TEST DRIVEN DEVELOPMENT

- Write a test
- Make it fail
- Keep it simple
- Test is the 1st client
- Make it readable

- Stay green
- Take baby steps
- Rename rigorously
- Remove code duplication
- Remove test duplication
- Change implementation
- Don't change behavior

- Get to Green fast
- Take baby steps
- Stuck? Undo. Start over
- Write less code
- Inject dependencies

FOUR RULES OF SIMPLE DESIGN

- 1. RUN ALL TESTS
- 2. CLEAR, EXPRESSIVE & CONSISTENT
- 3. NO DUPLICATIONS
- 4. SMALL AND SIMPLE CODE

TEST FIRST DEVELOPMENT

- ENSURES TESTABILITY
- EVERY FEATURE HAS A TEST
- BETTER REQUIREMENTS UNDERSTANDING
- EXECUTABLE SPECIFICATIONS

Practice online: tddbin.com

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