CodeMash Coding Katas & Dojos!

**Thursday AM Katas:**

* **Tea Party [1 hour]**

**You are dead,** but that doesn’t mean you can’t throw a social event. In heaven you are famous for your extraordinary tea parties. This time the guest list is quite astonishing – 8 famous British people announced their visit. So don’t mess up! Your task is to welcome your guests properly: males, females and some knighted by the queen. So greet them correctly – or this will be your last hosting. Write some fun code for this warm up kata.

* **Word Wrap [1 hour]**

You write a class called Wrapper, which has a single static function named wrap that takes two arguments, a string, and a column number. The function returns the string, but with line breaks inserted at just the right places to make sure that no line is longer than the column number. You try to break lines at word boundaries. Like a word processor, break the line by replacing the last space in a line with a newline. Do you accept the challenge for this kata?

* **Agile Ball Flow Game [1 hour]**

Tired of sitting around watching someone talk at you? Jump up and be part of an agile game. In the Agile Ball Flow Game, you can learn about agile processes, communication, retrospectives, planning, and continuous improvement. You will be able to self-organize, plan, and run multiple iterations with your team. Whether you’re learning about agile, refining your agile thoughts and ideas, or if you just want to stand up and have some fun, the Agile Ball Flow Game is a great experience. See you there!

**Thursday PM Coding Dojos:**

* **SignalR for Web [1 hour]**

SignalR in the One ASP.NET stack, provides asynchronous signaling libraries for building real-time, multi-user interactive applications connecting disparate systems. Think the web can afford real-time cross-browser applications? Sure thing – and we’ll do it together in under an hour.

* **SignalR powered real-time cross-platform mobile apps [2 hours]**

Should SignalR’s coolness be only reserved for real-time applications on the web? Off course not – we’ll build the same interactivity across native mobile client apps across various platforms. Think real-time mapping, chat, live game scores, object sync & other fun stuff!

**Friday – 1 hour Katas all day:**

* **Uncle Bob’s Bowling Game**

Love to bowl? Plain & simple – implement the scoring of a bowling game for this kata. Trickier than you thought, isn’t it?

* **Best Sellers**

You run a highly popular web store & sell millions of items each day. Marketing folks drop by & mention that they would like to highlight top 10 best sellers from the last 24 hours & repeat the exercise each day. How would you architect & implement this? Can you modify this list in real-time? Brainstorm & write prototypes in this tricky kata.

* **Marshmallow Challenge**

The Marshmallow Challenge is a remarkably fun and instructive design exercise that encourages teams to experience simple but profound lessons in collaboration, innovation and creativity.

* **Simple Lists**

Lists are one of the first data structures we learn as developers & perhaps, there are more to humble lists than what meets the eye. Come stretch your grasp of your favorite programming language with this simple, but involved kata – build & manipulate, search & maintain lists.

* **Randori Workshop**

Randori refers to a software training exercise in which a group of people perform a kata, each performing one small step in front of the group.  The value in this lies in seeing how others approach a problem, and of course if the individual isn’t sure of the next step to take, the group can offer suggestions.  Attendees can choose whether they want to actively participate in the coding or just be part of the audience.