



BridgeLabz

Employability Delivered

Quantity
Measurement
TDD Problem

Emphasis on

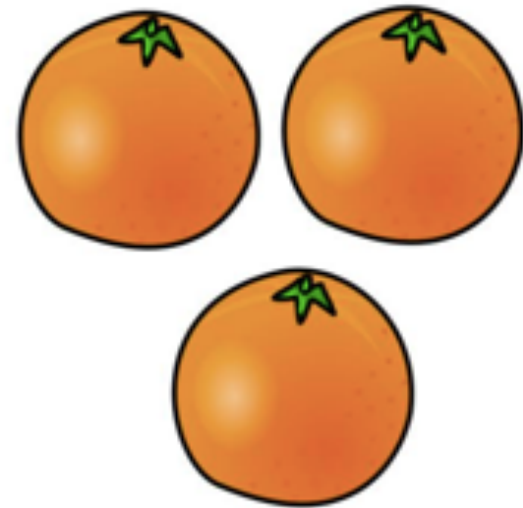
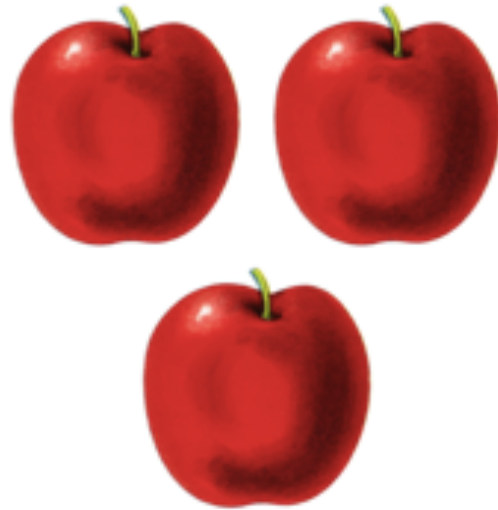


Rules

- Start with Welcome message in the Main Branch
- Every Use case should have its own commit
- Every Test Case should have its own Commit
- Every Refactor also should have its own commit
- Follow Follow Programming Hygiene with proper and consistent naming and indentation convention
- Follow DRY principle and Refactor Code

Quantity
Measurement
Problem

$$3 \neq 3$$





UC 1

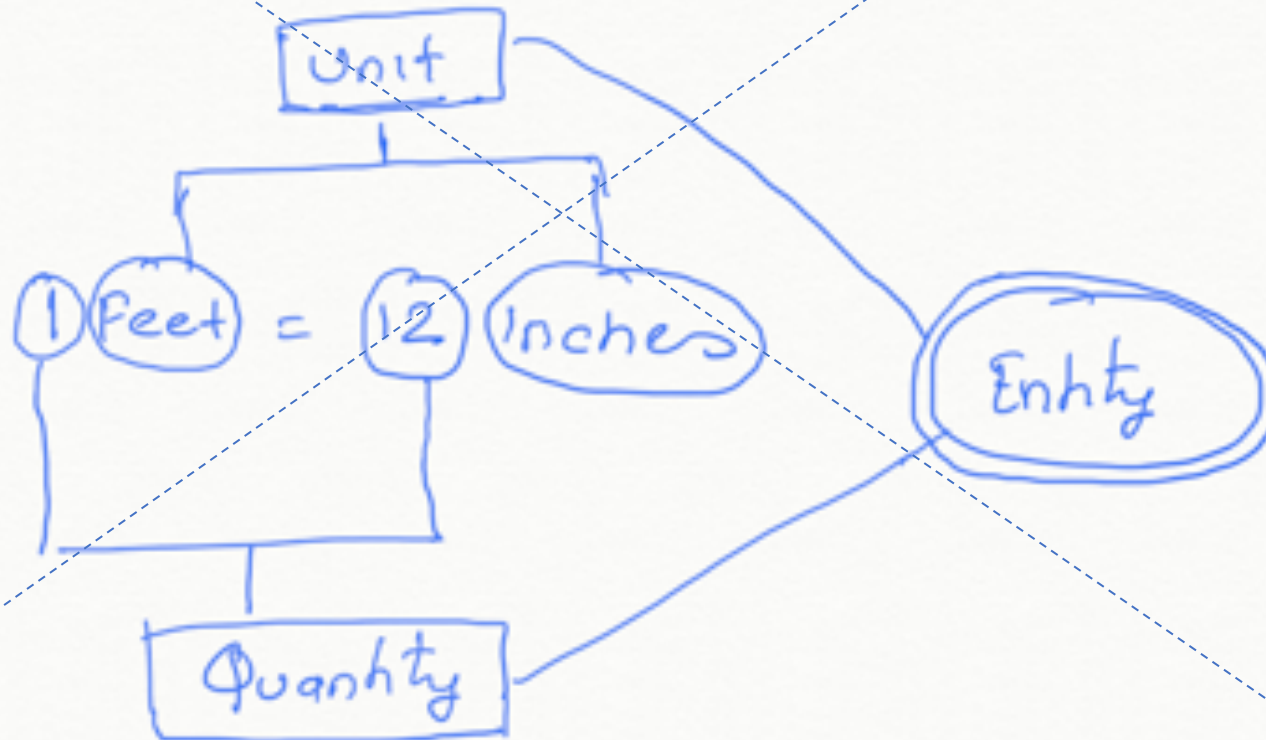
**As a math student, I
wish to compare
lengths**

$$1\text{ft} = 12\text{in}$$

Quantity Measurement – Equal Lengths

⇒ 1 Feet = 12 Inches

→ Step 1: Identifying Entity



**DDT
Vs
TDD**

**Design Development &
Test way of thinking
starts with identifying
Entities is opposite of
TDD.**

Lets Restart

What is TDD???

- Three Laws of TDD
 - You aren't allowed to write any production code until you have written a failing unit test
 - You aren't allowed to write more of a unit test than it is sufficient to fail. And not compiling is failing.
 - You aren't allowed to write more production code than is sufficient to pass the currently failing unit test.

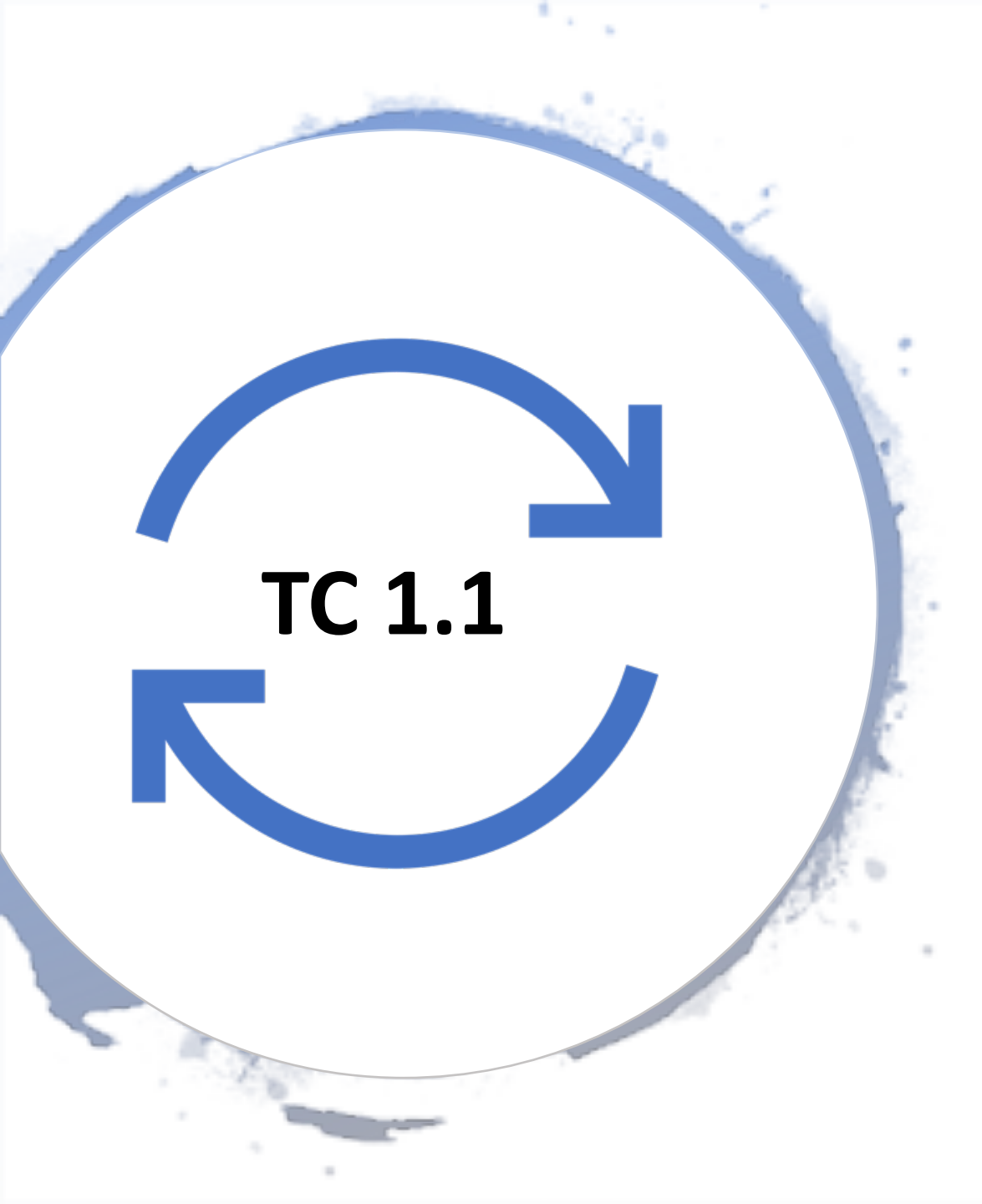
Simplest Test Case

$\Rightarrow 1 \text{ ft} = 12 \text{ in}$

Step 1: Do the Simplest Thing that Works, i.e. Attempt first with only One Variable at a time.

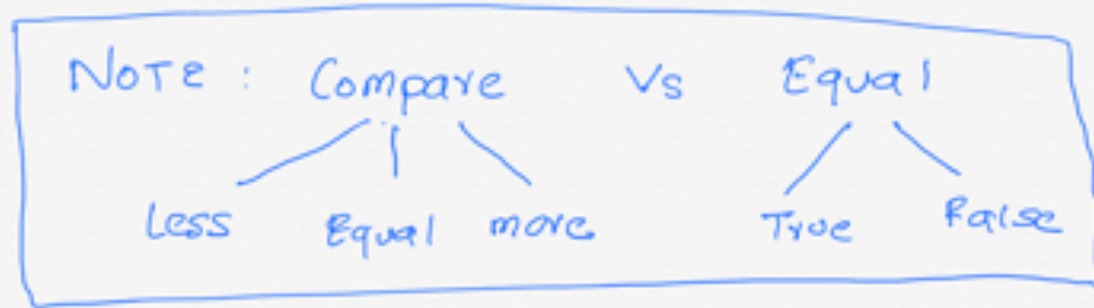
$1 \text{ (ft)} = 12 \text{ (in)}$
└ Start with Foot

\Rightarrow Perform test cases for Foot
Equality.



Given 0 Feet and 0
Feet Should Return
equal

Compare vs Equality Check



⇒ Goal is Equality check hence will use or override equals method.

⇒ Rules for equals method

```
public boolean equals (Object obj) {
```

```
// Null check
```

```
if (obj == null) . . . . .
```

```
// Reference check
```

```
if (obj == this) . . . . .
```

```
// Type check
```

```
if (obj.getClass() == this.getClass()) ...
```

```
// Equality check.
```


```
}
```



TC 1.2 – TC 1.6

Perform test for Equality

- 1: Null Check
- 2: Ref Check
- 3: Type Check
- 4: Value Check for equality



TC 1.7 – 1.12

Perform similar test for
Inch

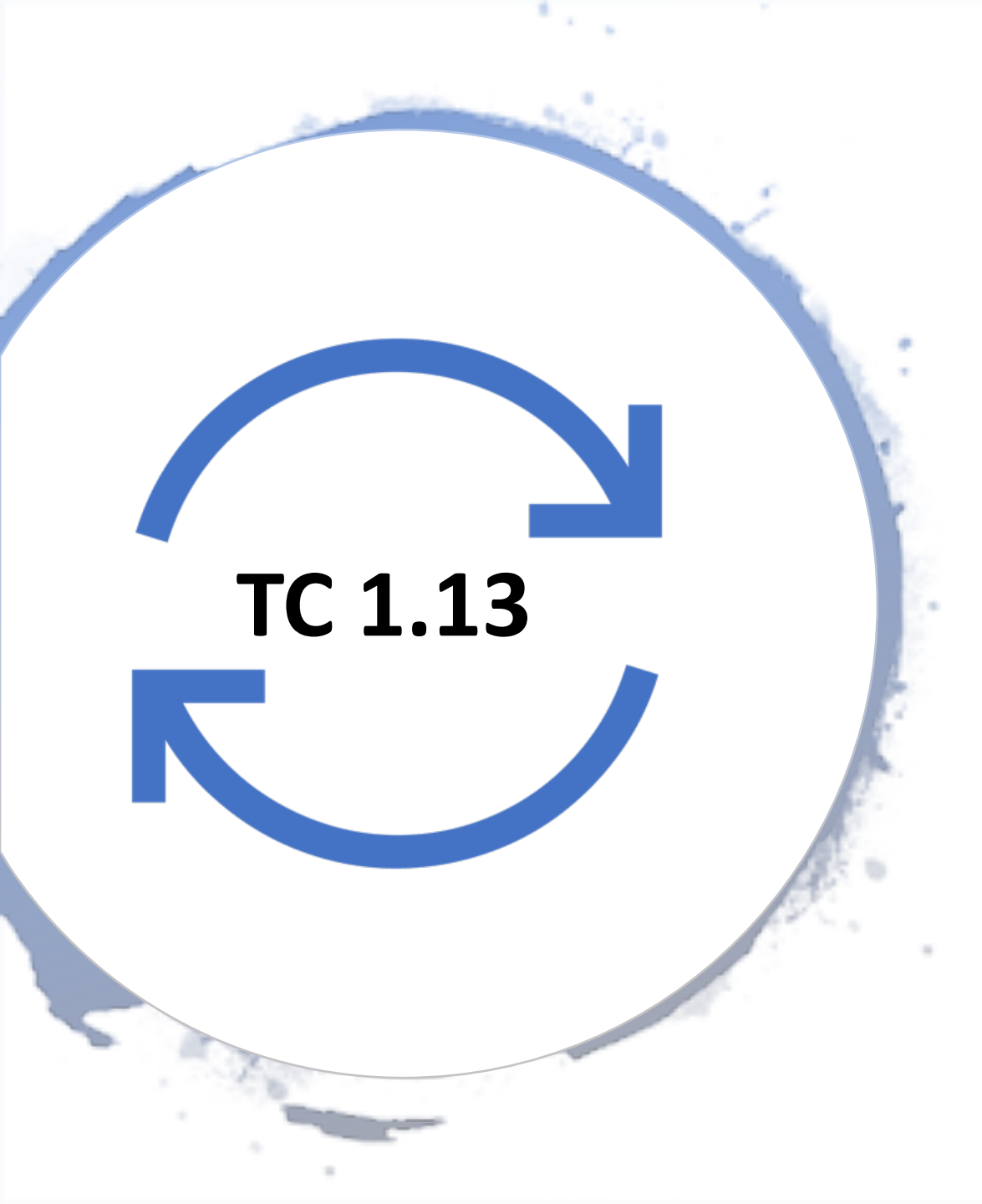
- 1: Null Check
- 2: Ref Check
- 3: Type Check
- 4: Value Check for equality



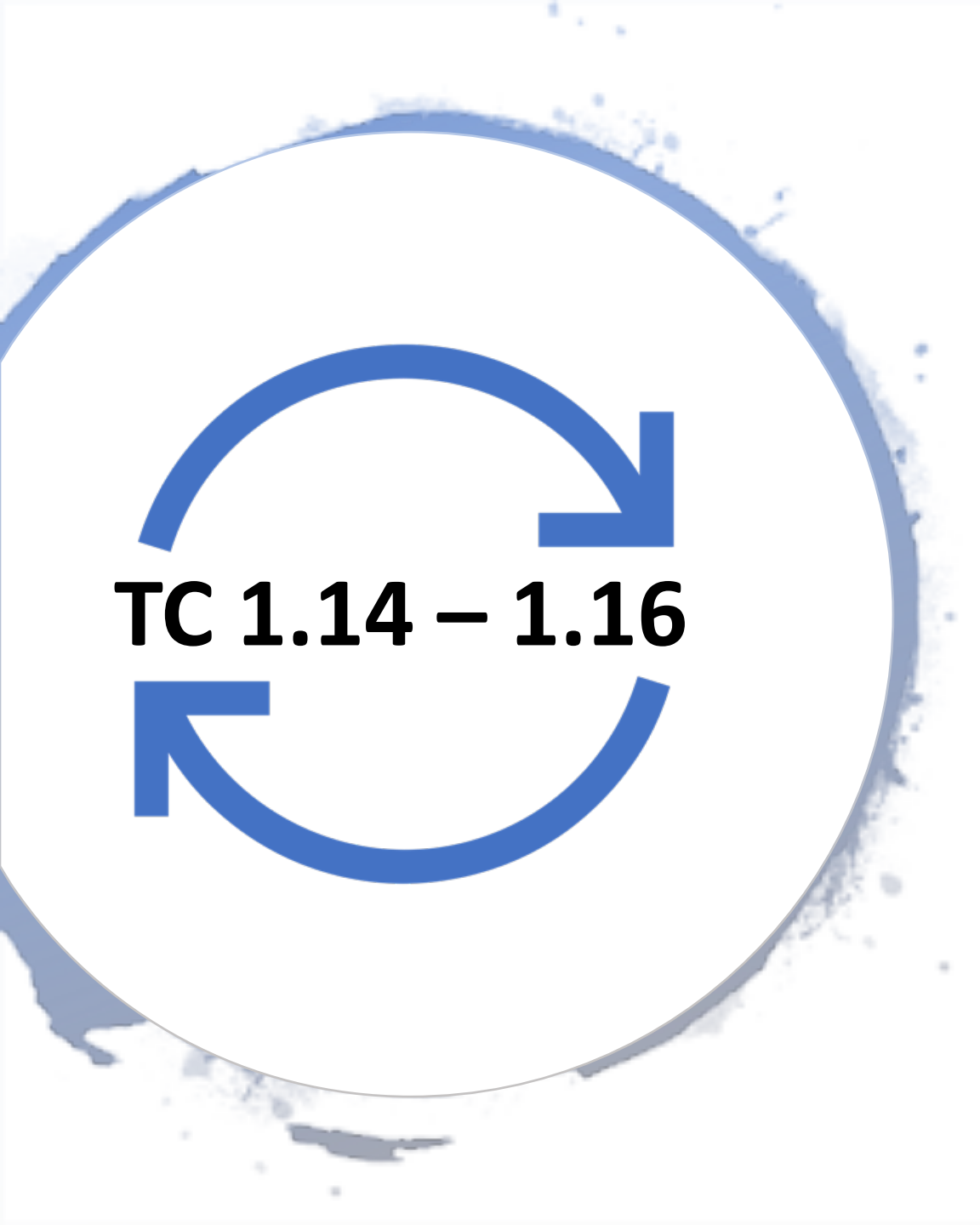
Refactor 1

Refactor the code as DRY was violated for Feet and Inch with Length and Unit to differentiate

- **Note:**
- Equality check will have Unit Check
- Refactor Test Cases



Comparison Check
Given 0 Feet and 0 Inch
Should Return equal



TC 1.14 – 1.16

Perform test cases for
comparing length

1: 1 ft != 1 in

2: 1 in != 1 ft

3: 1 ft = 12 in

4: 12 in = 1 ft

TDD Notes



Start the first test typically keeping in mind the single variable and then build on it.



Every Test adds New Constraints



As Test becomes specific code becomes generic.



Refactor code to avoid if else logic or duplication



Refactor Code when ever there is a violation to the Design Principle – DRY or SOLID Principles.



UC 2

**As a math student, I
wish to compare
lengths**

$$3\text{ft} = 1\text{yd}$$



TC 1.14 – 1.16

Perform test cases for
comparing length

1: 3ft = 1yd

2: 1 ft != 1 yd

3: 1 in != 1 yd

4: 1 yd = 36 in

5: 36 in = 1 yd

6: 1 yd = 3 ft



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Thank
You