

Looking out for Test-Driven Development Gotchas



Course Outline



Software development challenges

What is test-driven development?

Different ways of testing applications

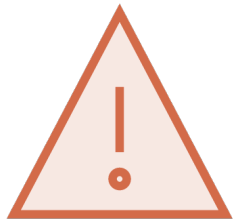
Test-driven development in action

Strategies/techniques for testing code

Test-driven development gotchas



Test-Driven Development Gotchas



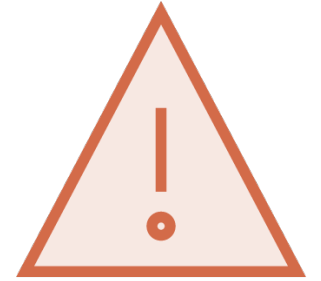
**Anti
Patterns**



**TDD
Limitations**



**Common
Questions**



Testing Anti-patterns

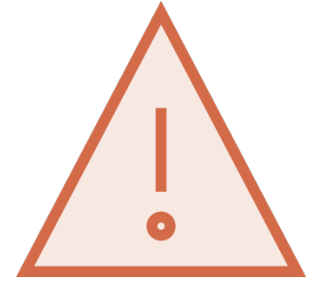


Dependencies Between Tests

Execution order of tests should not matter

Interdependent tests cause cascading failures and false positives

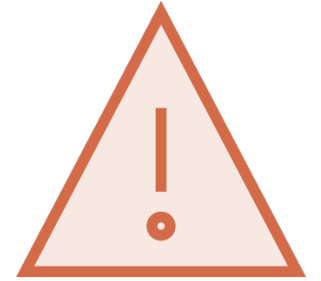
Serial execution versus parallel execution



Testing Implementation Details

Tests should focus on the “what” not the “how”

Testing implementation details leads to brittle tests that break when refactoring



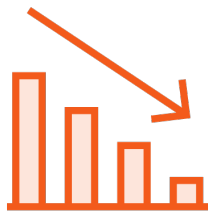
Slow-running Tests

Prevents rapid red/green/refactor cycles

Warning-sign that code might be too coupled

Warning-sign that code might not be very testable

Long-running Tests



Lower
Developer
Confidence



Slower
Release
Cycles



Less
Agile





Limitations of Test-Driven Development



Possible holes in tests

“What does every bug in production have in common?”

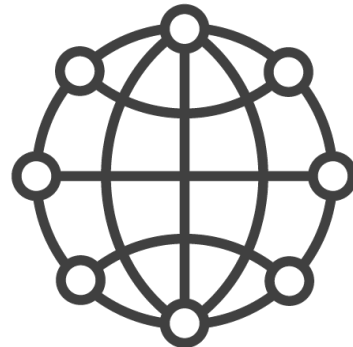
- Joe Armstrong, Erlang Co-Creator



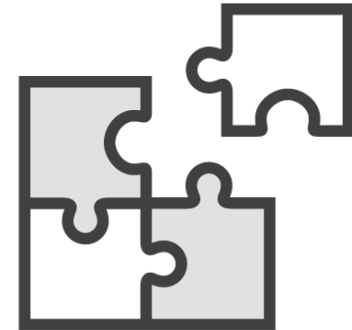
**TDD is not sufficient
by itself**



Deployment
Verification



Network
Changes



Integration
Testing



Management support
is vital



Common Questions



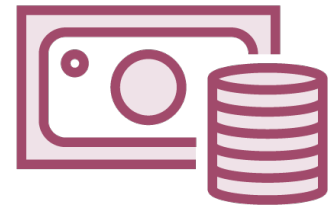
Is Agile Required for TDD?



**Requirements
Verification**

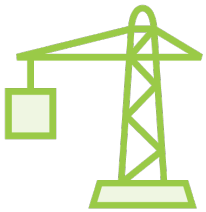


**Regression
Catching**



**Lower
Maintenance Costs**

Do I Need to Write Tests First?



**Avoid
Over-Engineering**



Momentum



Confidence

Test-Driven Development Is About Value

Recap - What Is Test-Driven Development?

Test

“A procedure intended to establish the quality, performance, or reliability of something, especially before it is taken into widespread use.”



**Satisfies
Requirements**



**Responds
Correctly to all
Input**



**Acceptable
Performance**

Test-Driven Development

“A software development process that relies on the repetition of a **very short development cycle**: requirements are turned into very specific test cases, then the software is improved to pass the new tests, only.” - Wikipedia

“**Red** – **Green** – **Refactor**”

Maintenance accounts for **65%**
of all software development costs!



**Customer
Focus**

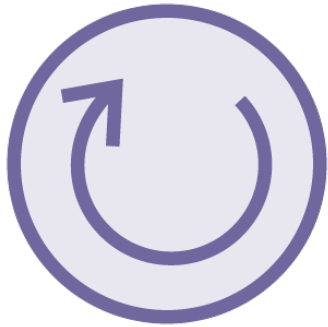


**Avoid
Over-Engineering**

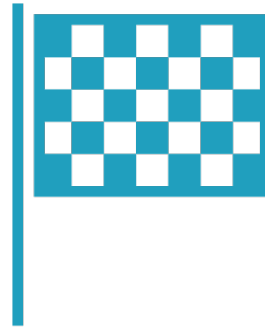


**Confidence
And
Momentum**

Next Steps



**Continuous
Improvement**



**From Legacy
to Supported**



**Share
Your Journey**

Related Topics

Agile Development



TDD for Your Language



Refactoring



Continuous Integration

Continuous Deployment

Summary



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Different ways of testing applications

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