

# Hands On TDD

@WoodyZuill & @LlewellynFalco

# Agenda

Demo Coding Dojo (Randori style)

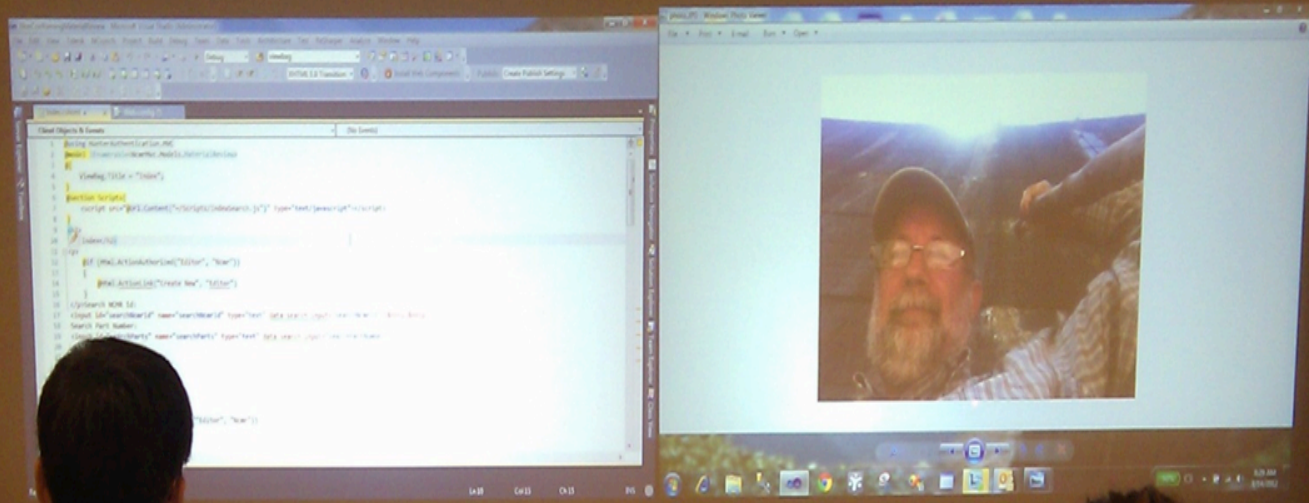
# Lusaka, Zambia







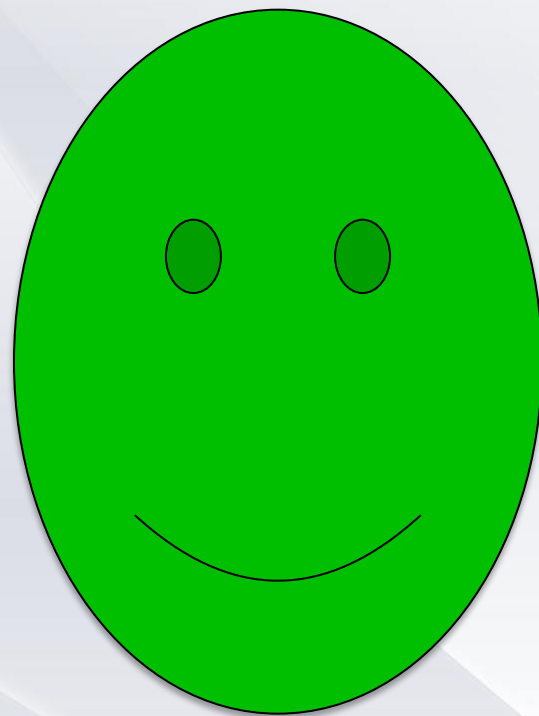




# **PRACTICE SESSION**

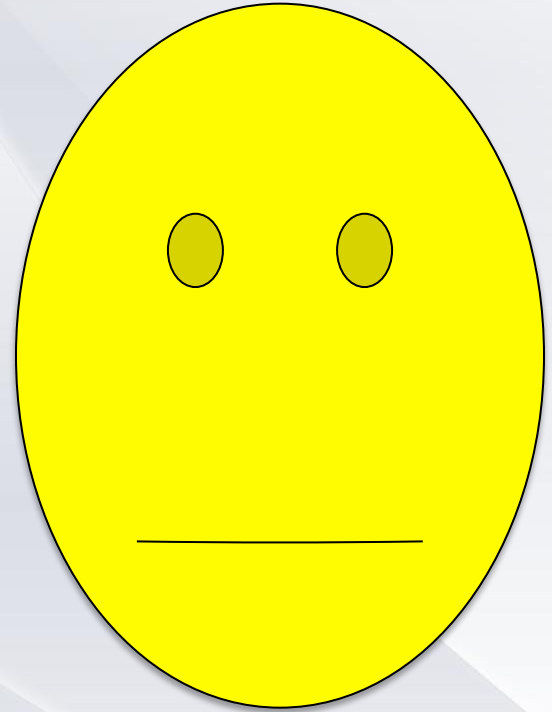


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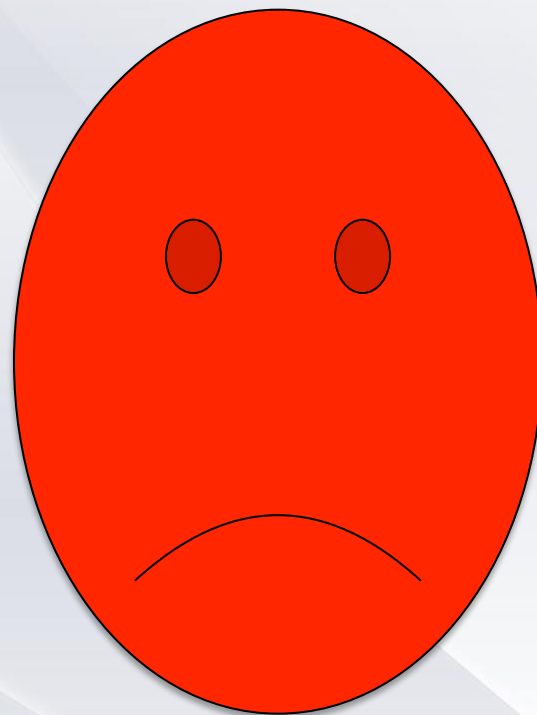
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**1) Master Mind**

**2) Airport Walkway** (google code jam)

**3) Natural Sort**

**4) Combinations**

LENGTH OF THE CORRIDOR: **10** WALKING SPEED: **1** RUNNING SPEED: **4** MAX RUN TIME: **1** NUMBER OF WALKWAYS: **2**

STARTS AT: **4** ENDS AT: **6** SPEED: **1**

**6 9 2**



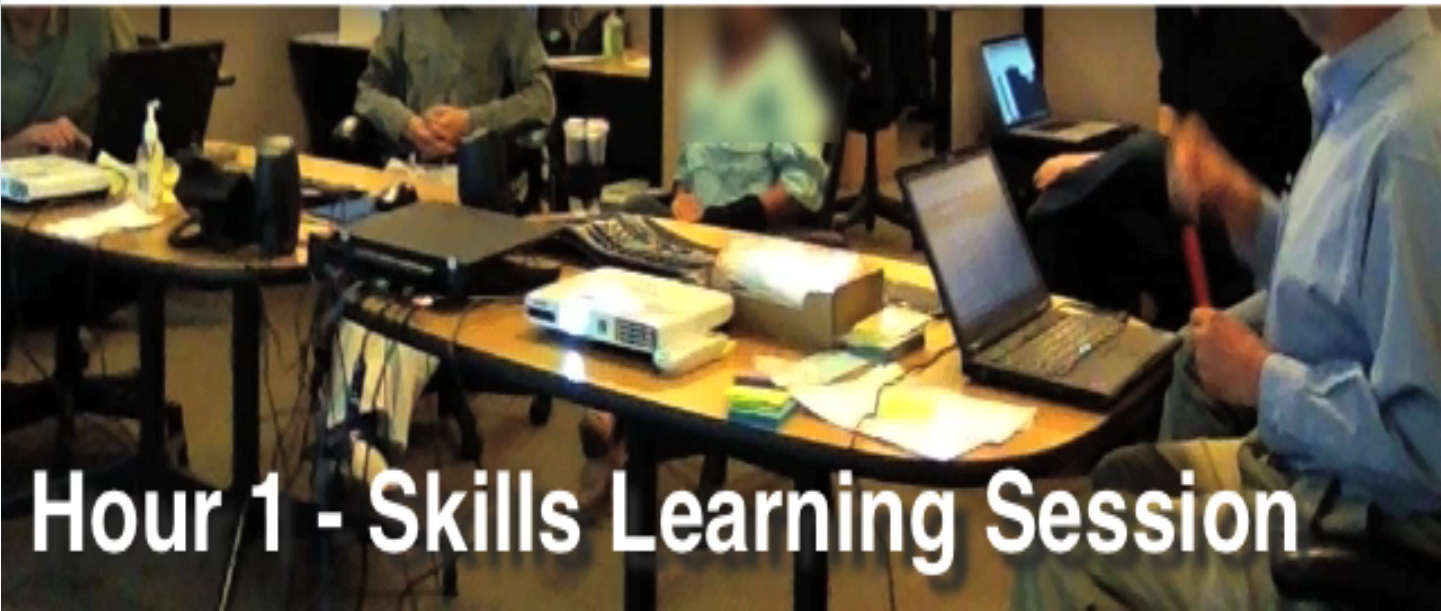
**LET'S CODE**



**8:00 AM**

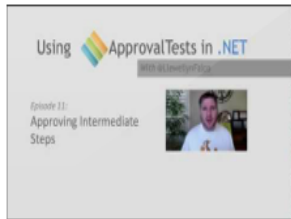
# **A DAY OF MOBBING**

**(whole team programming)**

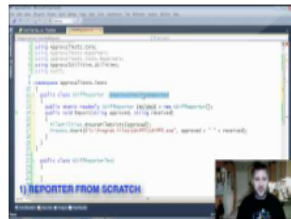



# Resources

## 21 episode youtube series



Using ApprovalTests in .Net 06:01  
11 Intermediate Steps  
63 views  
isidoreus




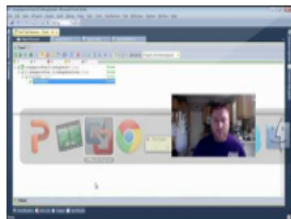
Using ApprovalTests in .Net 07:23  
10 Custom Reporters  
73 views  
isidoreus 



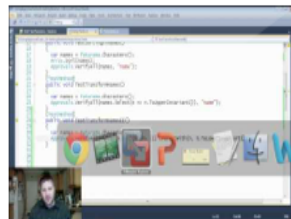
Using ApprovalTests in .Net 04:40  
09 Inner Workings of Rep...  
50 views  
isidoreus



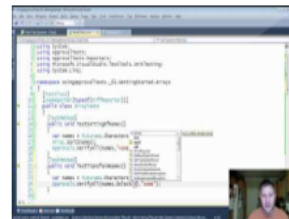
Using ApprovalTests in .Net 08:58  
08 Reporter Theory  
98 views  
isidoreus 



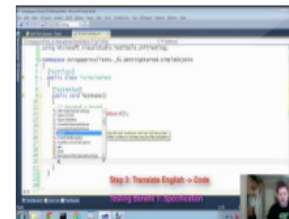
Using ApprovalTests in .Net 08:46  
07 Intro to Reporters  
95 views  
isidoreus



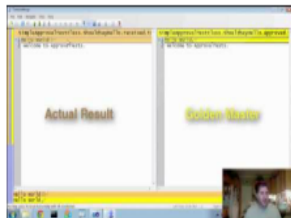
Using ApprovalTests in .Net 05:49  
06 Transforming Arrays  
91 views  
isidoreus



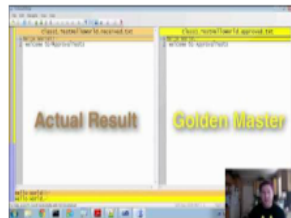
Using ApprovalTests in .Net 04:30  
05 Arrays  
104 views  
isidoreus



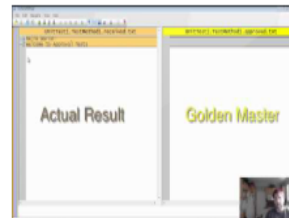
Using ApprovalTests in .Net 08:54  
04 Verifying Simple Objects  
200 views  
isidoreus 



Using ApprovalTests in .Net 08:32  
03 xUnit  
126 views



Using ApprovalTests .Net 02 06:11  
NUnit  
167 views



Using ApprovalTests in .Net 05:02  
01 MsTest  
245 views



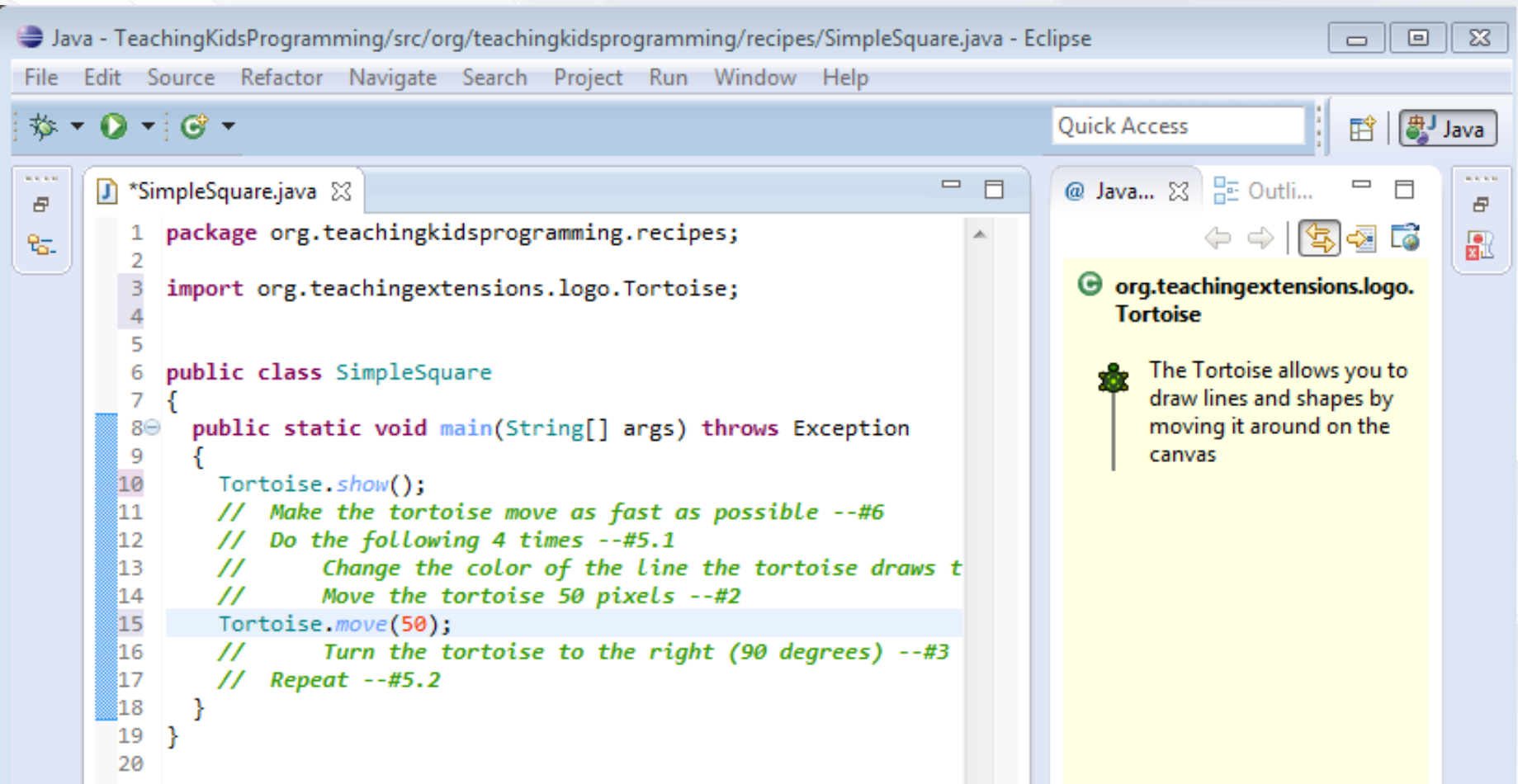
OsCon2012 - Harnessing the  
Good Intentions of Others...  
03:07  
101 views



# TeachingKidsProgramming.org

Do a Recipe → Teach a Kid (Ages 10 ++)

Java → Free Courseware (recipes)



Java - TeachingKidsProgramming/src/org/teachingkidsprogramming/recipes/SimpleSquare.java - Eclipse

File Edit Source Refactor Navigate Search Project Run Window Help

Quick Access

\*SimpleSquare.java

```
1 package org.teachingkidsprogramming.recipes;
2
3 import org.teachingextensions.logo.Tortoise;
4
5
6 public class SimpleSquare
7 {
8     public static void main(String[] args) throws Exception
9     {
10        Tortoise.show();
11        // Make the tortoise move as fast as possible --#6
12        // Do the following 4 times --#5.1
13        //     Change the color of the line the tortoise draws t
14        //     Move the tortoise 50 pixels --#2
15        Tortoise.move(50);
16        //     Turn the tortoise to the right (90 degrees) --#3
17        // Repeat --#5.2
18    }
19 }
20
```

@ Java... Outli...

org.teachingextensions.logo.Tortoise

The Tortoise allows you to draw lines and shapes by moving it around on the canvas

# Contact Information

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<http://www.MobProgramming.org>