

Code Katas

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What is a Code Kata?

- An exercise to practice code skills
- The goal is the practice, not the solution
- Don't be afraid of mistakes
- Don't rush to a solution
- TDD & Red -> Green -> Refactor

01 - String Sum

- Write a Class StringSum
- Write sum() Method that takes 2 arguments and returns the sum. If non-number given, use 0 for that argument
- Write a method sumString() that takes 2 arguments and concatenates the string with a warning if either argument is a number.
- Write method sumNumbers() that returns sum of 2 arguments and throws error if arguments are not numbers

Review

02 - Haggle

- Write a Class Haggle
- Write getPrice() method to generate a float between - 100
- Write counterOffer() method that accepts offer and price values and returns true if offer is less than or equal to a 30% discount, otherwise false
- Write doHaggle() Method that generates a price, offers 10% less than that price and returns true.

Review

03 - MiniFridge

- Write a Class MiniFridge with items. (Items have name, price, discount)
- Write cart() method to track array of items on the class.
- Write addToCart() method to add items to Class' cart
- Write getSubtotal() Method that adds all item's prices and returns subtotal
- Write getDiscount() Method that adds all item's discount and returns total discount value
- Write getTotal() Method that returns total after discount of the cart

Review

04 - Casino

- Write a Class Casino. You should pass an age integer to the construct and throw an error if age is not 21+
- Write method pullSlotHandle() that returns array of 3 integers
- Write method didSlotPullWin(\$pull) that checks if the array of ints from pullSlotHandle() match.

04 - Casino

- Write method `spinRouletteWheel()` that returns random value between 1-99
- Write method `didRouletteWin($spin)` to compare spin with random value between 1-99

04 - Casino

- Write method drawBlackJackCard() that returns random value between 1-11
- Write method dealBlackJackHand() that returns array of 2 ints from drawBlackJackCard()
- Write method didBlackJackHandWin(\$hand) to compare value of hand to 21. If either value in hand is 11 and the hand busted, change 11 to 1 and check again. Hand wins when value is over 17 and under 22

Review