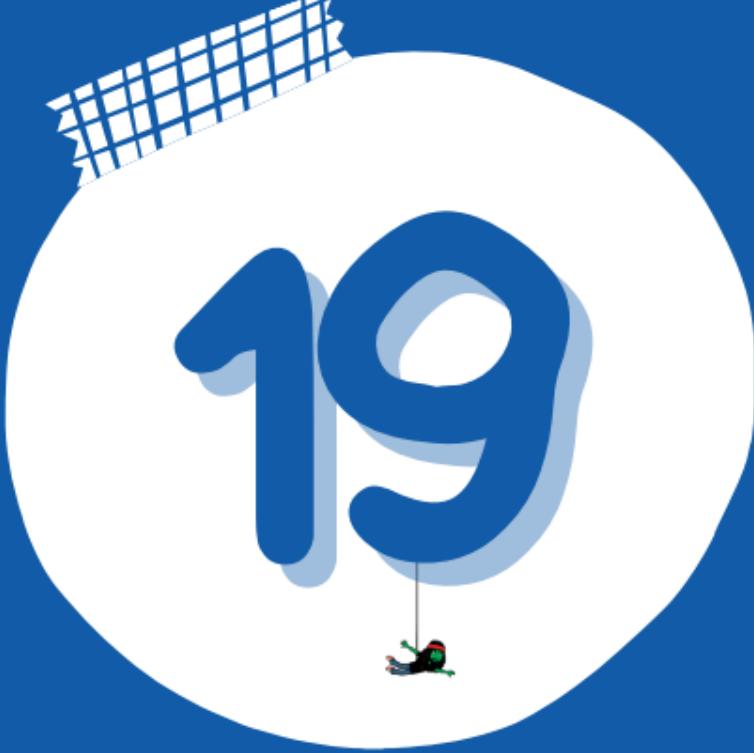


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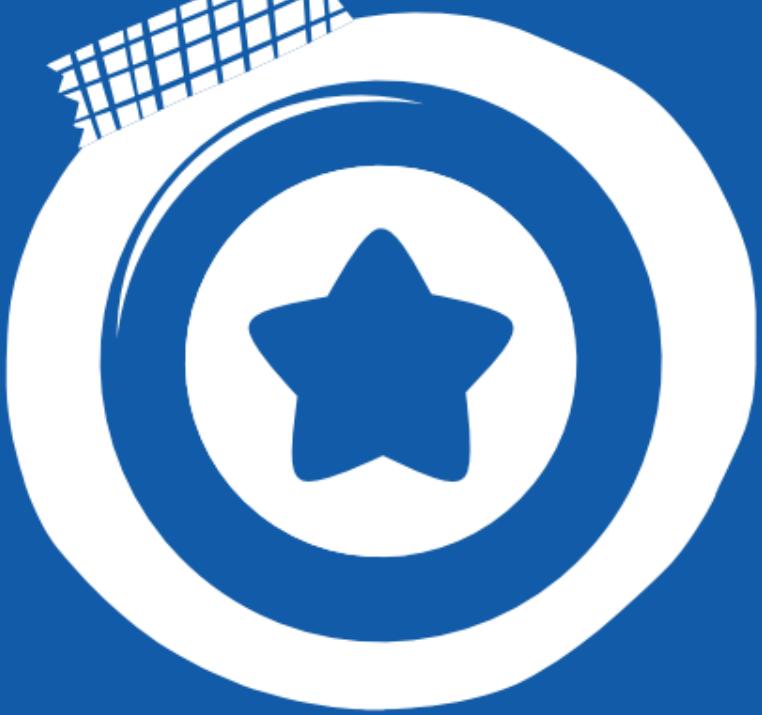


20



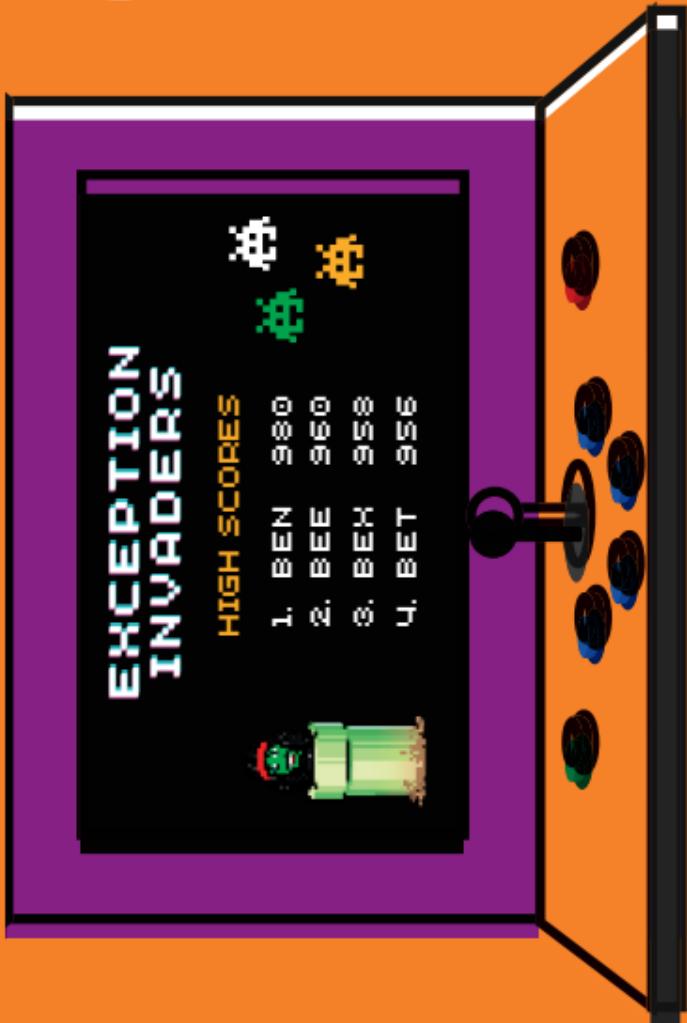
A coin...



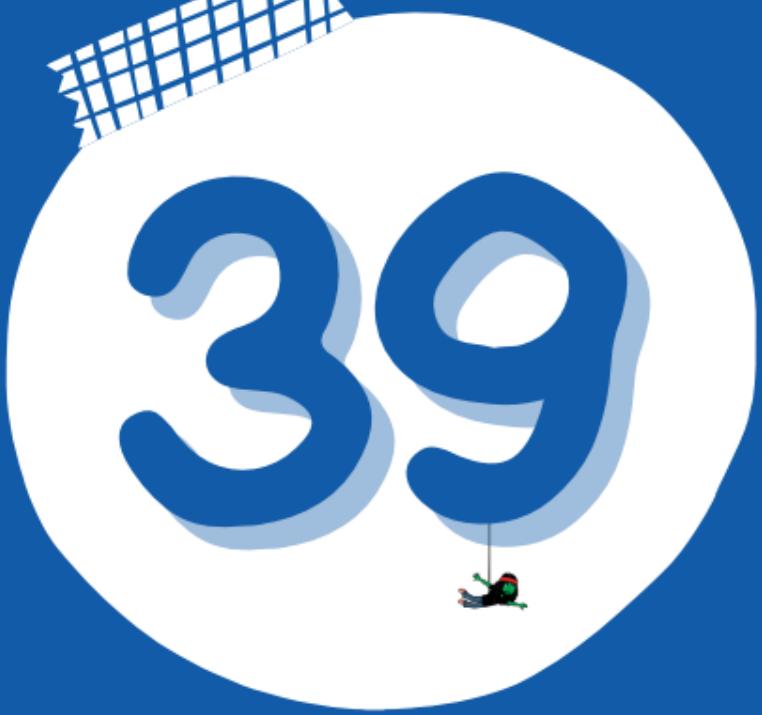


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IT STARTS, THE BEST SCORES APPEAR ON THE SCREEN



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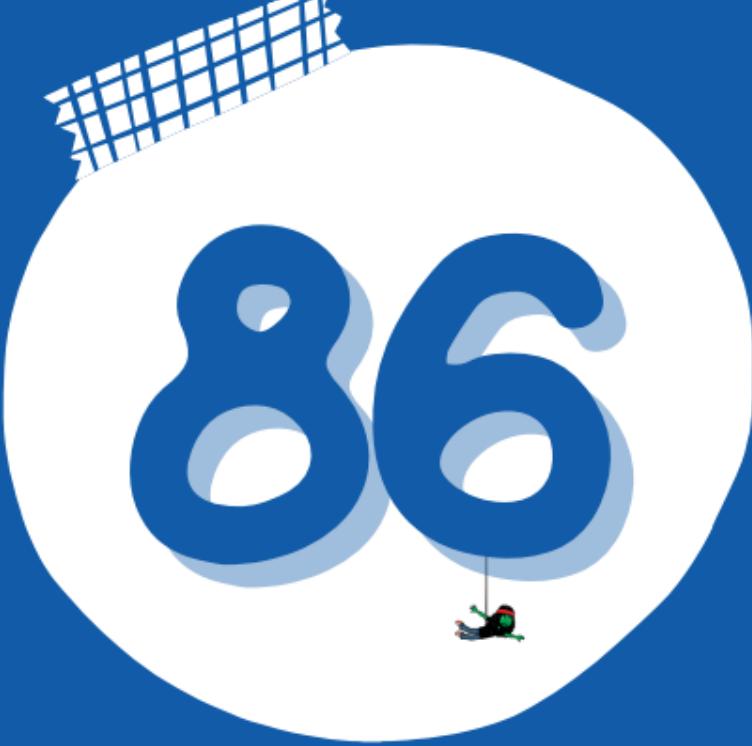
Congratulations, you have
successfully removed exceptions.



There should be a way to
improve your code...

64





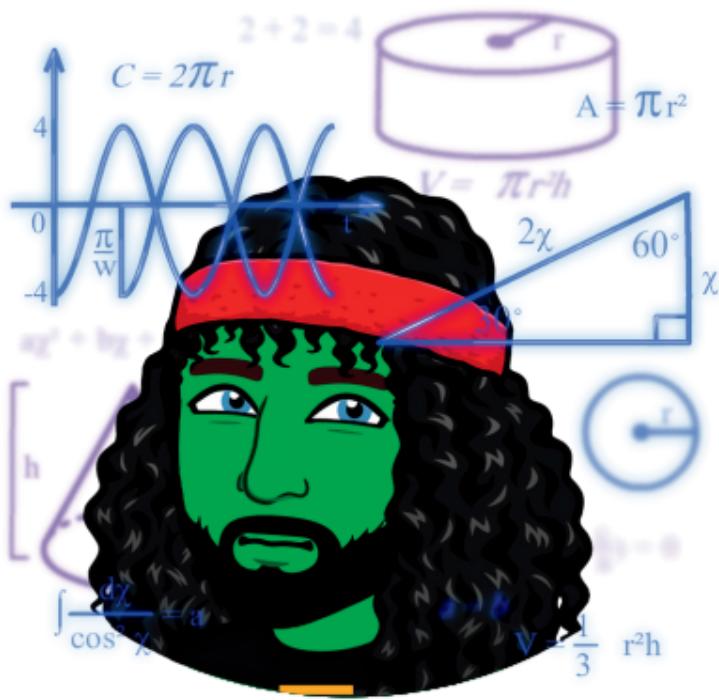
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Avoid exceptions

What are **errors** and **exceptions** in the end?



Avoiding exceptions help you make your code more explicit - **no more lies...**



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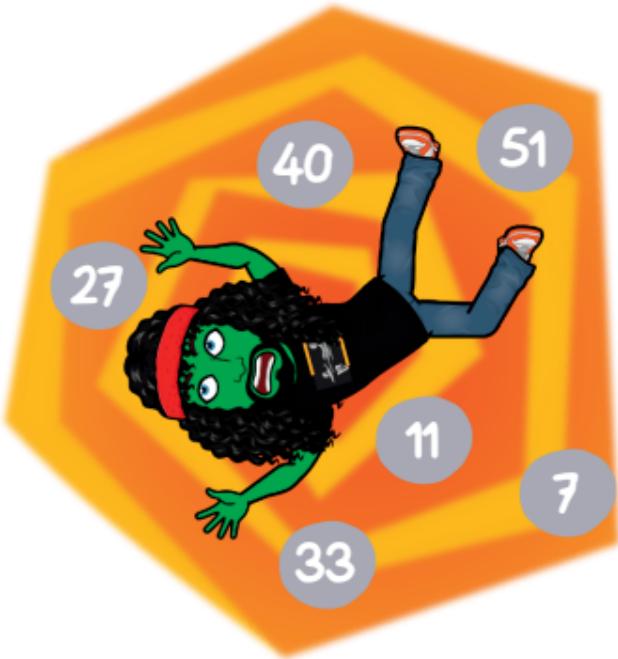
64

86



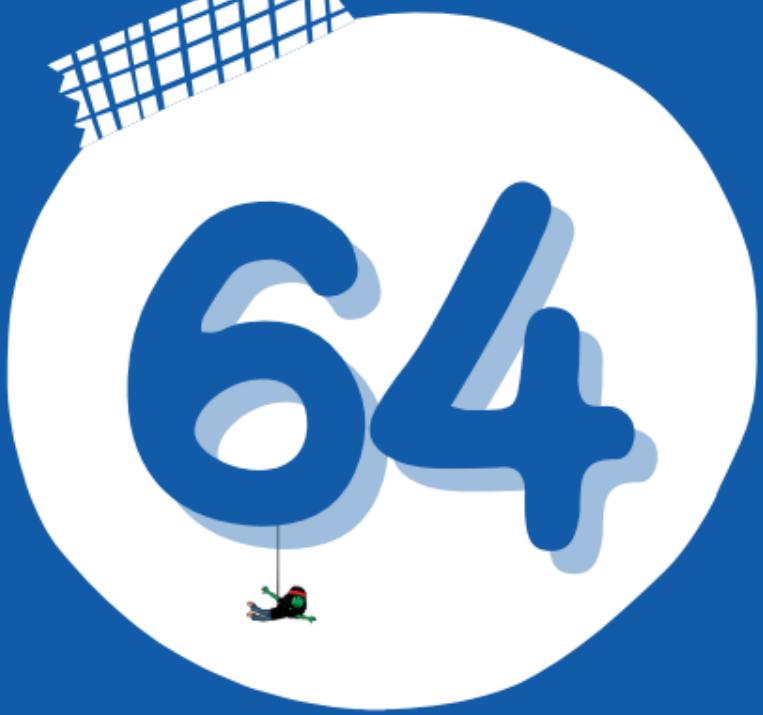
A movie poster announcing
a new adventure.

Alice in Monadsland !!!



A Guillaume Faas / Yoan Thirion film
Starring vavr, language-ext





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27



1



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11



Try

2



11

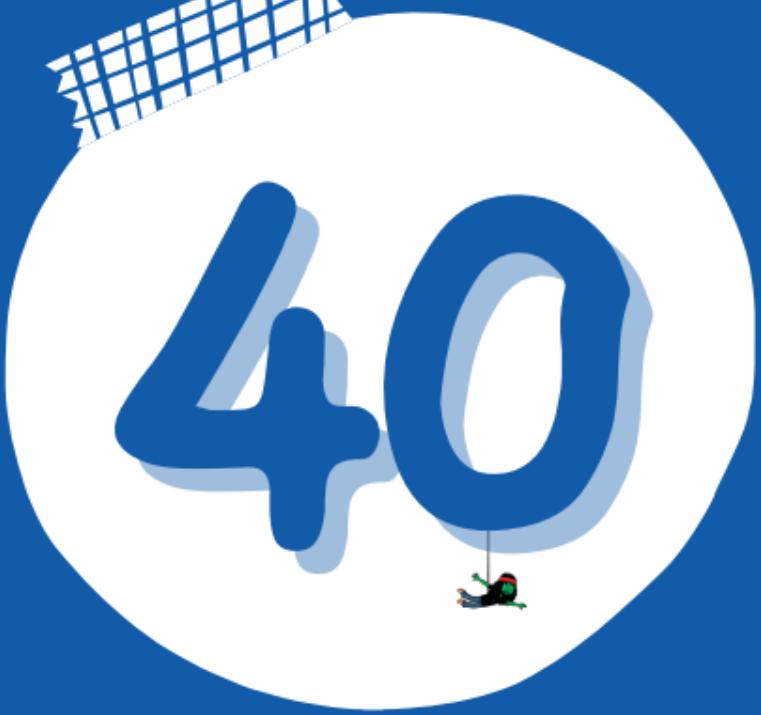
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Either

3



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... is a monadic container type which
represents an optional value : Some or None.



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... is a monadic container type which represents a computation that may either result in an exception, or return a successfully computed value.

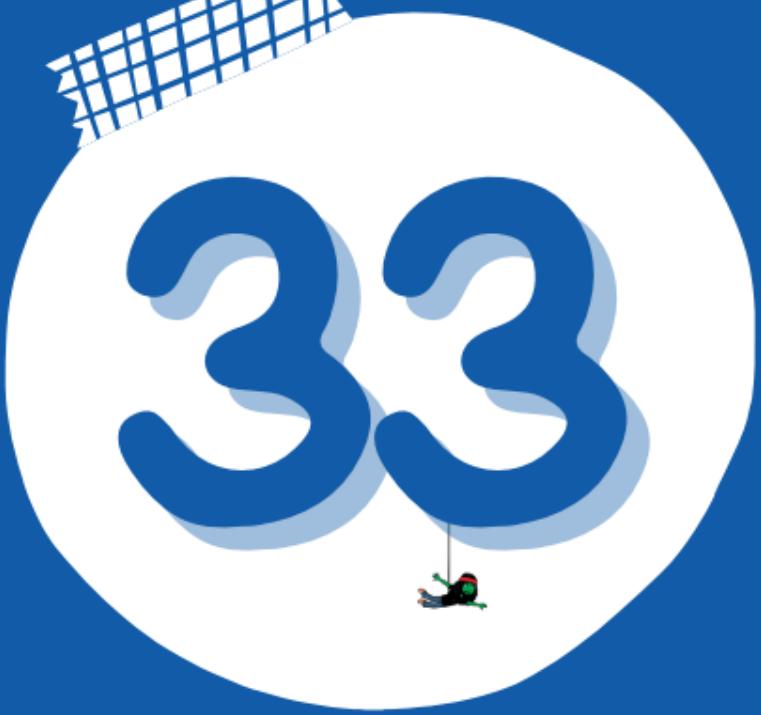


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... is a monadic container type which
represents a value of two possible types.



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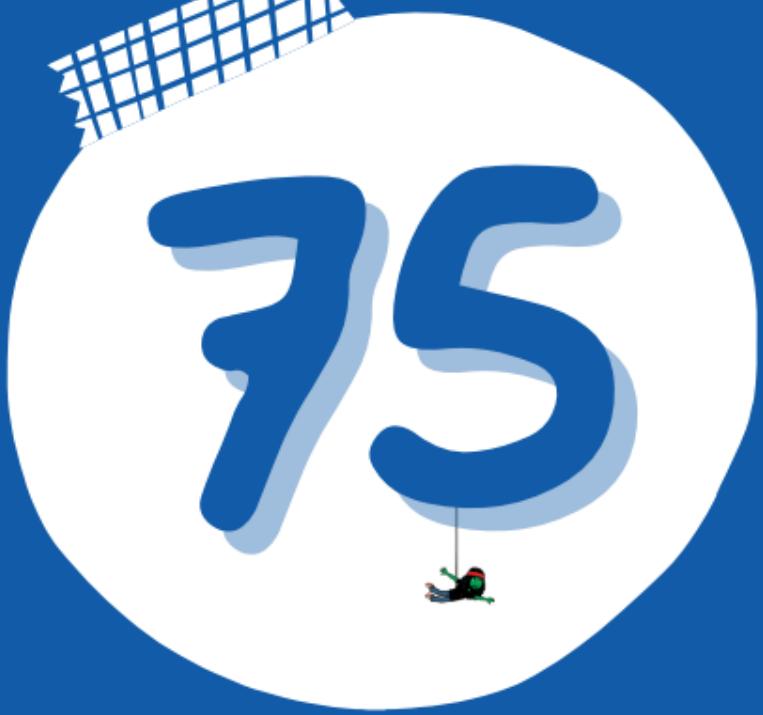


Use existing monad

What do you **think** about it?

What could you **do** with it?





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Now that monadic containers
have no secrets for you,



let's move on...





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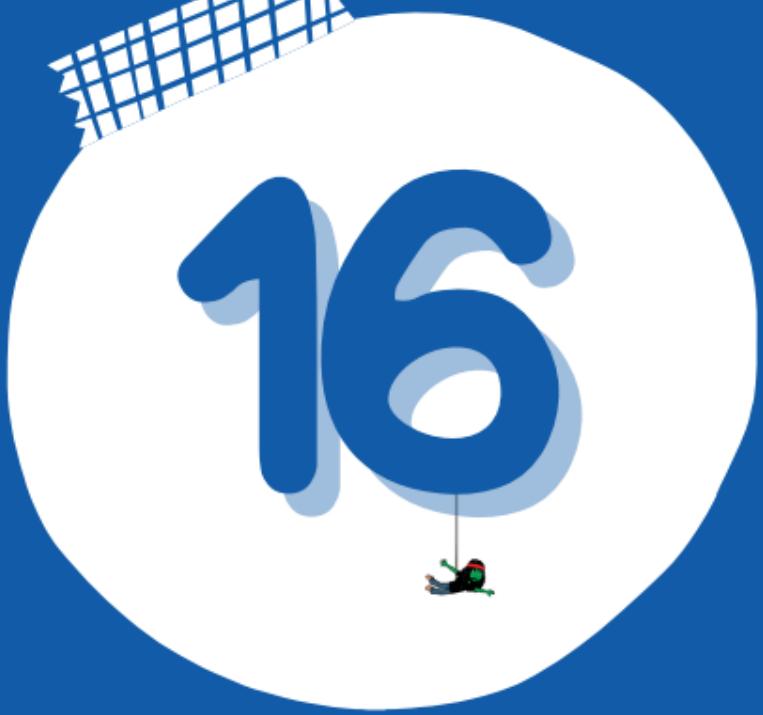


One upon a time, some bugs
appeared because of a
bad domain understanding...



Let's challenge our implementation
with **Property-Based Testing**.





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16



What an adventure...
It is almost time to stop...





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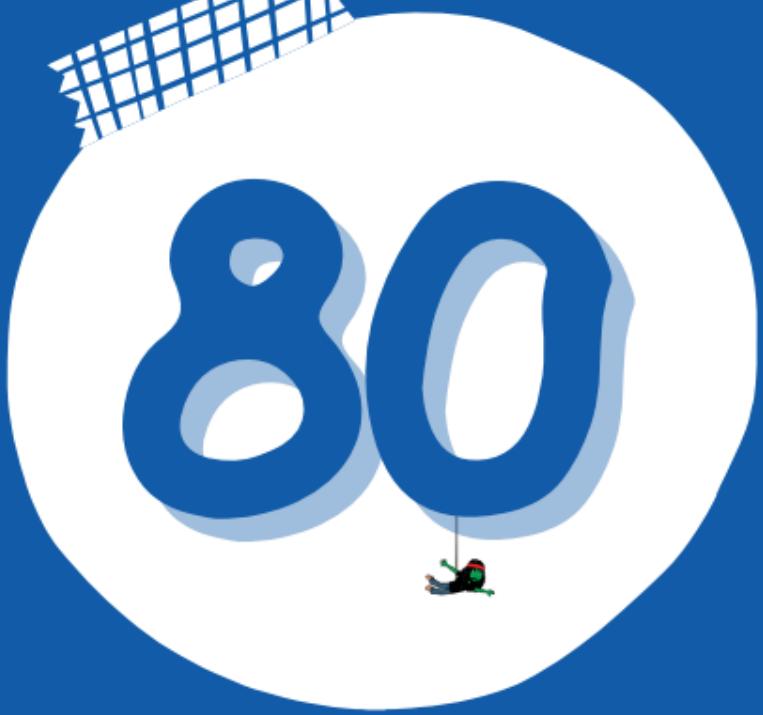


Property-Based Testing to challenge our Domain Model

What did you **discover** about the Domain Model thanks to it?



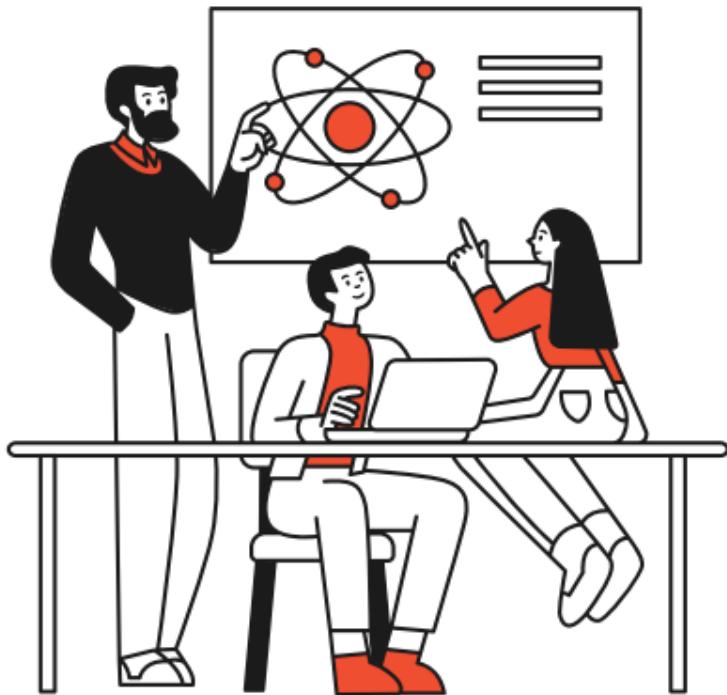
How do you think you could **apply** this approach?



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Awesome attendees!!!



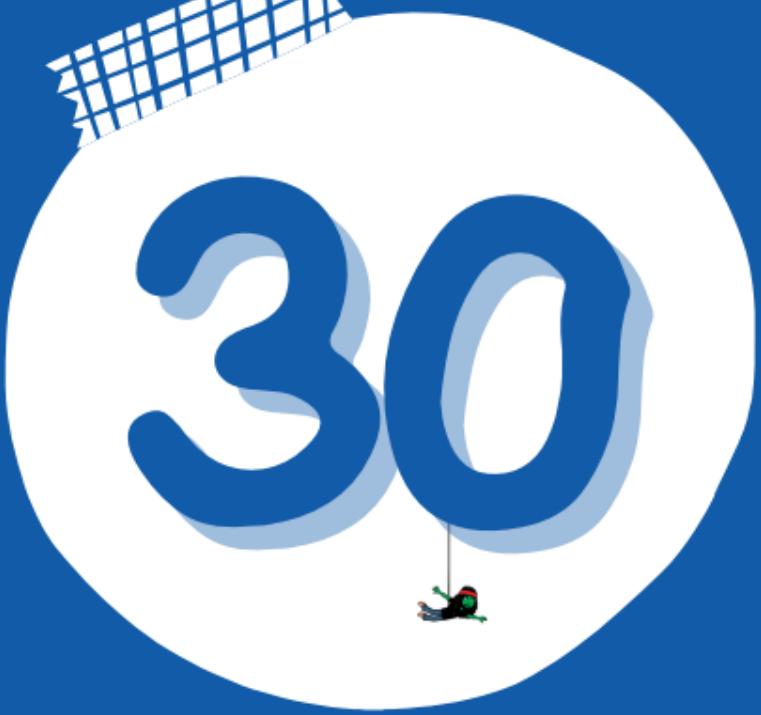
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30



A lot of discussions,
learnings and fun.





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30

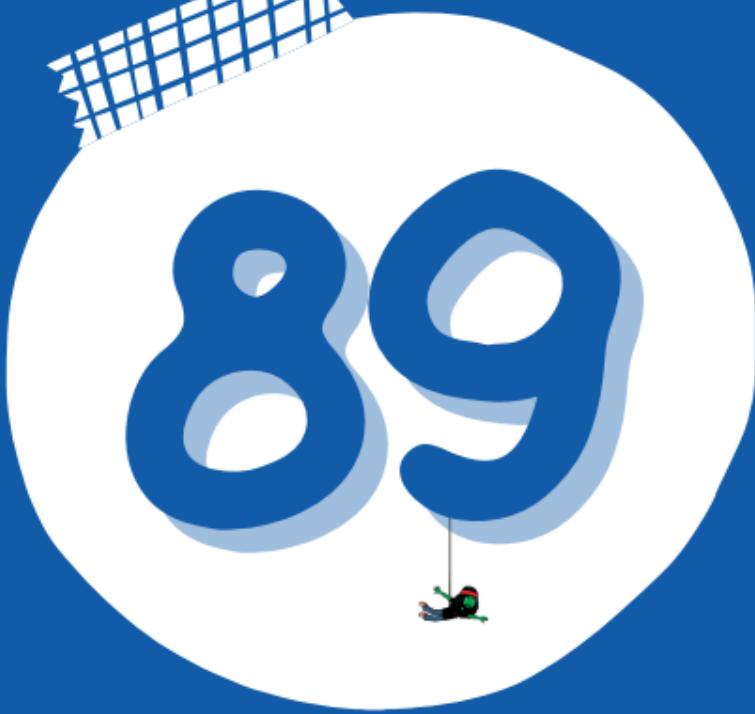
59

Congratulations!!!

Let's take a few minutes to make
a learning review...



We hope you learned and enjoyed it...
#sharingiscaring



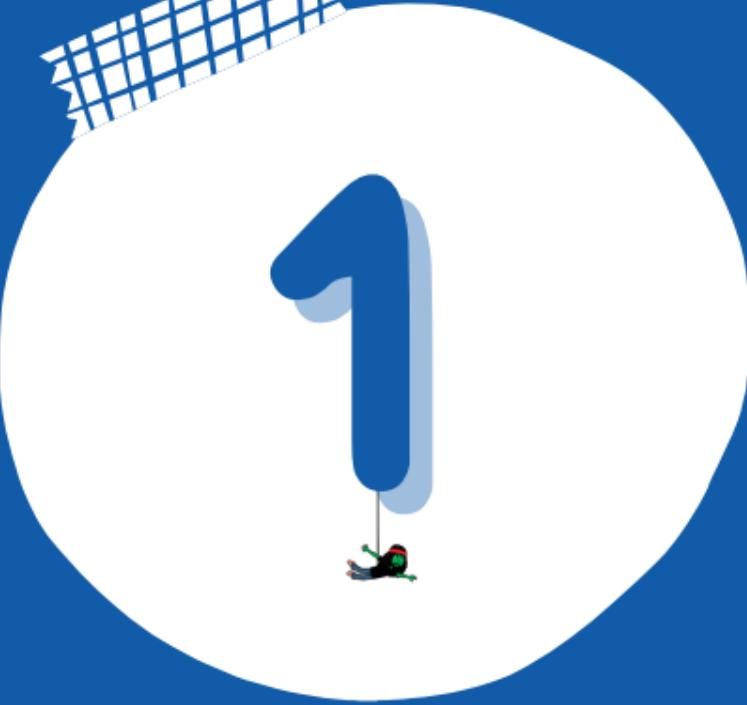
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1



Use all available information
to find the next card.

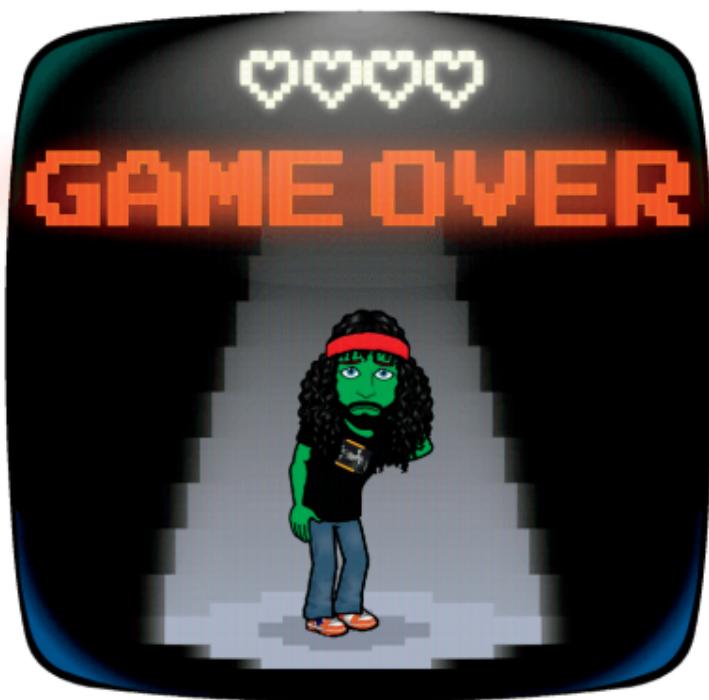




1

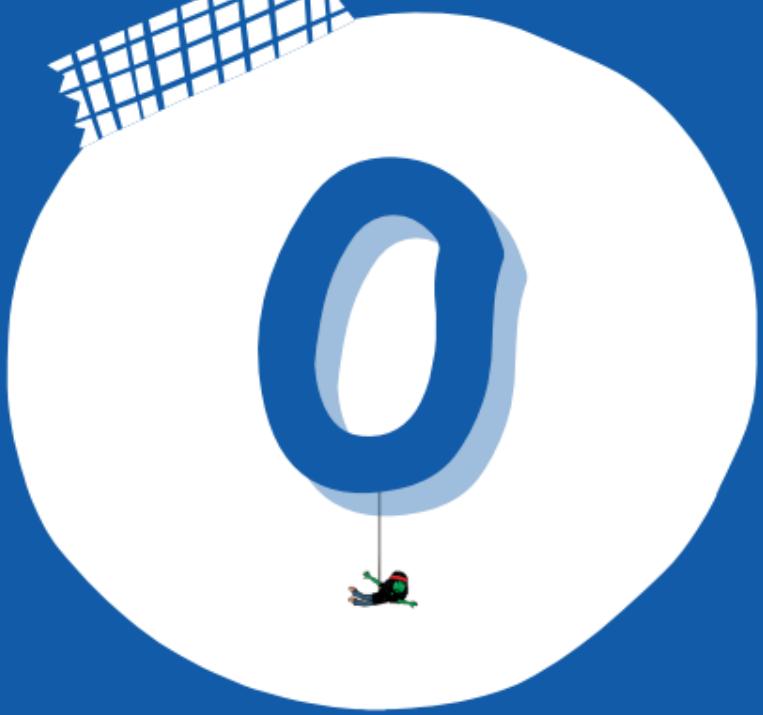
XTREM TDD

0



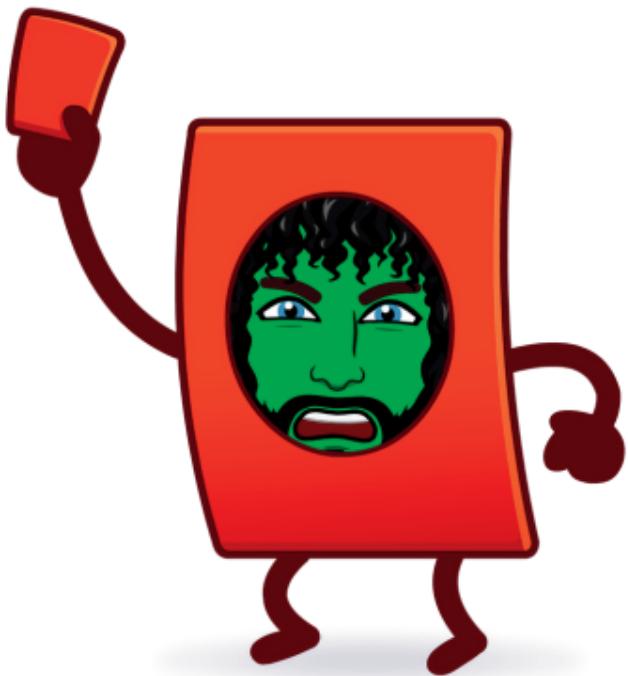
Use all available information
to find the next card.





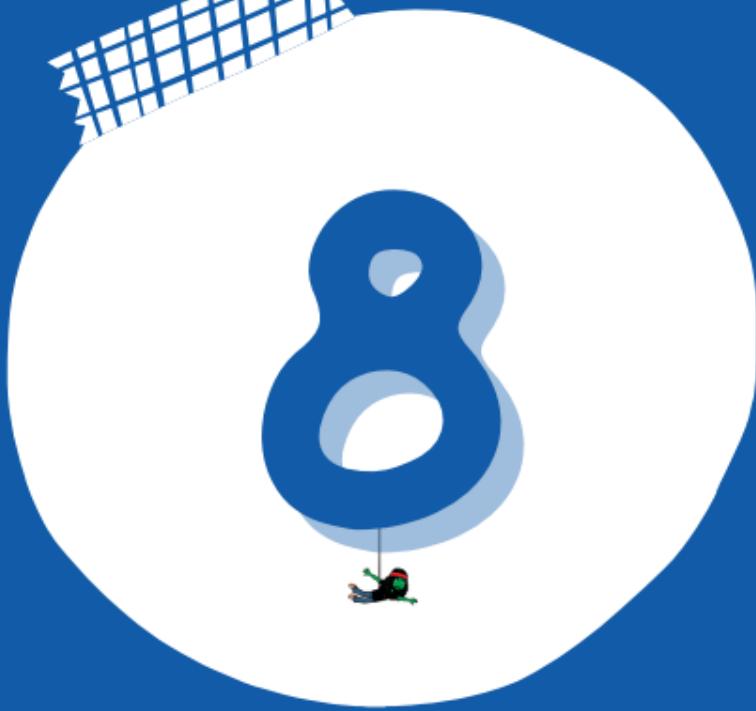
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8



Sometimes it is not that easy...





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5



FAKE NEWS



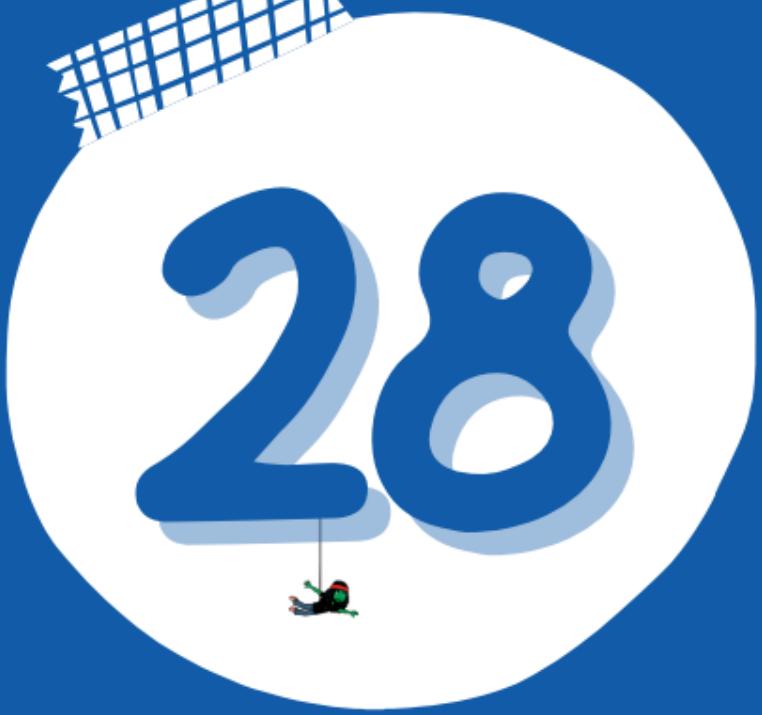


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Nothing interesting here...



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