

STOP TESTING.

START STORYTELLING.

Mike Schutte  
self.conference  
August 18, 2018

# TIME

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1

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2

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7

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20

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10

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5

# TOPIC

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Who Is This Person?

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Goals

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Testing Paradigms

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Storytelling

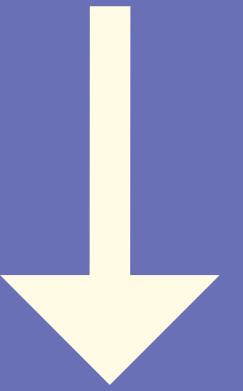
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Mad Libs

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Wrap-up

# ABOUT ME



4 — 74  
[@tmikeschu](https://twitter.com/tmikeschu)

# Haught Codeworks (Ruby, Elixir, JavaScript)



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DU -> IU -> Turing -> Quikly -> HCW



Here's to the crazy ones.  
The misfits. The rebels.  
The troublemakers. The  
round pegs in the square  
holes.  
The ones who are  
different. The ones who  
are not  
fond of rules.

# GOALS

PERSPECTIVE

# CONFIDENCE



**Jason Lengstorf**

@jlengstorf

Following

“Speaking isn’t about killing the butterflies in your stomach, it’s about making those fuckers fly in formation.”

This advice from **@GantLaborde** may be my new favorite quote on dealing with nervousness before going on stage.

```
describe("Stop Testing, Start Storytelling", () => {
  before(() => {
    tmikeschu.prepareForTalk()
    tmikeschu.getButterfliesInformation()
    meetup.garnerInterest()
    audience.map(showUp)
  })

  after(() => {
    audience.map(goHome).map(thinkDifferently)
  })

  it("gives people perspective on and confidence in testing", () => {
    const actual = audience
      .map(stopTestingStartStorytelling)
      .flat_map(takeAways).uniq
    const expected = ["perspective", "confidence"]
    expect(actual).toEqual(expected)
  })
})
```

```
describe "testing paradigms" do
  it "covers different testing paradigms" do
    actual    = stop_testing_start_storytelling.testing_paradigms
    expected = ["test last", "test first", "test driven", "behavior driven"]
    expect(actual).to eq(expected)
  end
end
```

# TESTING PARADIGMS

**bonus word: para-dig-MAT-ic (adj)**

a framework containing the basic assumptions, ways of thinking, and methodolog[ies] [for discovering new ideas] that are commonly accepted by members of a ~~scientific~~ community.<sup>1</sup>

<sup>1</sup> <http://www.dictionary.com/browse/paradigm>

# TEST LAST

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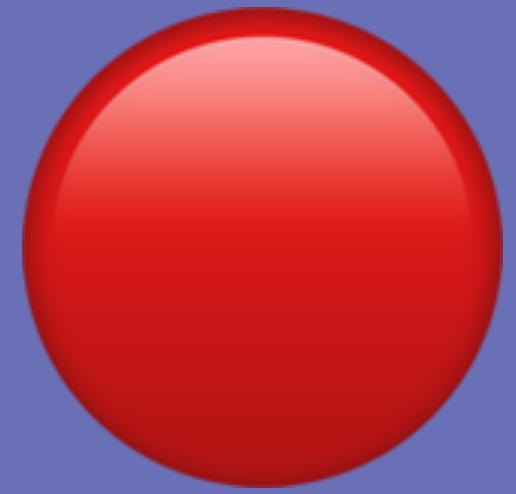
The thing that's supposed to happen is the the  
thing that happens.





[sheepfilms.co.uk](http://sheepfilms.co.uk)

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20 — 74  
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# TEST FIRST

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# Writing a test to fit an implementation

# TEST DRIVEN && BEHAVIOR DRIVEN

# Implementing code to fit a test

"Program to an interface, not an  
implementation"

- GOF



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```
describe "testing paradigms" do
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```

# STORYTELLING AND SOFTWARE

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Software is **always** means to an end

# From function to feature, the end is to help users

```
func TestStoryTellingAndSoftware(t *testing.T) {
    var (
        actual []string
        expected []string
    )

    actual = stopTestingStartStorytelling.StorytellingAndSoftware()
    expected = []string{"communication", "context", "abstraction", "encapsulation"}

    if actual != expected {
        t.Error("Expected talk to cover communication, context, abstraction, and encapsulation, got: ", actual)
    }
}
```

communication

context

abstraction

encapsulation

# COMMUNICATION

# Users communicate with software.



# Let's make good listeners.



# CONTEXT

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# cause & effect

more context ->

more understanding ->

more predictive power ->

more confident decision-making ->

more 😊 ->

# better teaching and advocacy

WHEN WE TELL STORIES ABOUT  
SOFTWARE, WE WRITE IT BETTER.

# ABSTRACTION

Touching a stove

Breathing

Muscle memory

Language

# ENCAPSULATION

We encapsulate our code, why not our  
thoughts?

(Too many jobs makes you bad at all of them.)



Code constrains clarity and  
imagination.

# Tests can be your compass home



- Programs solve problems
- Programming is a problem-solving process
- The problems we solve solve problems

Maybe the principles that make better programs  
can also result in better programming?

```
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}
```

# Still learning the domain specific language (DSL)?

```
/*
description: developers
assert:       should be mindful of context

actual:       perspective while implementing
expected:     developer
               actual should be the same as expected

actual:       perspective while testing
expected:     user
               actual should be the same as expected
*/
```

# DUALITY



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User <-----X-----> Programmer

# IMPLEMENTING

<-----X> Programmer

# STORYTELLING/TESTING

User <X----->

# CROWDSOURCE DEMO!



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# MAD LIB

3 Nouns

1 Verb

1 Datatype

# WRAP-UP

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Testing is a paradigmatic process, not a product.

# Communication: build good listeners.

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# Context: enable confident decision making.

# Abstraction: you're good at it, it opens up doors.

Encapsulation: apply the same discipline to your process as you do to your code.

# Storytelling keeps you closer to users.

# ACTION PLAN



Develop a pendulum workflow between  
storyteller and developer.

```
describe("Stop Testing, Start Storytelling", () => {
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```

THANK YOU!