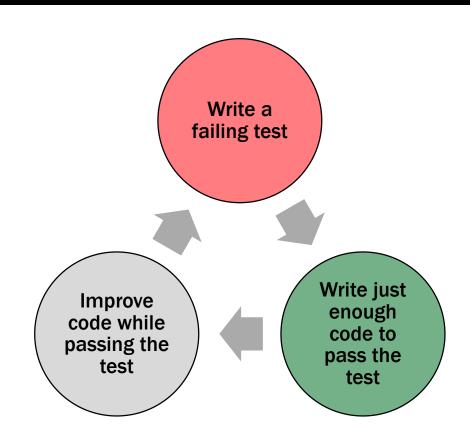


### IT HAPPENED, BUT NOT THIS TIME!!

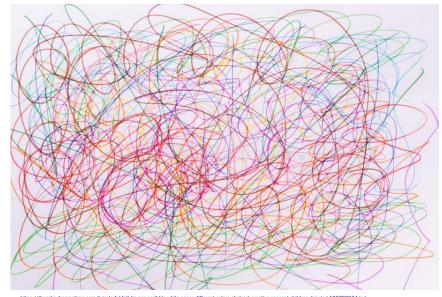


#### KEY TAKEAWAYS OF TDD

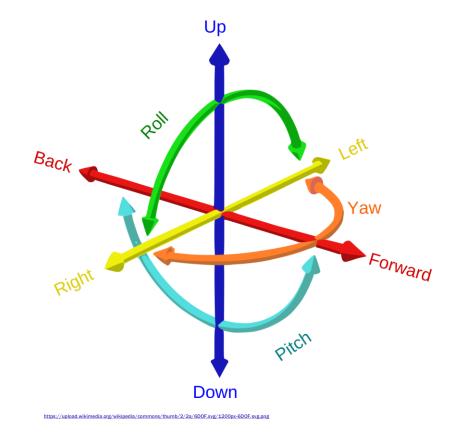
- always write tests first
- threat tests as first class citizens because ...
  - ... they document your code
  - ... reduce debugging time
  - ... gives you safety for refactoring

### KEY TAKEAWAYS OF TDD

- baby steps helps you find the solution
- gives structure in the chaos



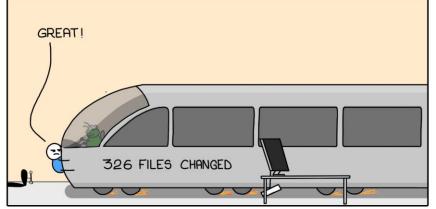




https://thumbs.dreamstime.com/b/colorful-felt-tip-pen-scribble-white-paper-different-colors-abstract-creative-concept-children-drawing-128722934.jpg





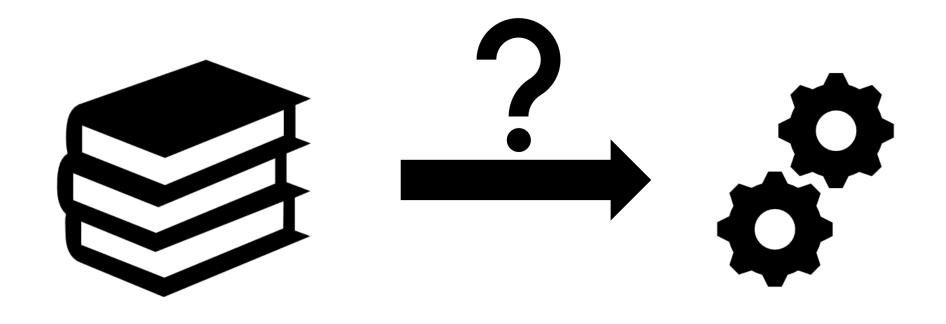




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# KEYTAKEAWAYS OF MOB- & PAIR PROGRAMMING

- it's cheaper for a company because...
  - ... you can get rid of pull requests -> time consumer and brain damage cause N°1
  - ... knowledge of domain is spread among all team members
  - ... bugs are more likely to find with 2, 3 or 4 pair of eyes
- needs regularly breaks, because exhausting
- power of the mob -> more solutions, less frustration
- keep rotating -> new inputs, fresh ideas



#### KEY TAKEAWAYS OF KATAS

- easy way to practice the new skills
  - leads to remembering learned skills
- fun
- redoing them to see progress

# WHAT I WILL USE FROM THIS COURSE AT WORK

**TDD** 

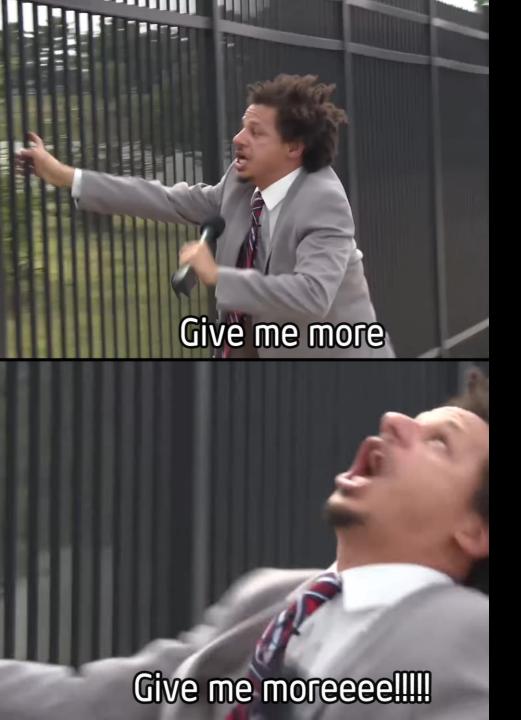
- keep writing tests first, even if sometimes it's very hard
- KISS -> baby steps, no clever solutions

MOB

experience a "live" mob session? Any different than online?

**KATA** 

- keep practicing skills & patterns with katas
- create even new ones?



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