



TEST DRIVEN DEVELOPMENT

2-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. This course also introduces basic refactoring. Exercises are provided for assimilation of the knowledge gained.

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 [1.5 hr]

Hands-on problem [1.0 hr]

How to do Unit testing well [1.0 hr]

Simple example-demo [0.5 hr]

Instructor's demo[1.0 hr]

TDD hands-on (lab; revisit of problem) [1.5 hr]

Day-Two

Longer TDD problem, part-1 [2.0 hr]

TDD Applied (includes refactoring intro) [1.5 hr]

TDD and Scrum [0.5 hr]

Longer TDD problem, part-2 [2.0 hr]

De-brief and Wrap-up [1.5 hr]

AUDIENCE: Developers, programmers, architects and tech-leads

CLASS SIZE: Between 12 and 20 people
