

A CODERETREAT IS A HANDS-ON SOFTWARE DEVELOPMENT WORKSHOP FORMAT. IT CONSISTS OF MULTIPLE SESSIONS OF 45 MINUTES IN LENGTH. IN THOSE SESSIONS YOU IMPLEMENT CONWAYS GAME OF LIFE WITH ANOTHER PERSON TOGETHER USING TEST-DRIVEN DEVELOPMENT (TDD) AND THE 4 RULES OF SIMPLE DESIGN. BE READY TO DELETE YOUR CODE AFTER EACH SESSION AND TAKE SOME TIME TO REFLECT ABOUT IT. YOU HAVE THE CHANCE TO PAIR UP WITH SEVERAL PEOPLE THROUGH THE DAY. PLEASE BE WELCOMING, KIND AND PATIENT TO EACH OTHER. HAVE FUN CODERETREATING!

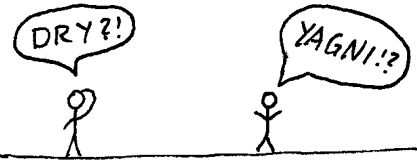
INTRODUCTION

4 RULES OF SIMPLE DESIGN

- KENT BECK

1. TEST PASS
2. EXPRESSES INTENT
3. NO DUPLICATION
4. SMALL

MAKE TEST PASS ALL THE TIME
 USE EXPRESSIVE LANGUAGE
 DON'T DUPLICATE KNOWLEDGE
 KEEP ONLY NECESSARY PARTS

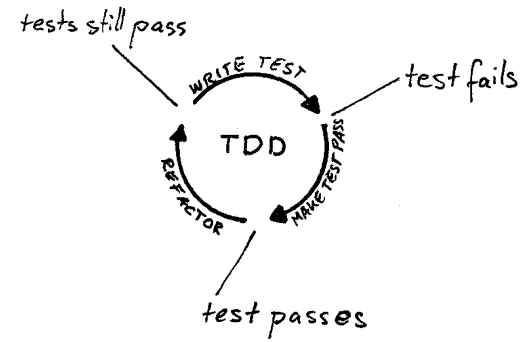


PAIR PROGRAMMING

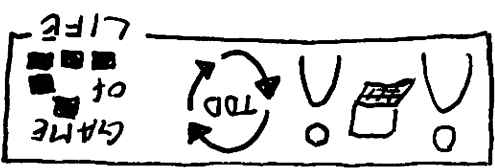


TALK BEFORE YOU CODE
 HAVE A COMMON UNDERSTANDING
 DRIVER COMMUNICATES WHILE TYPING AND CHANGING CODE
 NAVIGATOR SUPPORTS DRIVER
 KEEPS EYE ON CODEBASE FIT
 SWITCH ROLES REGULARLY
 HIGH FIVE YOUR SUCCESSSES

TEST DRIVEN DEVELOPMENT



WRITE TEST FIRST, MAKE IT FAIL
 WRITE MINIMAL IMPLEMENTATION TO MAKE TEST PASS
 REFACTOR CODE IF NEEDED
 WRITE NEXT TEST...



CODERETREAT

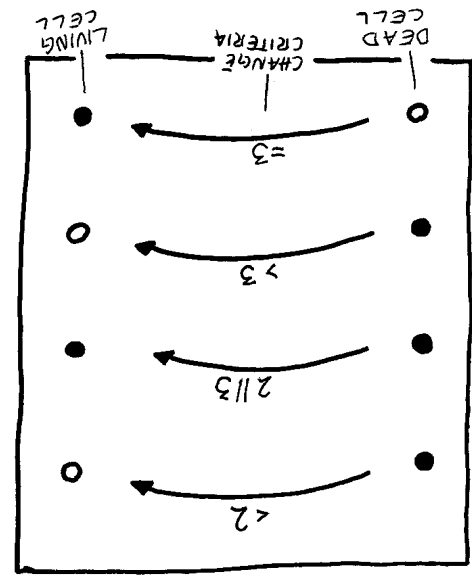
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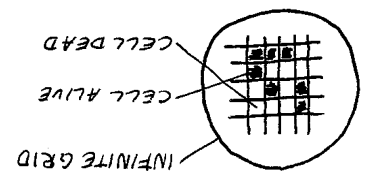
CODERETREAT WEBSITE

REFERENCES



GAME OF LIFE

- RULES ARE APPLIED ON GRID AT ONCE
- 1 IF CELL HAS LESS THAN TWO NEIGHBOURS, IT'S DEAD IN THE NEXT GENERATION
 - 2 IF A LIVING CELL HAS TWO OR THREE NEIGHBOURS, IT STAYS ALIVE IN THE NEXT GENERATION
 - 3 IF A LIVING CELL HAS MORE THAN THREE LIVING NEIGHBOURS, IT'S DEAD IN THE NEXT GENERATION
 - 4 IF A DEAD CELL HAS EXACTLY THREE LIVING NEIGHBOURS, IT COMES TO LIFE IN THE NEXT GENERATION



CONWAYS GAME OF LIFE