Software Crafters Bucharest

Part of the Global Software Crafters (https://softwarecrafters.org) network of other local Software Craftsmanship Communities.

Software Craftsmanship is more than coding.

Building a community of professionals to solve things that are bothering us.

Practice and writing well-crafted software.

Therefore, we will practice TDD and work on a coding katas with constraints.

https://github.com/softwarecraftersdev
https://www.meetup.com/softwarecrafters

Coderetreat 2023

CodeRetreat is a coding practice event where developers of all experience levels meet and hone their craft by repeatedly implementing the same small coding exercise via test-driven design and pair or ensemble programming. It can be used any programming language.

What are the learning goals of **CodeRetreat**?

- Use deliberate practice to explore new techniques

- Learn from other software developers by writing readable and well-designed code together

- Take risks and experiment

- Have fun!

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Agenda

17:00 - 17:30 Welcome

17:30 - 18:15 First rounds of coding, sessions of 45 min pair programming

18:15 - 18:30 Retrospective

18:30 - 19:15 Further coding. Session of 45 min

19:15 - 20:00 Retrospective, networking, closing

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Prereq

Setup IDE

Clone repo https://github.com/softwarecraftersdev/kata-bootstraps

Use unit tests to validate the problem

Coding challenge

https://github.com/softwarecraftersdev/coderetreat2023

The objective is to develop a simple application to implement the logic for Game of Life

Conway's Game of Life – Wikipedia

The universe of the Game of Life is an infinite, two-dimensional orthogonal grid of square *cells*, each of which is in one of two possible states, *live* or *dead* (or *populated* and *unpopulated*, respectively). Every cell interacts with its eight *neighbours*, which are the cells that are horizontally, vertically, or diagonally adjacent. At each step in time, the following transitions occur:

1.Any live cell with fewer than two live neighbours dies, as if by underpopulation.

2.Any live cell with two or three live neighbours lives on to the next generation.

3.Any live cell with more than three live neighbours dies, as if by overpopulation.

4.Any dead cell with exactly three live neighbours becomes a live cell, as if by reproduction.

Session #1

https://github.com/softwarecraftersdev/coderetreat2023

Constraints:

Small Methods (<5 lines)

Test driven development

Unit tests coverage

Session #2

https://github.com/softwarecraftersdev/coderetreat2023

Constraints:

no if statements

git commits every 5 min

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