

Design

Learning to fly

What happened in this course



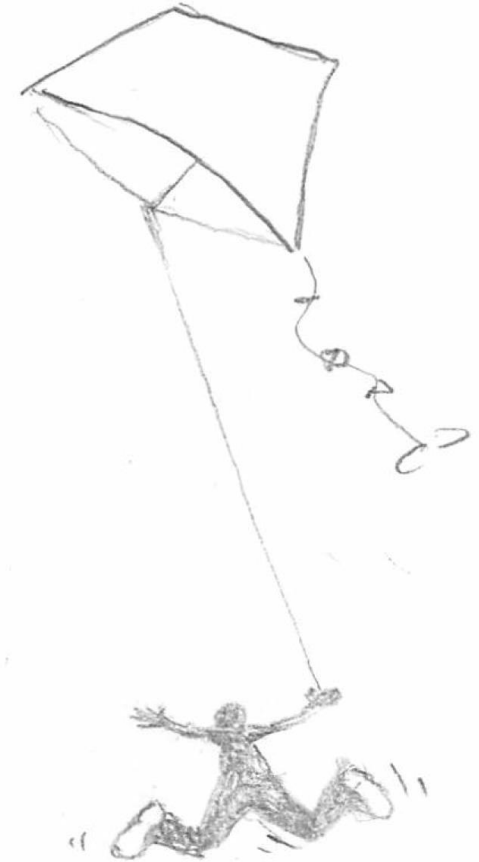
We knew things



We walk
Test

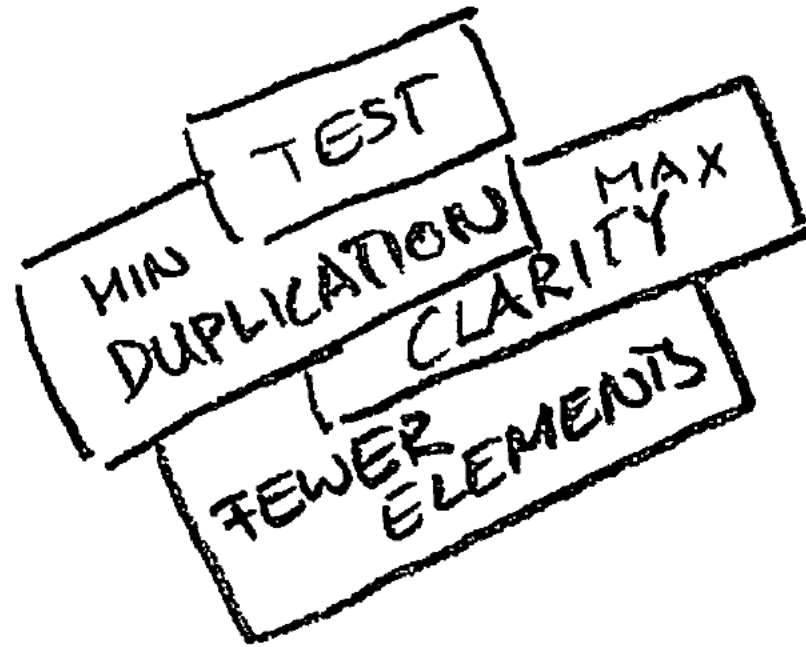


We run
Refactor



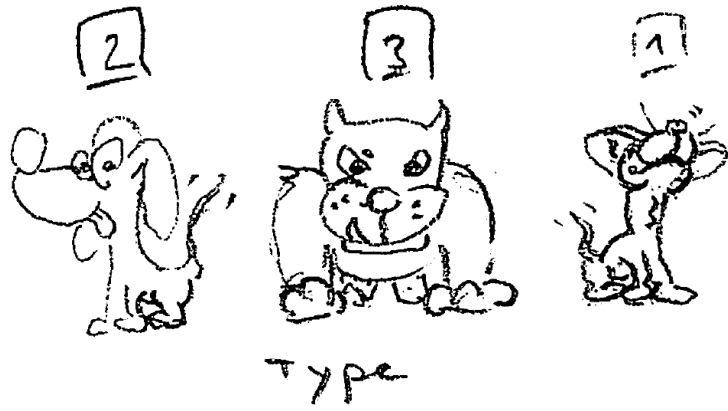
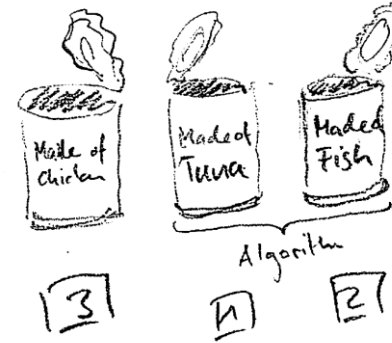
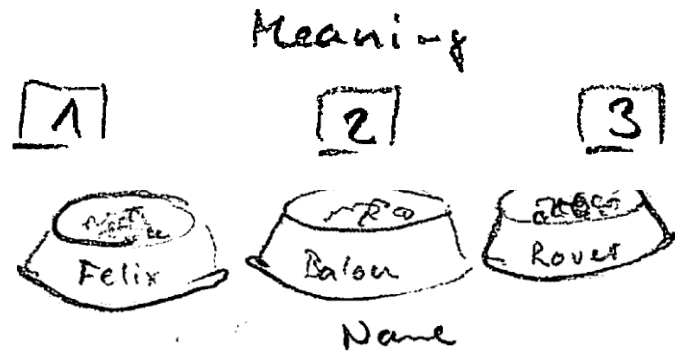
We fly
Design

Four Elements of Simple Design



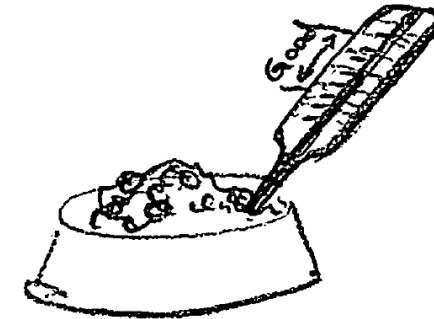
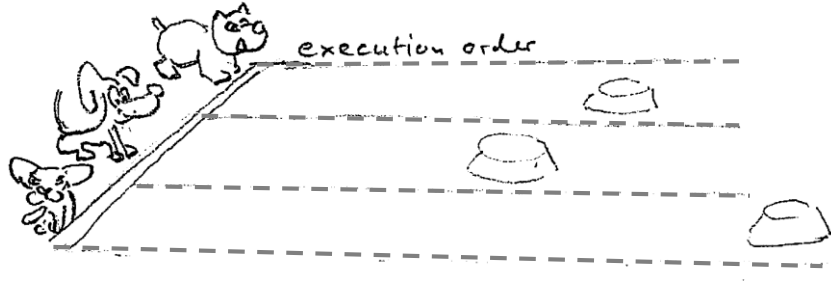
Connascence static

Together born and grown

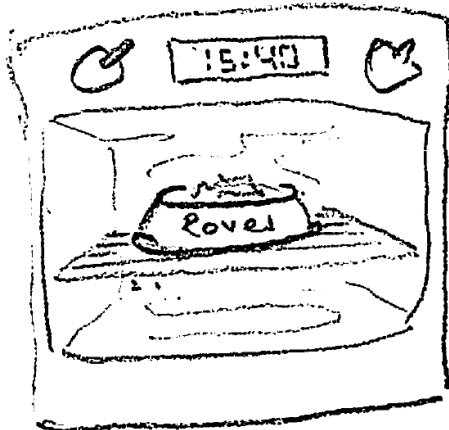


Connasence dynamic

Together born and grown



Value

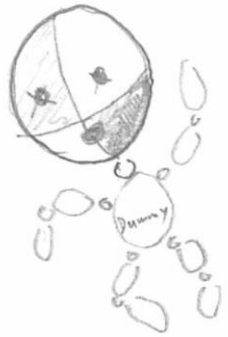


Time



Identity

Testdoubles



Use to
fit the
parameters



Use to
fit
queries



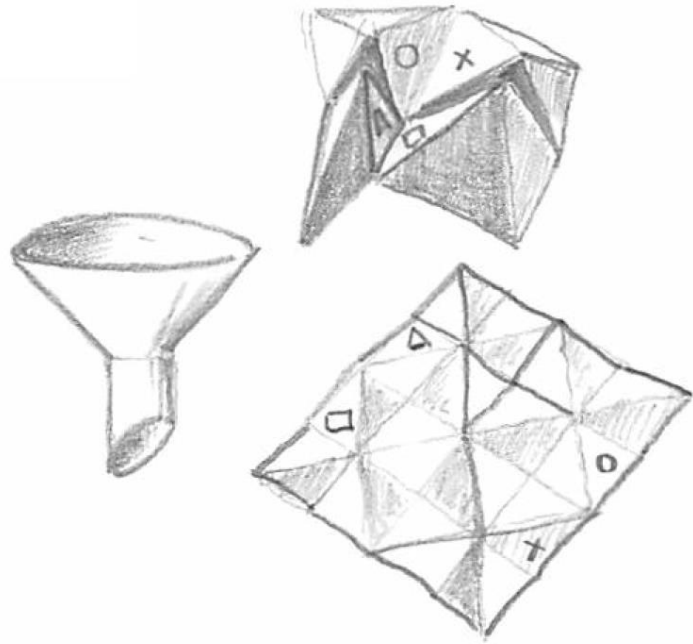
Use to
fit
commands

Verify
has
been triggered



Roles of Collaborators

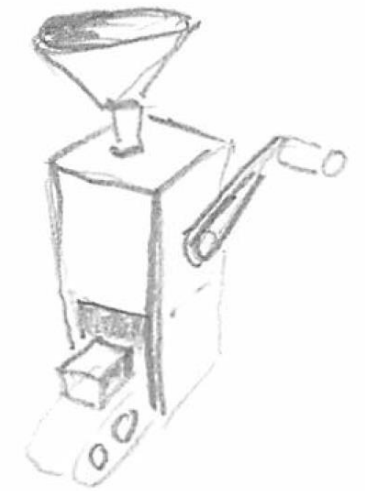
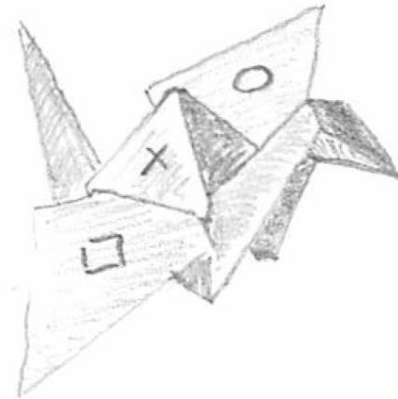
Unfold



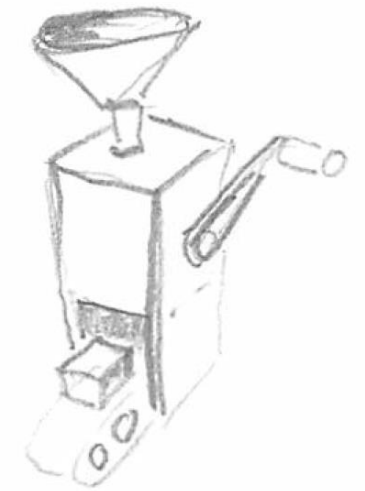
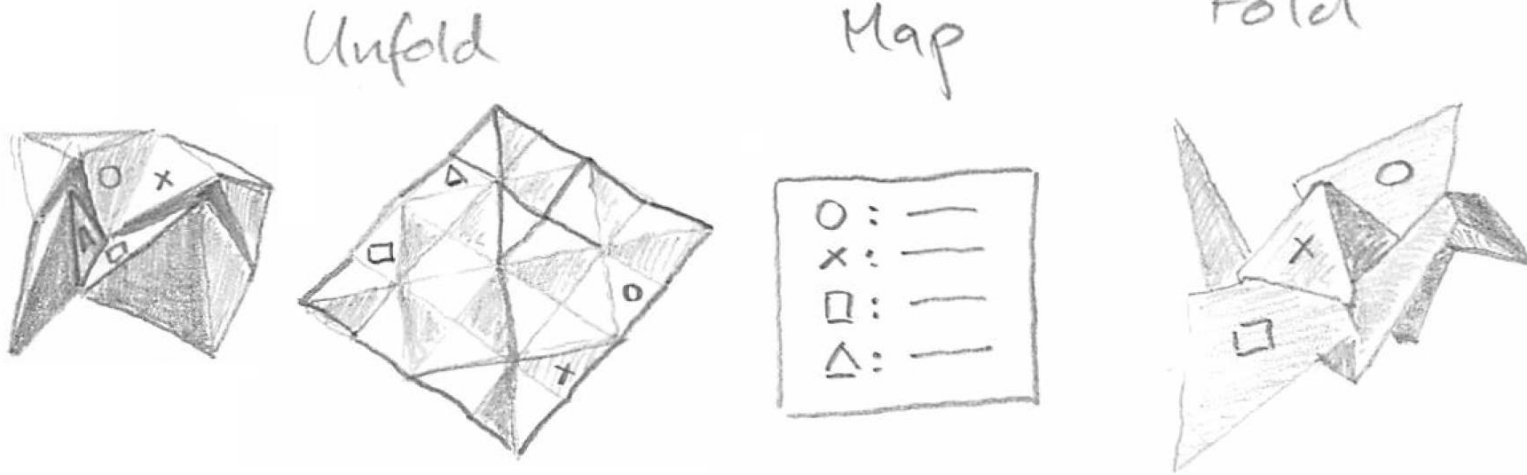
Map



Fold



Roles of Collaborators

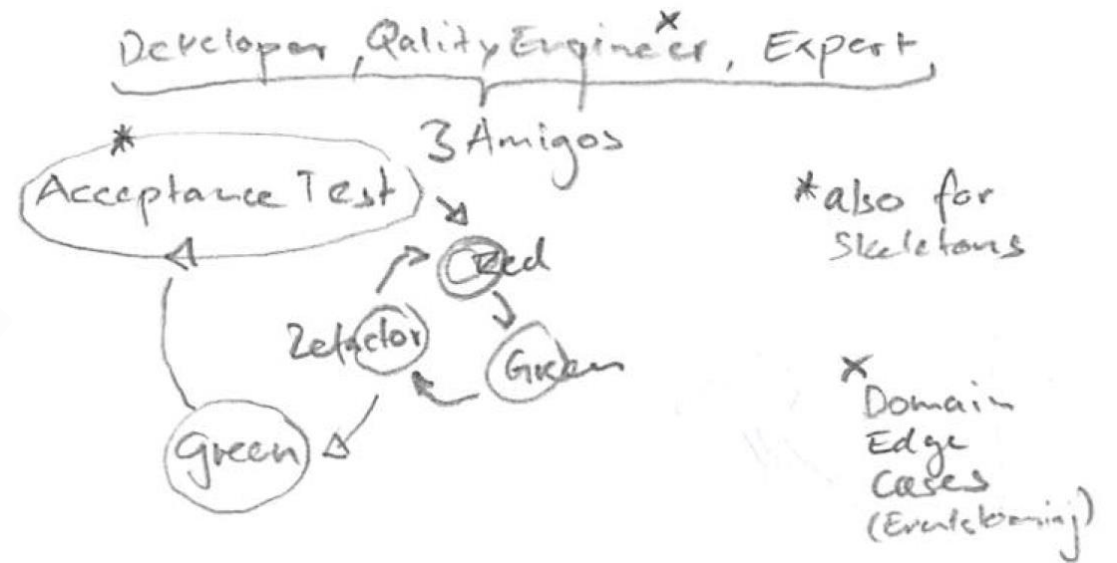
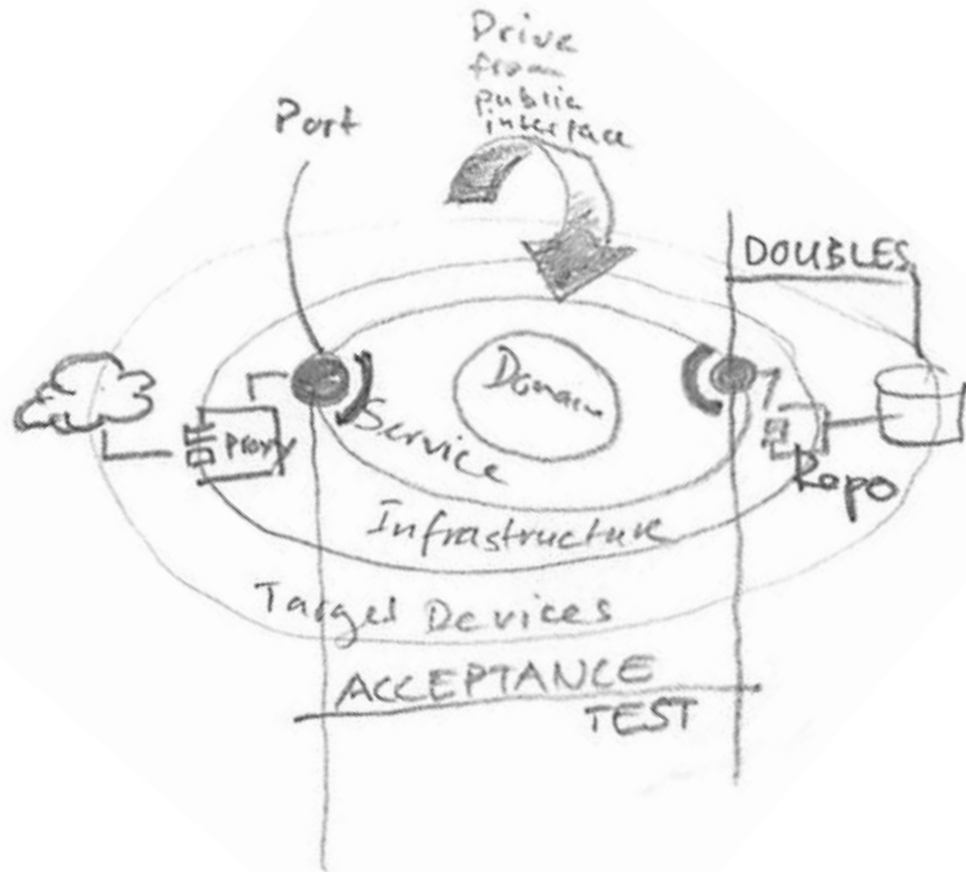


Unfold	Map	Fold
Source	Copy	Destination
Stub	Behavior to test	Mock
Query		Command

Test doubles Guidelines

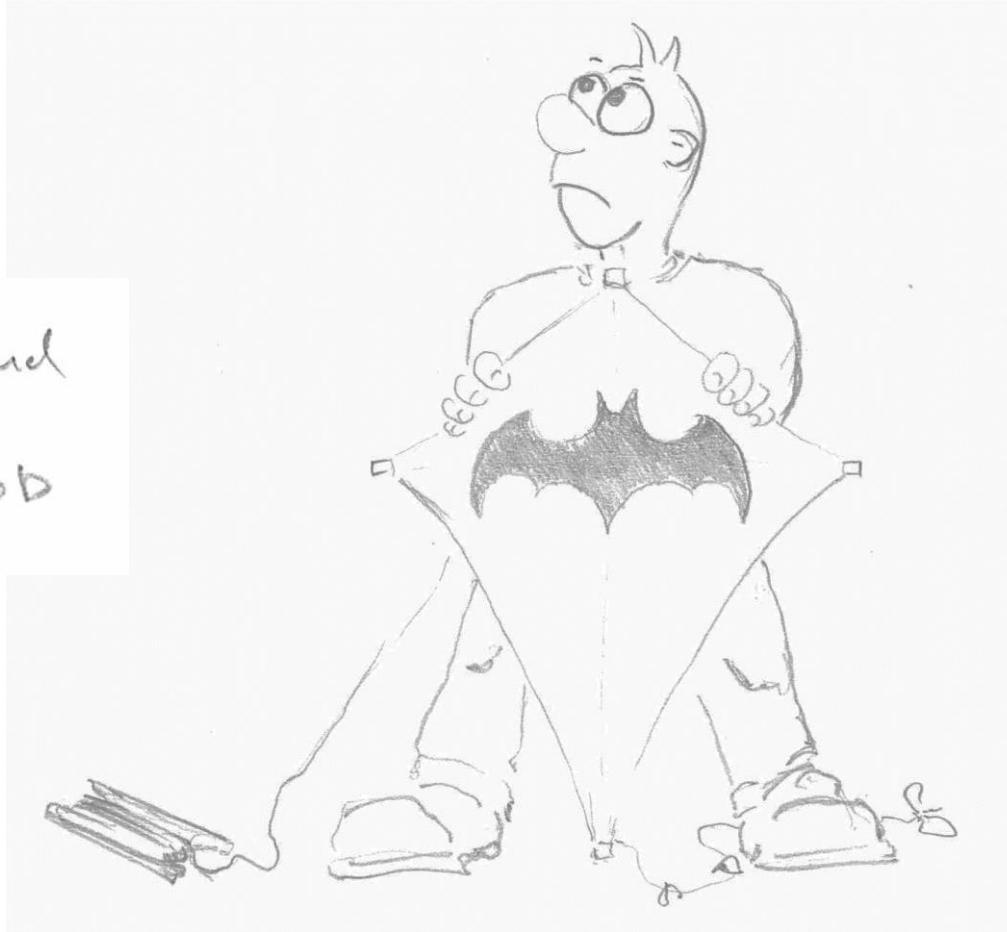
- Only use Test Doubles for classes that **you own** (proxy)
- Verify as **little** as possible in a test
- **Don't** use Test Doubles for isolated objects
- **Don't** add behavior inside Test Doubles (check responsibility)
- Only use Test Doubles for **immediate neighbors**

Acceptance Tests Driven Development ATDD



Thank you for your Attention

The Wind
is
the Mob



Sources

Agile Technical Practices Distilled

(Pedro Moreira Snatos, Marco Consolaro, Alessandro Di Gioia)

Drawings by Res Gilgn
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