TEST DRIVEN DEVELOPMENT
OR: HOW I LEARNED TO STOP WORRYING AND LOVE UNIT TESTS

By: Ted Warner
Oberlin CS ’09
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When: Tuesday Sept 29
12:15 PM - 1:15 PM

Where: King 101

What: Test Driven Development (TDD) is the process of writing code in a short 3 step cycle (red, green, refactor). The TDD methodology not only reduces defects, it inspires flexible designs. This talk explores TDD and how testing influences our design choices.

Topics:
- Example Driven Design
- Red-Green-Refactor Cycle
- Designing Testable Systems

One Weird Trick Made Me A Better Programmer!
Can one habit make you faster, more confident, and make fewer mistakes when programming?
Test First!

Bug Free Programs in 3 Easy Steps!
Doing these three simple steps leads to awesome programs and a good night’s sleep.
Red, Green, Refactor.

The Shocking Secret to Testable Code
Find out how these design principles can make your tests short and reliable!
Test Seams and Dependency Injection!

Never Fall For These Testing Traps
Avoid these common but costly mistakes when designing your classes.
Global State and Excessive Branching.

Prerequisites: Basic understanding of programming and unit testing. (CS 150, 151)

Free Pizza Included
Please sign up in the CSCI office King 223 by Mon Sept 28 Noon

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