

A CODERETREAT IS A HANDS-ON SOFTWARE DEVELOPMENT WORKSHOP FORMAT. IT CONSISTS OF MULTIPLE SESSIONS OF 45 MINUTES IN LENGTH. IN THOSE SESSIONS YOU IMPLEMENT CONWAYS GAME OF LIFE WITH ANOTHER PERSON TOGETHER USING TEST-DRIVEN DEVELOPMENT (TDD) AND THE 4 RULES OF SIMPLE DESIGN. BE READY TO DELETE YOUR CODE AFTER EACH SESSION AND TAKE SOME TIME TO REFLECT ABOUT IT. YOU HAVE THE CHANCE TO PAIR UP WITH SEVERAL PEOPLE THROUGH THE DAY. PLEASE BE WELCOMING, KIND AND PATIENT TO EACH OTHER. HAVE FUN CODERETREATING!

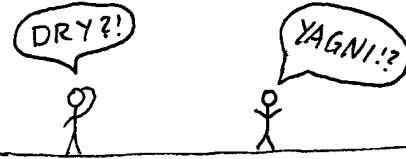
INTRODUCTION

4 RULES OF SIMPLE DESIGN

- KENT BECK

1. TEST PASS
2. EXPRESSES INTENT
3. NO DUPLICATION
4. SMALL

MAKE TEST PASS ALL THE TIME
USE EXPRESSIVE LANGUAGE
DON'T DUPLICATE KNOWLEDGE
KEEP ONLY NECESSARY PARTS

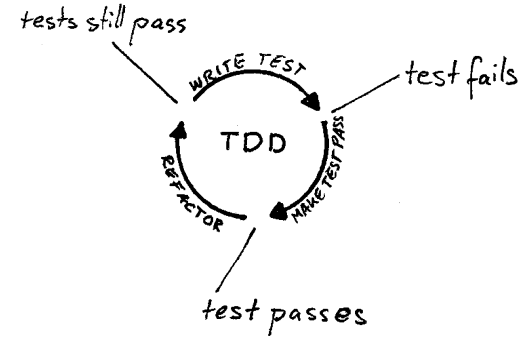


PAIR PROGRAMMING

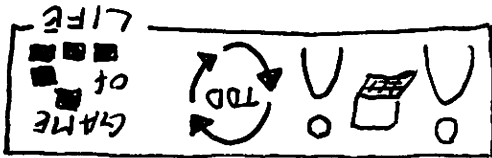


TALK BEFORE YOU CODE
HAVE A COMMON UNDERSTANDING
DRIVER COMMUNICATES WHILE
TYPING AND CHANGING CODE
NAVIGATOR SUPPORTS DRIVER
KEEPS EYE ON CODEBASE FIT
SWITCH ROLES REGULARLY
HIGH FIVE YOUR SUCCESSSES

TEST DRIVEN DEVELOPMENT



WRITE TEST FIRST, MAKE IT FAIL
WRITE MINIMAL IMPLEMENTATION
TO MAKE TEST PASS
REFACTOR CODE IF NEEDED
WRITE NEXT TEST...



CODERETREAT

THIS BOOKLET IS PUBLISHED UNDER
MIT LICENSE & COPYRIGHT 2019
MARKUS DECUR @mrksdck

THIS BOOKLET'S GITHUB REPO



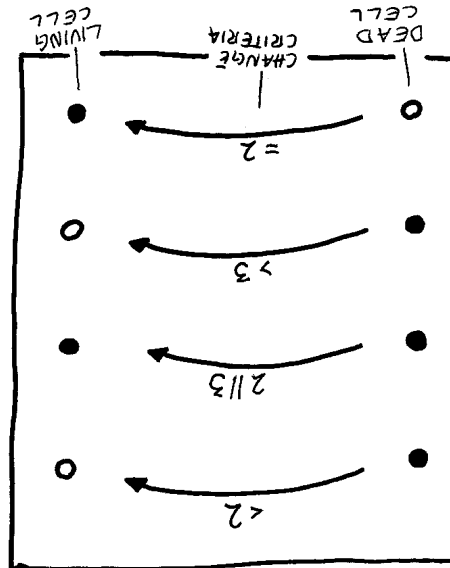
SOFTWARE CRAWLER
COMMUNITY WEBSITE



CODERETREAT WEBSITE



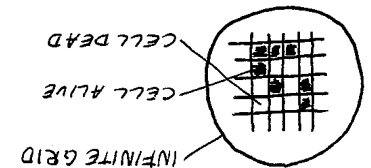
REFERENCES



GAME OF LIFE

- ① IF CELL HAS LESS THAN TWO NEIGHBOURS, IT'S DEAD IN THE NEXT GENERATION
- ② IF A LIVING CELL HAS TWO OR THREE NEIGHBOURS, IT STAYS ALIVE IN THE NEXT GENERATION
- ③ IF A LIVING CELL HAS MORE THAN THREE LIVING NEIGHBOURS, IT'S DEAD IN THE NEXT GENERATION
- ④ IF A DEAD CELL HAS EXACTLY THREE LIVING NEIGHBOURS, IT COMES TO LIFE IN THE NEXT GENERATION

RULES ARE APPLIED ON GRID AT ONCE



CONWAYS GAME OF LIFE