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Dr Tic tac toe: or how I stopped worrying and Loving the Test



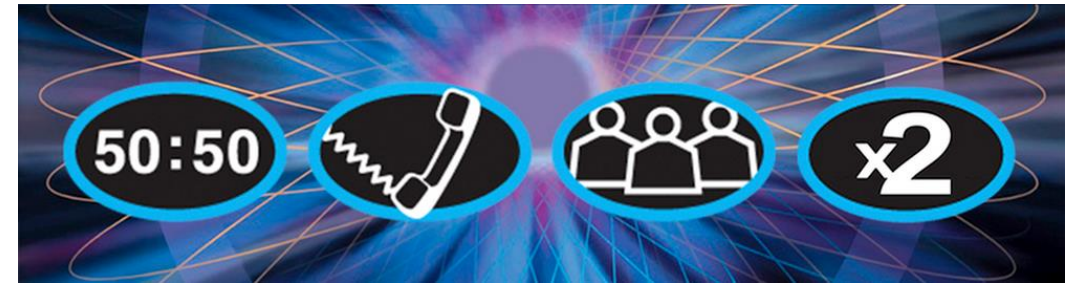
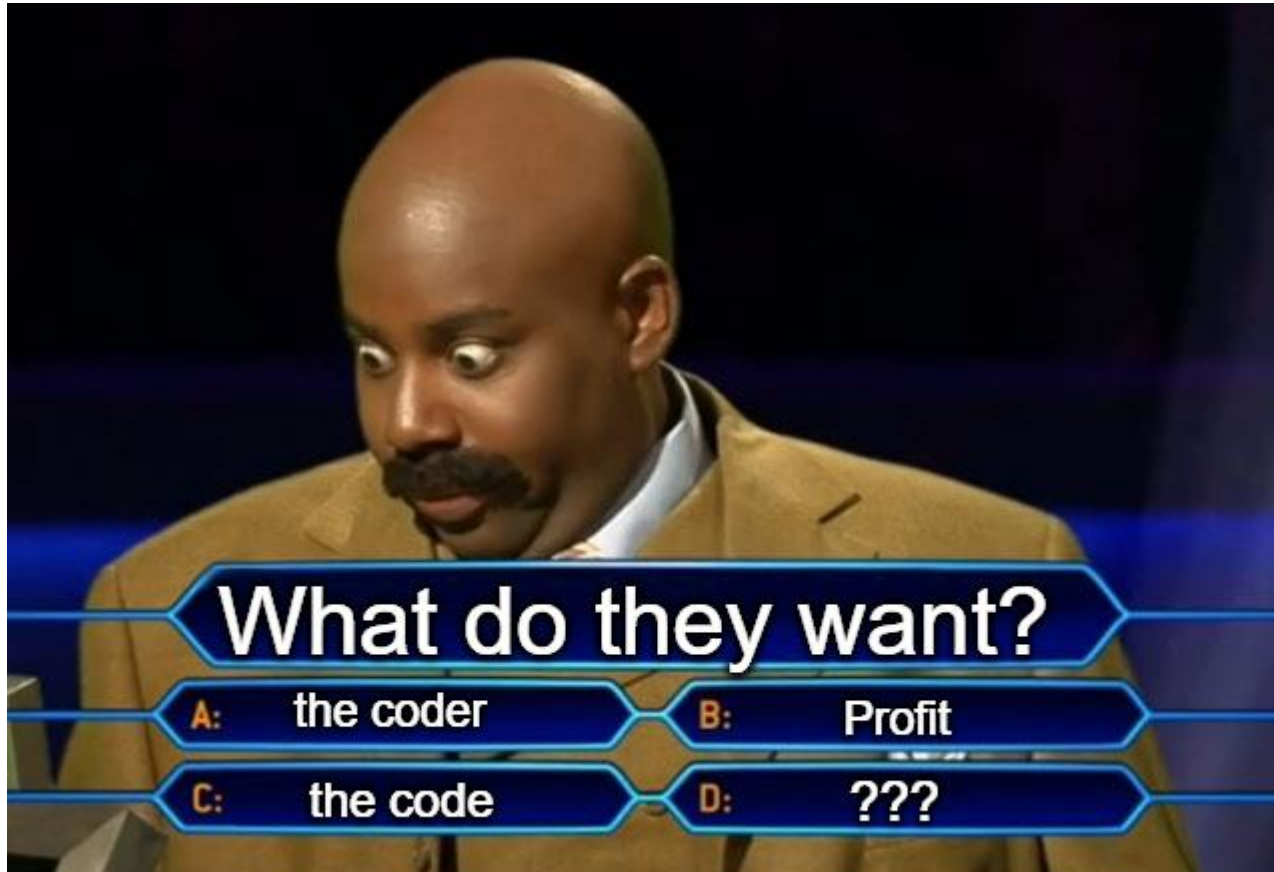
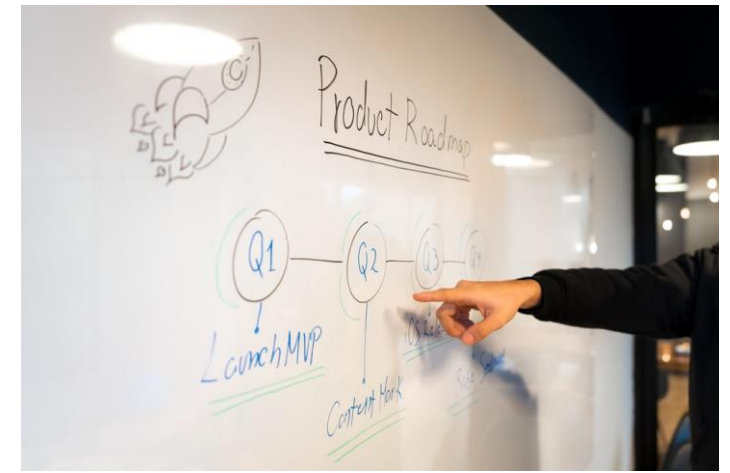
History of Tic tac toe

- Games played on three-in-a-row boards can be traced back to [ancient Egypt](#),^[5] where such game boards have been found on roofing tiles dating from around **1300 BC**.^[6]
- An early variation of tic-tac-toe was played in the [Roman Empire](#), around the first century BC. It was called *terni lapilli* (*three pebbles at a time*)

Rules of the game part 1 of 5

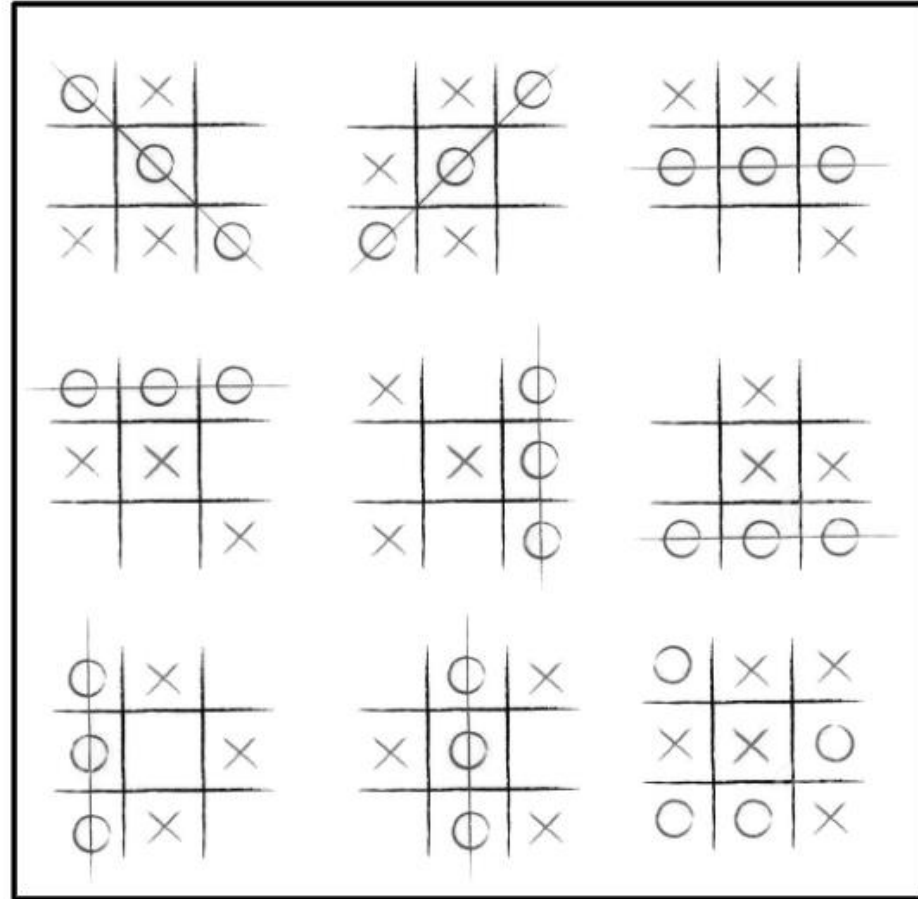
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No actually – the job interview





Algorithmic approach



TDD Approach

- Unit tests
- Stubs...?
- Fakes...?
- Mocks...?

“It’s the Process stupid”

- **Test** first
- **Do** TPP
 - Reasoning about the winning patterns was much easier when we gradually improved the code
- **Use** Calistanic / Calhispanic object design (we need an acronym for this!)
 - Helps/Guides us with enforcing an object oriented design when doing TDD

Or is it ?

- Only Module 2 and 3 knows

Q & A

