

### Traps In TDD And Mob Programming

A story of a mob called bouvet-cohort-05

# THE 7 BAMBIS ON 7 DIFFERENT LAKES

Individual Ideas & Perspectives

Pressure of Being Watched



# **CLEAR COMMUNICATION**

- What Are You Thinking?
- Conveying Ideas Clearly
- Adapting To The Driver







### THE POWER OF MOB PROGRAMMING

- Building Trust & Vulnerability
- Navigator Makes You A Better Communicator
- Driver Forces You To Trust Your Navigator



### MOVING AHEAD TOO QUICKLY

- The Initial Approach
- The Temptation of a Dictionary
- Decision Paralysis

## **TRANSFORMATION PRIORITY PREMISE**

# **BEFORE TPP**

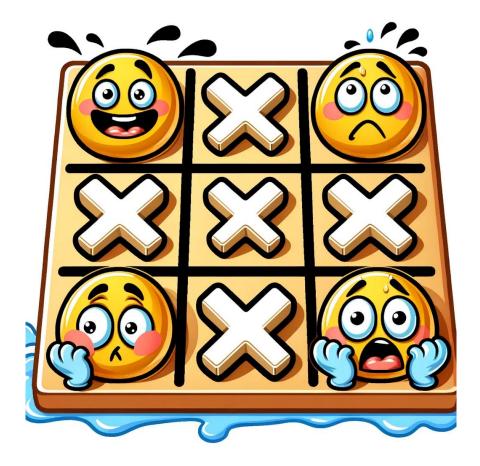
# **AFTER TPP**

e3def839 alex 16.10.2023 09:50:54 R a30827d6 alex 16.10.2023 09:48:04 T ReturnVWhenProcessing5	🛉 895d81db alex 🗌	16.10.2023 10:01:49	ReturnRomanNumeral_WhenProcessingArabic 10 "X"
,	🛉 e3def839 alex 🗌	16.10.2023 09:50:54	R
	🔶 a30827d6 alex 🗌	16.10.2023 09:48:04	T ReturnVWhenProcessing5
P ab916732 alex 16.10.2023 09:46:02 R	🔶 ab916732 alex 🗎	16.10.2023 09:46:02	R
a5bc0833 alex 16.10.2023 09:44:19 T ReturnlWhenProcessing1	a5bc0833 alex	16.10.2023 09:44:19	T ReturnlWhenProcessing1

•	fbf526f5	alex	16.10.2023 12:26:46	R
•	2ca5af44	alex	16.10.2023 12:25:58	R
•	1b54c0c4	alex	16.10.2023 12:17:50	R
•	95fd94d7	alex	16.10.2023 12:14:12	T ReturnRomanNumeral_WhenProcessingArabic 11 "XI"
•	6519db36	alex	16.10.2023 12:12:57	T ReturnRomanNumeral_WhenProcessingArabic 10 "X"
•	82ff0bf7	alex	16.10.2023 12:11:58	ReturnRomanNumeral_WhenProcessingArabic 9 "IX"
•	3917fa0a	alex	16.10.2023 12:10:23	R
•	e17b4b7b	alex	16.10.2023 12:08:07	R
•	ed3e78cd	alex	16.10.2023 12:06:45	T ReturnRomanNumeral_WhenProcessingArabic, 8 "VIII"
•	3afd10e4	alex	16.10.2023 12:05:50	R
•	00e49239	alex	16.10.2023 12:02:16	R
•	a8b8a2a9	alex	16.10.2023 12:00:10	R
•	73e66c4e	alex	16.10.2023 11:59:33	R
•	ff65340f	alex	16.10.2023 11:49:22	T ReturnRomanNumeral_WhenProcessingArabic 7, "VII"
•	ab30d548	alex	16.10.2023 11:42:46	T ReturnRomanNumeral_WhenProcessingArabic 6 "VI"
•	f022c991	alex	16.10.2023 11:41:33	T ReturnRomanNumeral_WhenProcessingArabic 5 "V"
•	281e092d	alex	16.10.2023 11:40:07	R
•	9f4ba81b	alex	16.10.2023 11:38:46	R
•	0d3095c4	alex	16.10.2023 11:37:28	Т
•	d8345504	alex	16.10.2023 11:28:56	R
•	7f353cc2	alex	16.10.2023 11:27:17	R
•	0fadad71	alex	16.10.2023 11:19:42	R
•	734b1761	alex	16.10.2023 11:11:33	T ReturnRomanNumeral_WhenProcessingArabic 2, "II"
•	0d598ad1	alex	16.10.2023 11:08:46	T ReturnRomanNumeral_WhenProcessingArabic 1, "I"
•	9e8b6fbe	alex	16.10.2023 11:04:17	TPP implementation

# **NOT TESTING THE RIGHT STUFF**

- Testing The Board
- Long Discussions On Implementation Details
- Changing The Tests



#### [Test]

0 references | alex, 5 hours ago | 1 author, 4 changes public void MakePlayer0\_AfterFirstMove()

\_ticTacToeGame.PlayAMove(BottomCenter);

Assert.AreEqual(Player.0, \_ticTacToeGame.Player);

#### [Test]

0 references | alex, 5 hours ago | 1 author, 3 changes public void MakePlayersAlternate\_WhenPlayingGame()

```
_ticTacToeGame.PlayAMove(BottomCenter);
_ticTacToeGame.PlayAMove(BottomLeft);
```

Assert.AreEqual(Player.X, \_ticTacToeGame.Player);

#### [Test]

```
0 references | alex, 5 hours ago | 1 author, 2 changes

public void MakeXWinner_WhenThreeXInBottomRow()
```

```
_ticTacToeGame.PlayAMove(BottomLeft);
_ticTacToeGame.PlayAMove(TopLeft);
_ticTacToeGame.PlayAMove(BottomCenter);
_ticTacToeGame.PlayAMove(TopCenter);
_ticTacToeGame.PlayAMove(BottomRight);
```

Assert.AreEqual(Player.X, \_ticTacToeGame.FindWinner());

### **BEHAVIORAL TESTING**

Design documents Describing how to use the system Better understanding of the problem

# **KEY TAKEAWAYS & REFLECTIONS**

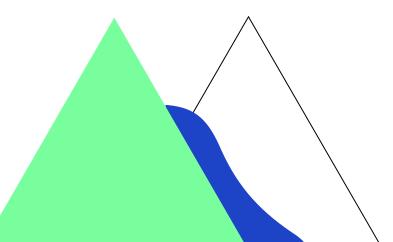
- The Importance of User-Centric Design
- Rules as Guidelines, Not Absolutes
- The Value of Critical Thinking



### REFERENCES

- Pedro Moreira Santos, Marco Consolaro and Alessandro Di Gioia. 2018-2019. Agile Technical Practices Distilled.
- https://llewellynfalco.blogspot.com/2014/06/llewellyns-strong-style-pairing.html
- http://coding-is-like-cooking.info/2016/09/mob-programming-strong-style-pairing/
- http://butunclebob.com/ArticleS.UncleBob.TheThreeRulesOfTdd

### **QUESTIONS?**



### **THANK YOU!**

Eirik Nysted eirik.nysted@bouvet.no

