

TDD - It's About More Than Just the Tests

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About me

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What is TDD?

What is the goal of TDD?

Three rules of TDD

1. You are not allowed to write any production code unless it is to make a failing unit test pass.
2. You are not allowed to write any more of a unit test than is sufficient to fail; and compilation failures are failures.
3. You are not allowed to write any more production code than is sufficient to pass the one failing unit test.

Red-Green-Refactor

- **Red** - Write a test that fails
- **Green** - Do the simplest thing that could make the test pass
- **Refactor** - Simplify, rename, remove duplication, extract methods, etc.

Do the simplest thing that could possibly work

Do the simplest thing
that could possibly
work.

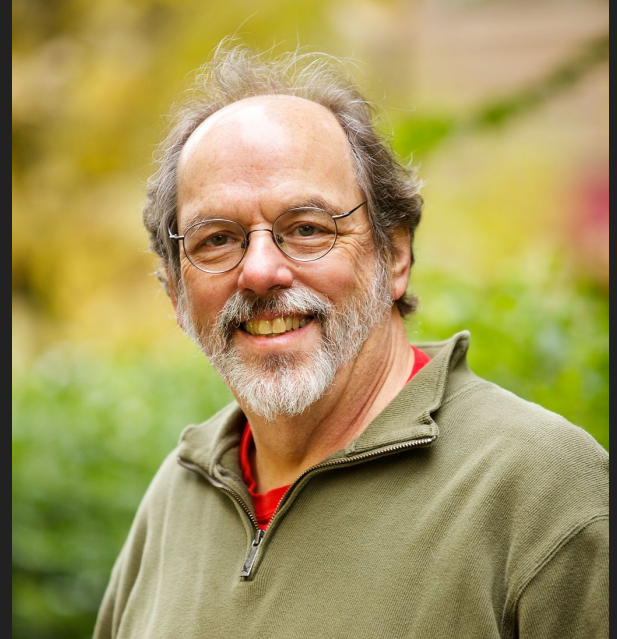




Image from
https://en.wikipedia.org/wiki/Kent_Beck#/media/File:Kent_Beck_no_Workshop_Mapping_XP.jpg

What is the simplest
thing that could
possibly work?

Do the simplest thing
that could possibly
work.



Image from <https://twitter.com/ronjeffries>

Let's write some code

Some additional resources

- Description of the kata - <https://github.com/UtahSC/roman-numeral-kata>
- C# solution to the kata - <https://github.com/thearticleman/RomanNumeralKataSolution>
- Corey Haines practicing the kata in Ruby - <http://blog.coreyhaines.com/2012/12/roman-numerals-kata-with-commentary.html>