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TEST DRIVEN DEVELOPMENT
(Also covers refactoring and some CI)
3-day

This course will cover the what, whys and hows of TDD. While TDD is a cornerstone of eXtreme Programming, this is an important course for members of Scrum teams and indeed, anyone who wants to be a significantly better developer. Exercises are provided for assimilation of the knowledge gained. A running example which helps participants experience and learn how to do TDD well. This running example extends a toy problem to a more realistic software development exercise. Along with refactoring and integrating code is a core part of this course. This course will also introduce and show the relevance of refactoring, pair-programming and continuous integration.

OBJECTIVE: Enables programmers to be significantly better developers by helping them deliver high quality systems faster and be a valued contributor to a development team.

CONTENTS

DAY ONE

Introduction and the relevance of TDD [1.0 hr]

User stories and TDD [1.0 hr]

Group problem: acceptance testing [0.5 hr]

A hands on coding exercise; part-1 [1.0 hr]

Understanding Unit testing (Junit) [0.5 hr]

Instructor's demo[1.0 hr]

Pair-Programming [1.0 hr]

TDD hands-on (lab; revisit of problem) [1.0 hr]

DAY TWO

How to avoid BDUF with help from TDD (moving from toy problems to real ones) [1.0 hr]

Simple example (How seemingly simple code contains bugs) [0.5 hr]

Thinking about Testing for developers [0.5 hr]

How to do Unit testing well [1.0 hr]

Refactoring-1 [1.0 hr]

Deeper look at Acceptance testing (examples and tools) group problem [1.0 hr]

Longer TDD problem, part-1 [2.0 hr]

Day-Three

TDD and Continuous Integration (CI) [0.5 hr]

Refactoring-2 [1.0 hr]

Very High quality coding; tying TDD, refactoring and CI [1.0 hr]

Longer TDD problem, part-2 [1.0 hr]

Check-point for problem (instructor led) [0.5 hr]

Longer TDD problem, part-3 [2.0 hr]

De-brief and Wrap-up [1.0 hr]

AUDIENCE: Developers, programmers and tech-leads

CLASS SIZE: Between 16 and 24 people

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