

**CODING DOJO**

# AGENDA

1. Introduction to Coding Dojo
2. Introduction to the Exercise
3. Coding (30 min)
4. Summary / Exchange / Learnings (20 min)

# INTRODUCTION - CODING DOJO

*Joint practice of techniques and methods, development languages, platforms, frameworks and tools of software development.*

- Non-competitive, collaborative, fun environment
- All skill levels are welcome
- Safe to try new ideas

# INTRODUCTION - CODE KATA

*Software development exercise, in which the focus is not on solving a task or problem, but on learning new skills and developing routines.*

- Any language, method can be used
- There is no good or bad solution

# KATA: BLOOM FILTER

Bloom Filters by Example

# LET'S START CODING!

## ADVICES:

- Write tests
- Try to implement the solution with the Red - Green - Refactor approach

# HINTS

- Use list as initial internal data structure.
- Use md5 as initial hash function to compose a function that maps the input to a number that is smaller than the size of the internal filter.
- Hash the input first once, then try to compose a hash function that is independent and provides different values for different seed values.
- **Advanced** Use bytearray as internal data structure, to reduce memory usage.
- **Advanced** Use murmur hash as hash function, to increase speed.

# THE END

Created by Milán Unicsovics