It's Working..! Only Tests Left

Complex relationships with test code

About Me

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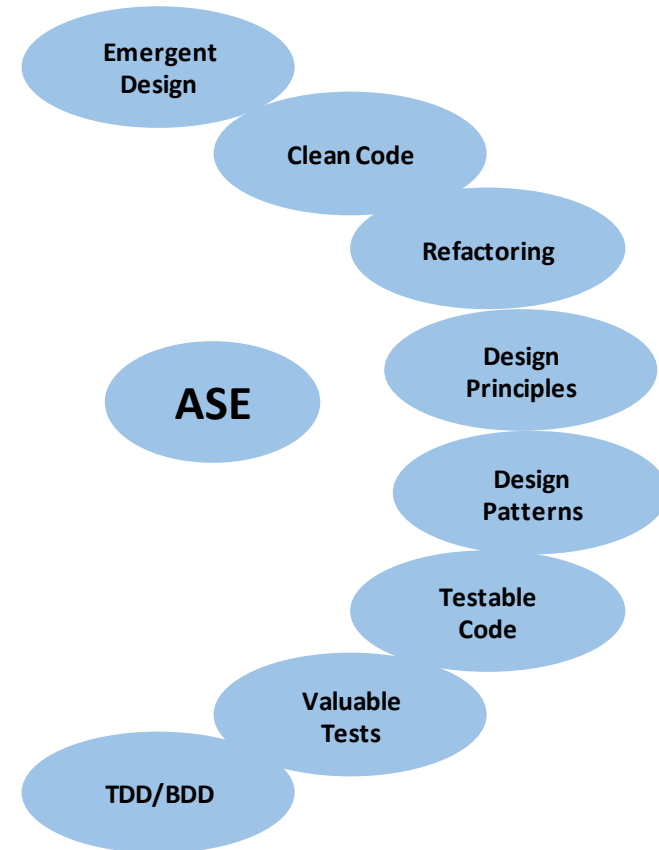
Java

Microsoft .NET

NICE®

HTML CSS JS node js

Emergent Design

Clean Code

Refactoring

ASE

Design Principles

Design Patterns

Testable Code

Valuable Tests

TDD/BDD

Test code..?

Question:

How would you describe your feelings regarding writing automated tests (unit/component/integration)?

Test code..?

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How would you describe your feelings regarding writing automated tests (unit/component/integration)?

a) I actually like it
b) I don't like it, but I understand the value of me writing them
c) I hate it/I don't write tests, it shouldn't be within the responsibility of the developers
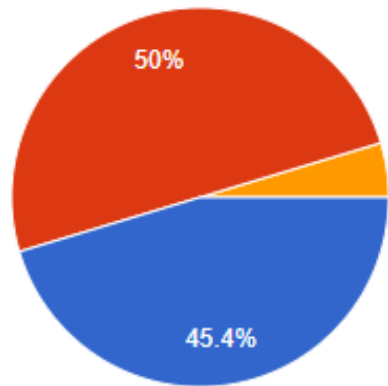
Test code..?

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How would you describe your feelings regarding writing automated tests (unit/component/integration)?

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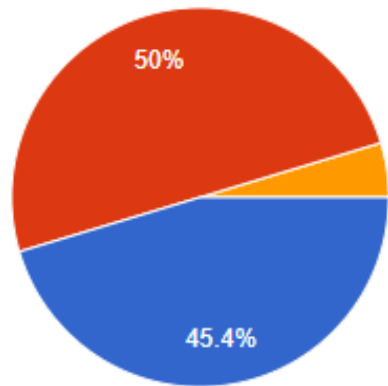c) I hate it/I don't write tests, it shouldn't be within the responsibility of the developers

- I actually like it, and greatly benefit from me writing them
- I don't like it, but I understand the value of me writing them
- I hate it/I don't write tests, it shouldn't be within the responsibility of the developers

50%

45.4%

Test code..?

How would you describe your feelings regarding writing automated tests (unit/component/integration)?

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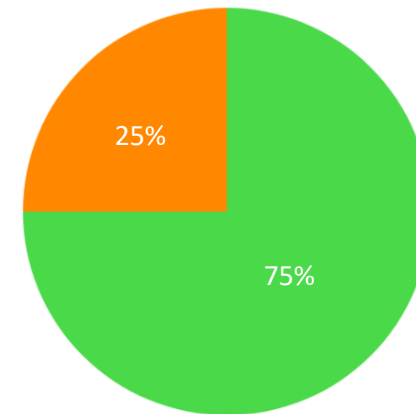- I actually like it, and greatly benefit from me writing them
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50%
45.4%

Values the truth
Straight-up liars

25%
75%

Where is The Love..?

The
"Afterthought"
Effect

The "Unit"
Effect

Where is The Love..?

The
"Afterthought"
Effect

The "Unit"
Effect

The
"Afterthought"
Effect

Rework

**Second
Class
Citizen**

The "Unit"
Effect

Rework

Second Class Citizen

The "Afterthought" Effect

Load & Stress

The "Unit" Effect

Where is The Love..?

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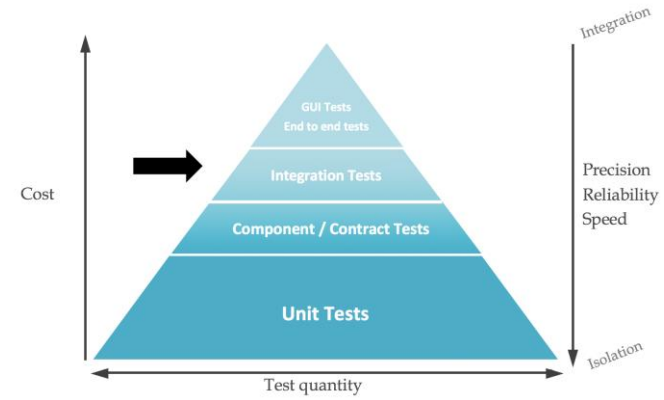**Low trust**

Defects

No time to test

Where is The Love..?

Rework

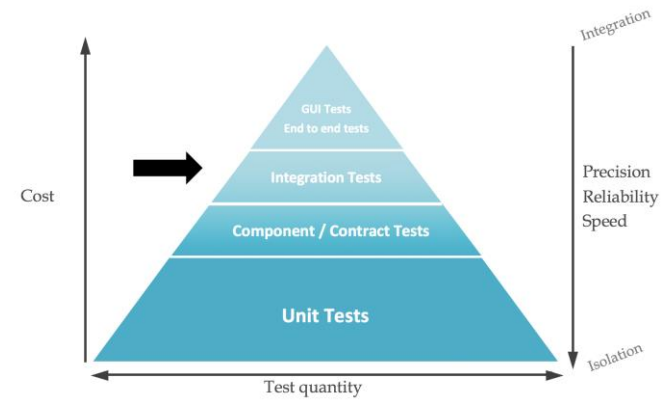Second Class Citizen

The "Afterthought" Effect

Load & Stress

Low trust

Defects

No time to test

The "Unit" Effect

GUI Tests
End to end tests

Integration Tests

Component / Contract Tests

Unit Tests

Cost

Test quantity

Integration

Precision
Reliability
Speed

Isolation

Where is The Love..?

TDD – A Development Technique

Two simple rules:

- Write new code only if an automated test had failed

- Eliminate duplication and refactor the code if needed before you continue

TDD – A Development Technique

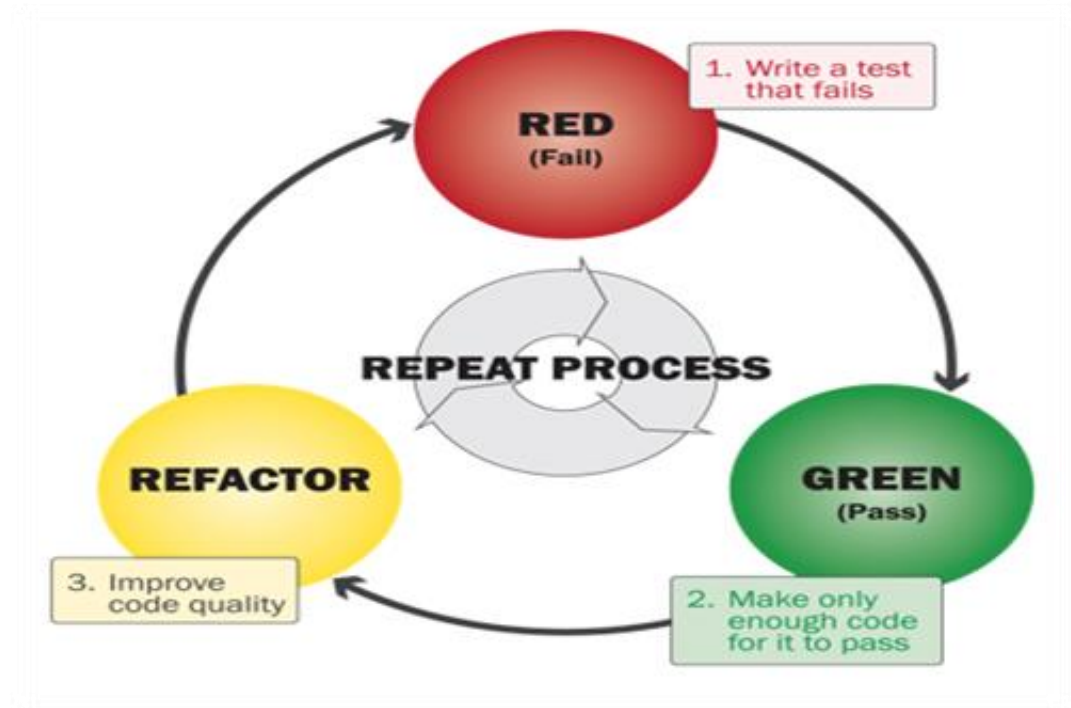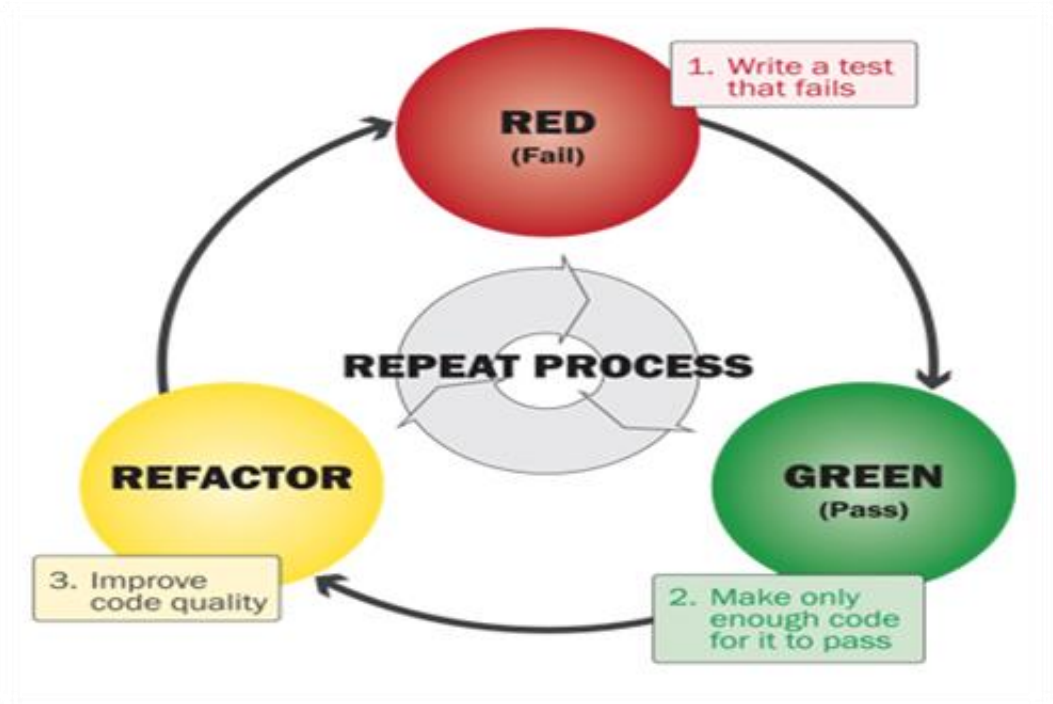**Two simple rules:**

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TDD – A Development Technique

Two simple rules:

- Write new code only if an automated test had failed

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Additional guidelines:

- Unit => A business flow
- Mock object => External boundary
- Test Code => As important as production code

1. Write a test that fails

RED (Fail)

REPEAT PROCESS

GREEN (Pass)

2. Make only enough code for it to pass

REFACTOR

3. Improve code quality

Bowling

- Frames – 10
- Rolls: 2 per frame, 2-3 in the last frame
- Score: Sum of 2 rolls
- Spare: 10 + {next roll}
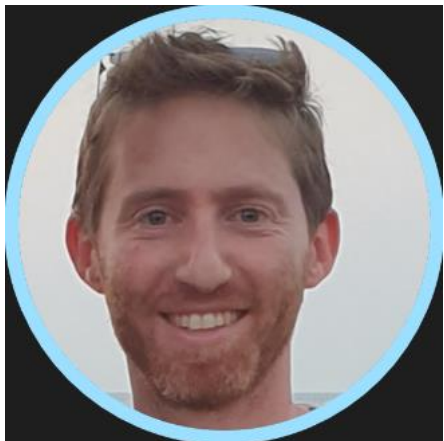- Strike: 10 + {Two next rolls}
- Rolls: Max -21, Min – 11
- Maximum Score: 300

Bowling

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- Rolls: 2 per frame, 2-3 in the last frame
- Score: Sum of 2 frames
- Spare: 10 + {next roll}
- Strike: 10 + {Two next rolls}
- Rolls: Max -21, Min – 11
- Maximum Score: 300

Requirements:

- roll(pins)

- score()

Thank you!

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