

# TDD – Test Driven Development

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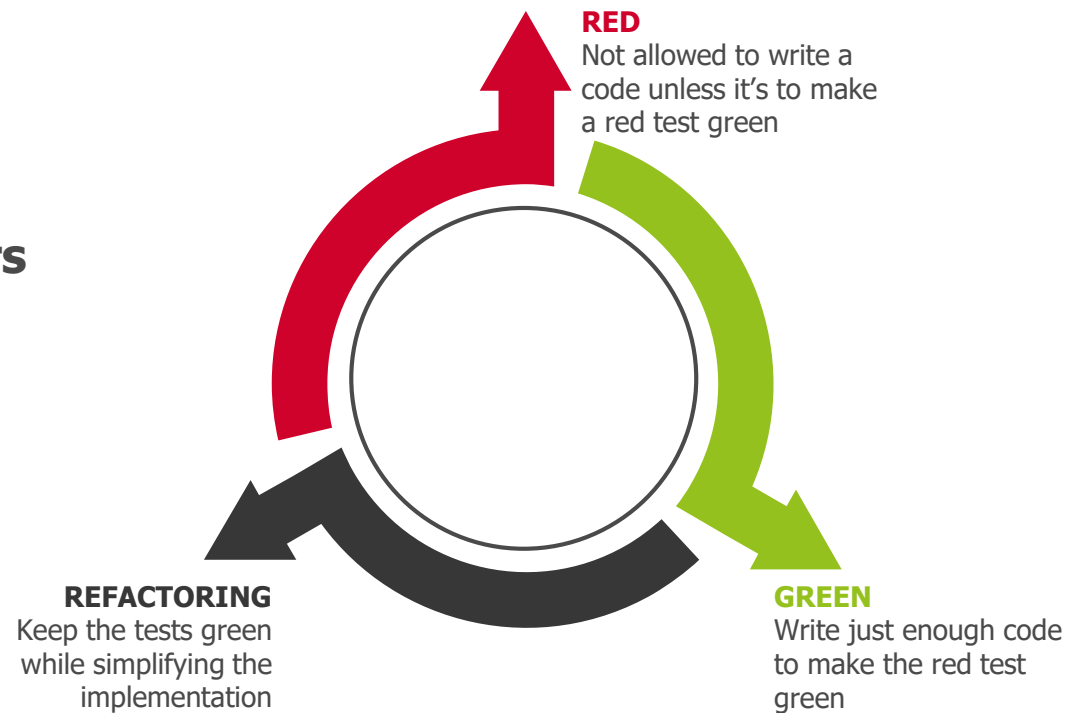
The world is how we shape it\*

sopra  steria

\* Le monde est tel que nous le façonnons.

# The three laws of TDD

- **Should fail for the right reasons**
- **Fake implementation**
- **Obvious implementation**
- **DRY**
- **Refactor only when a pattern appears three times**
- **Triangulation**



# Readable tests and Object calisthenics

- Defining test in plain English
- Using tests as documentation
- Helps defining whats being tested
  
- Partially used
- Revealed bugs for other systems
- Conciuos decision when defining classes

*MyClass\_Should*  
*Return\_x\_given\_y*