

Coding Dojo

In a fast-changing world, more and more companies are seeing the advantages of moving to an agile way of working. For software developers, this means being expected to deliver working, bug-free software on a much shorter timescale than before. This is technically challenging, especially for teams used to traditional release cycles. One of the key agile practices enabling short release cycles is Test Driven Development (TDD). This practice affects the way developers approach coding, and changes their minute by minute actions through the day.

Many developers struggle to change ingrained habits and are unsure of how to write useful tests that will help development and not just slow them down. This course is designed to help a team of developers on their journey to more agile development, and more skilled practice of Test Driven Development.

"When I have been asking about feedback around this Coding Dojo course, people are very satisfied. They think that everyone in the house should have to take it. Really valuable."

-- Martin Andersson, Manager, Software Engineering at Jeppesen

About the Coding Dojo course

We practice the basics of Test Driven Development (TDD) in a group of programmers, via a format called "coding dojo". It comprises a series of two hour meetings, held every 2 weeks. The meetings mix practical experience with discussion. By spreading out the meetings over a number of weeks, developers have plenty of time to try out the new way of working, and come back with questions and problems. Topics included:

- ❖ Rhythm of TDD
- ❖ Refactoring
- ❖ 4 Principles of Agile Test Design
- ❖ Driving development with TDD
- ❖ Clean and SOLID Code with tests

Session Structure

Each session begins with a short presentation reminding attendees of the goals of the meeting, and explaining the theory behind the skills we'll be practicing. The main part of the meeting is devoted to writing code, and trying out new skills in a safe environment. The course trainer, coaches, teaches, and offers feedback. One of the goals is for participants to experience how good it feels when TDD is working well, so they are encouraged to want to learn it. The last part of the session is the retrospective, when we reflect on what's happened, and how to apply what we've learnt in our normal production code.

About your trainer, Emily Bache

Emily Bache is an independent consultant specializing in automated testing and agile methods. With over 15 years of experience working as a software developer in organizations as diverse as multinational corporation to small startup, she has learnt to value the technical practices that underpin truly agile teams. Emily is the author of *"The Coding Dojo Handbook: a practical guide to creating a space where good programmers can become great programmers"* and loves to coach and teach developers about clean code, Test Driven Development, Refactoring, and more. Emily speaks regularly at international events such as Agile Testing Days, XP2012, ACCU, and is the programme chair for Scandinavian Developer Conference.



Practicalities

This course can be run in-house at a company using a programming language and IDE familiar to the participants. The equipment needed is - a room big enough for about 12 people, laptops for each pair of developers, a whiteboard and a projector. Emily is fluent in both Swedish and English and can present this course in either. She is very comfortable teaching this course to programmers using Java, Python or Ruby, and can also handle C#, C++, and Visual Basic. The skills being taught are actually widely applicable across programming languages.

Please contact me for information on pricing and availability. Email: Emily@bacheconsulting.com

