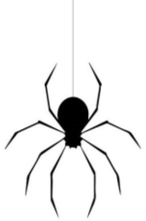
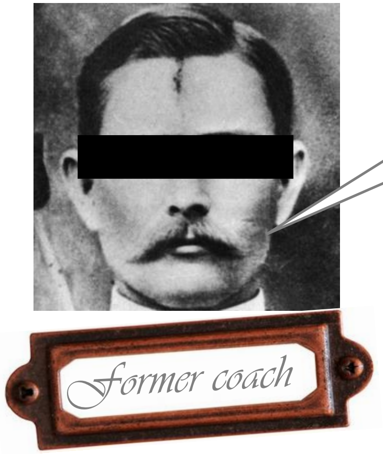
Mob Programming and TDD

A Survival Guide



First Contact (a few years ago)...



«Do the Mars Rover Kata»

d first make an
act class!»

Second attempt (present day)…

Mob Programming and TDD:

a trip to the unknown

So what should I pack?

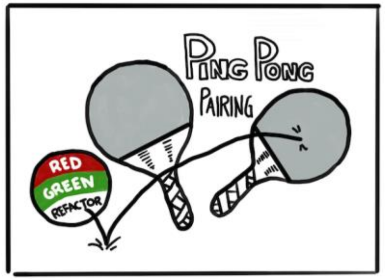
Where should I put my stuff?

The fundamental precondition: a functioning pair/team/mob

- People trust each other
- Feedback culture
- Positive conflict resolution
- High commitment to achieve goals
- Collective success more important than status and individual success

In what order should I pack?

Don’t just «mob or pair away» but chose a pattern



- Driver Navigator

- Ping Pong
- Strong-style Pairing

How am I going to find my way?

- Write tests before production code
- Write tests that test the behaviour
- Develop your software following the red, green, refactor cycle
- Move from red to green as fast as possible by:
  - faking the implementation
  - write the obvious implementation
- Drive your implementation by writing new tests for new behaviour thus making it more generic (degrees of freedom)
- Use baby steps to get forward, don’t overengineer!
- Use the rule of three to get rid of duplication

What tools should I take with me?

?

seriously

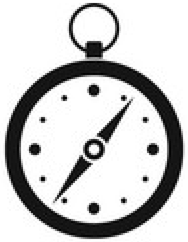
What tools should I take with me?

- Transformation Priority Premise Table (obvious implementation)

- Object Calisthenics (better your design)

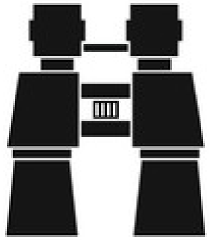
How shoud I behave?

- Stick to the unit test principles (FIRST)



- Practise a lot!

- Don’t use the tools blindly



- Practise a LOT more!

and finally…

Enjoy the trip!