Crafting Code

Duration: 2 days

About

- Hands-on course to help developers write well crafted code
  - Develop techniques that you can apply immediately to real-world projects
  - Well crafted code is
    - Clean
    - Testable
    - Maintainable
    - Expresses the business

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Content

- **TDD lifecycle** and Outside-in **TDD**
- Writing unit tests that **express intent**, not implementation
- Using unit tests as a tool to drive **good design**
- **Expressive code**
- **Testing and refactoring Legacy Code**
- Introduction to SOLID Principles and Domain-Driven Design

Audience

- Software developers that:
  - are familiar with at least one Object-Oriented language
  - are able to understand Java or C#
  - can write and execute unit tests using a framework (such as JUnit, NUnit, etc.)
  - have a basic understanding of mock objects

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Prerequisites

- Developers must:
  - bring their own laptops
  - have a development environment consisting of:
    - their favorite Object-Oriented language
    - a unit test framework
    - a mocking library
  - be able to create projects, build source code and run test cases in their development environment