Xtreme Test Driven Development

Getting a productivity boost

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Outline

- TDD on steroids
- Live programming at its best
- Smart tools
- Absolutely **gorgeous** development flow

Principle

Do not break the flow

- Write a test
- When it breaks, define the method on the fly in the debugger
- Resume and continue until the test is green

Studying an example

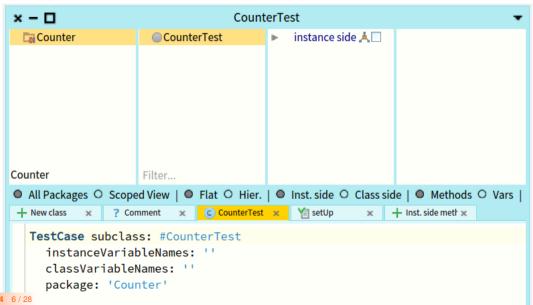
- A dead simple counter. Nothing simpler.
- Focus on the essence of the process!
- You can do it.



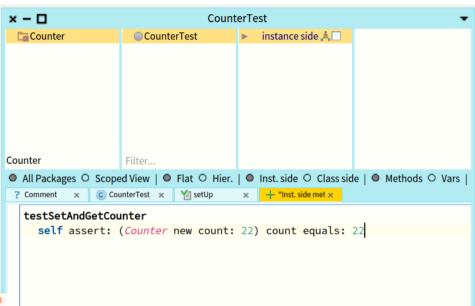
An empty package



An empty test case class

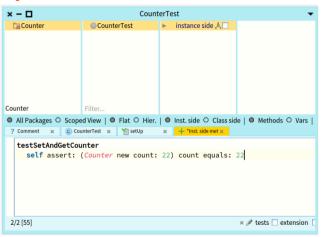


A first test





A first test (II)

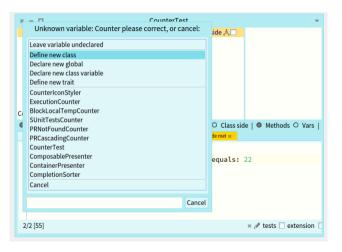


- Method is about to be compiled
- The system knows the class does not exist!

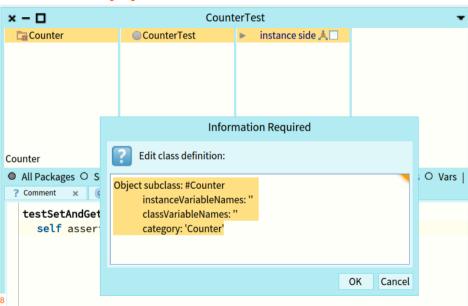


Define a class

At compile time...

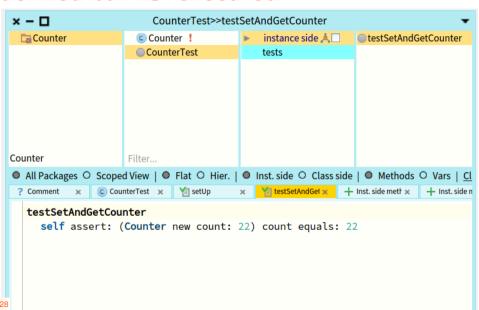


Define a class (II)



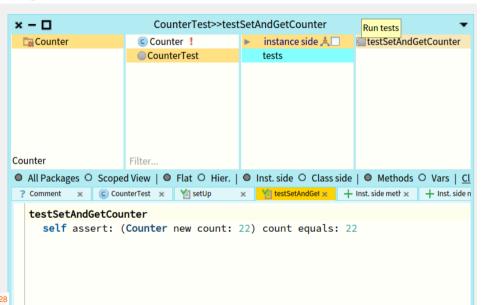


Test defined but not executed



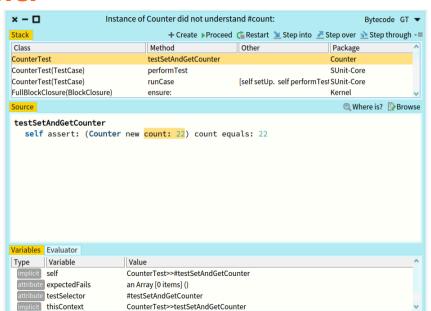


Running the test





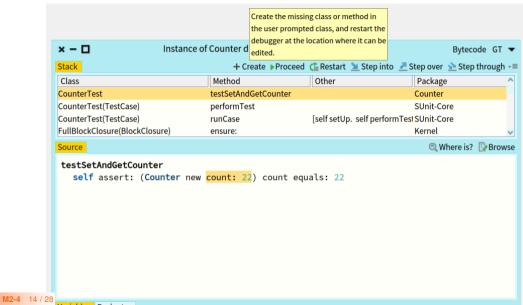
First Error





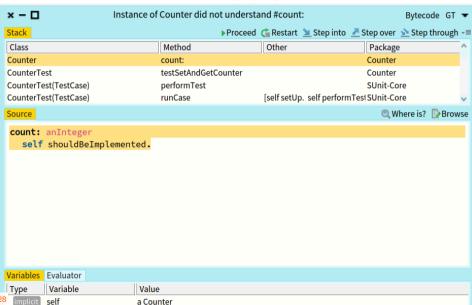


Create a method on the fly

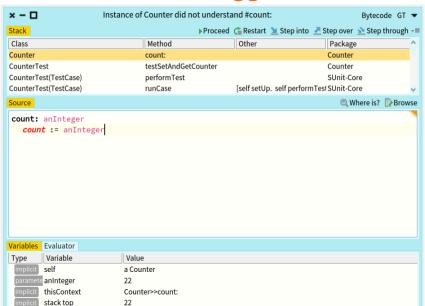




Create a method on the fly (II)

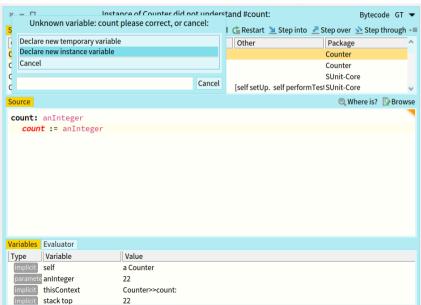


Edit the method in the debugger



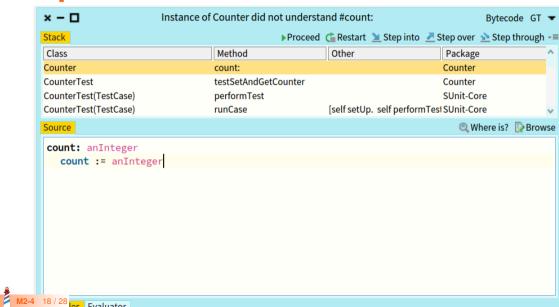


Add an instance variable on the fly



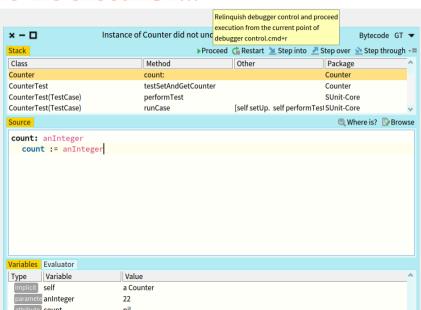


Compile....





Continue the execution...





Supporting the programmer flow

- The system
 - o created a new method for us
 - Removed the stack element with Error
 - Replaced it with a call to the new method
 - Relaunched execution
- We edited it and recompiled the method
- The system Continued execution

New method

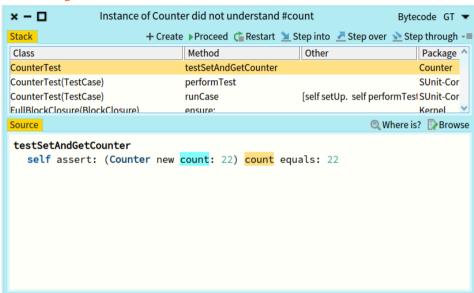
The system:

- Created a new method
- Removed the stack element with Error
- Replaced it with a call to the new method

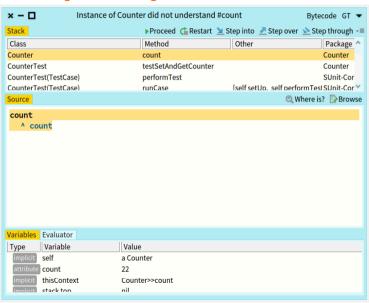
count: anInteger self shouldBeImplemented

• shouldBeImplemented is just an exception so that the debugger stops again

Same story....

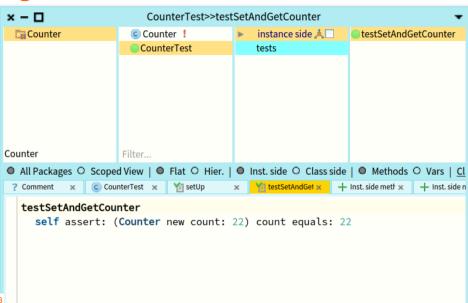


Debugger also precompiles methods





Test is green





One Cycle

- Run all the tests
- Ready to commit
- New test

Why XTDD is powerful

- Avoid guessing context when coding
- Much much better context
 - inspect that specific instance state
 - talk to that specific object
- Inspectable / interactable context
- Tests are not a side effect artifact but the driving force

Protip from expert Pharo developers

- Grab as fast as possible one object
- Cristalize your scenario with a test
- Xtreme TDD
- Loop

Produced as part of the course on http://www.fun-mooc.fr

Advanced Object-Oriented Design and Development with Pharo

A course by S.Ducasse, L. Fabresse, G. Polito, and P. Tesone







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