FLOWING®

Strategic Test-driven Development



Ego Slide

Francesco Strazzullo (AKA *Strazz*)

@TheStrazz86

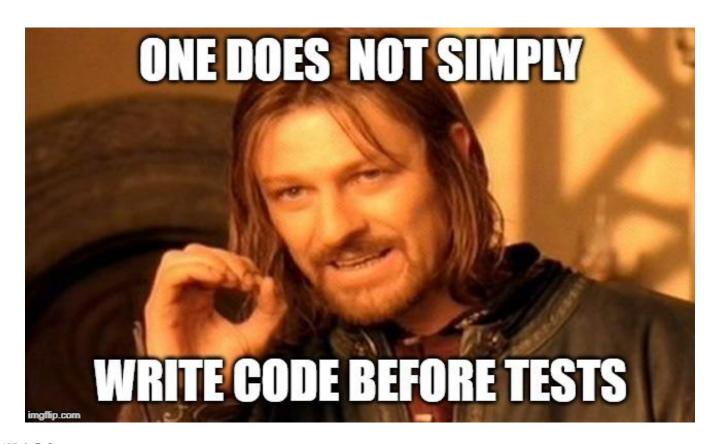
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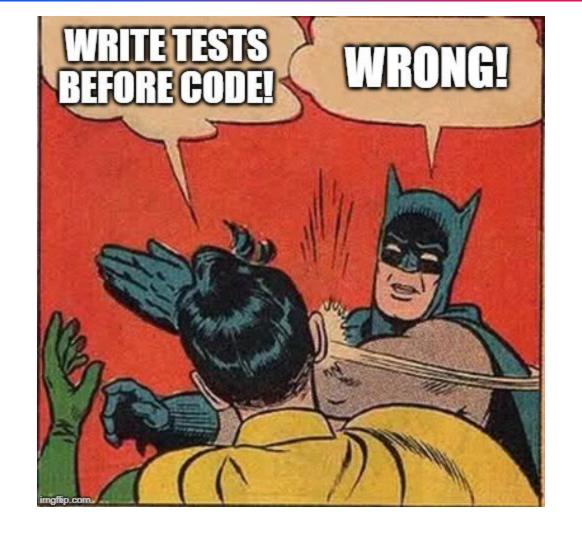


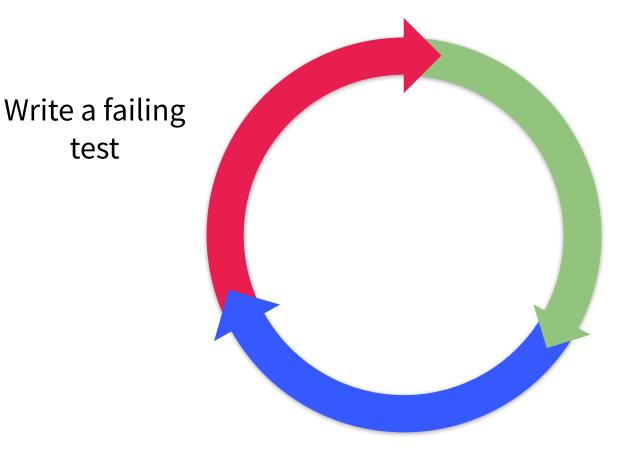


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What is Test-driven Development?





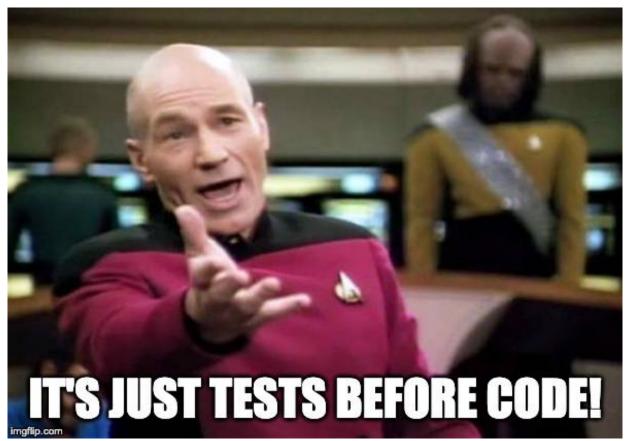


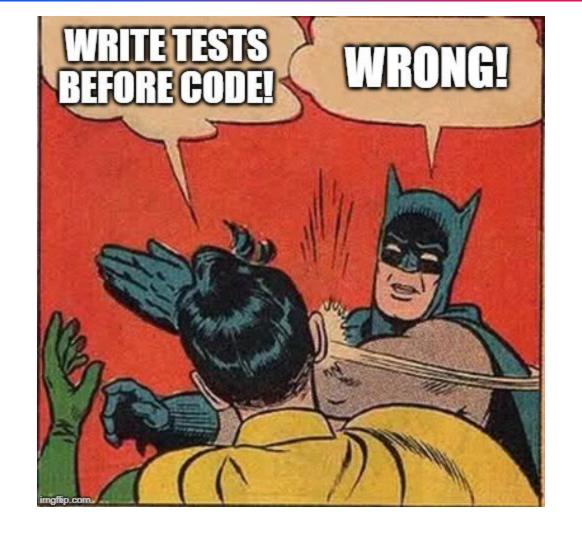
Write code to pass that test

FLOWING®

test

Refactor keeping the test green

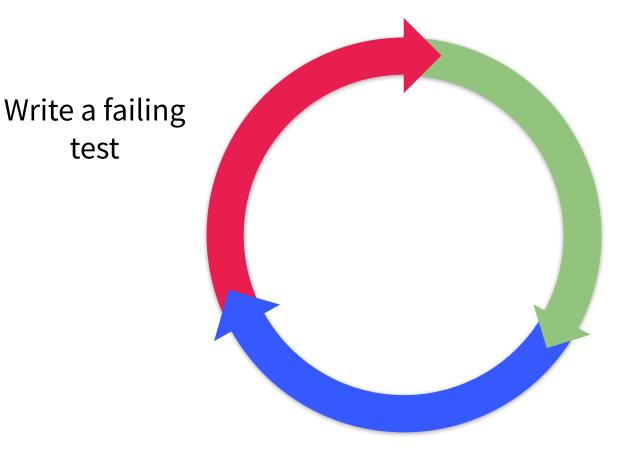






Test Driven Development

How can Development be driven by Tests?



Write code to pass that test

FLOWING®

test

Refactor keeping the test green

A Big Decision is hidden in plain sight

What is the next test to write?

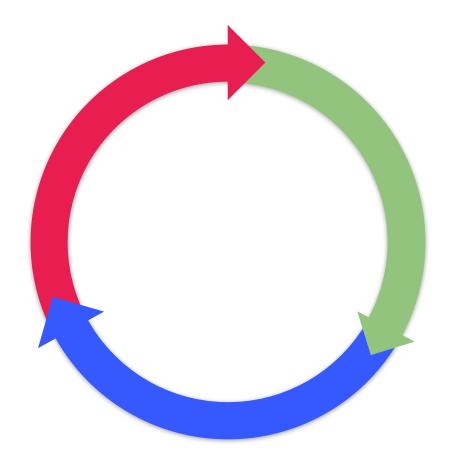
"Software development is a learning process, working code is a side effect. If that's true... how can we maximize learning?"

Alberto Brandolini

Write the test that lets you learn the most about the problem

Write the test that lets you reach your goal as fast as possible

Write a test that lets you approach the goal



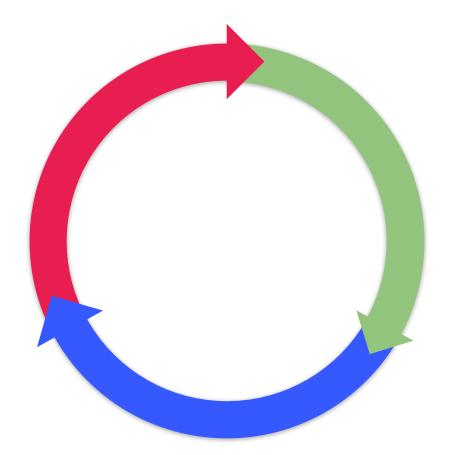
Write code to pass that test

Refactor keeping the test green

Another Big Decision is hidden in plain sight

Write just the code that you need to pass the new test

Write a test that lets you approach the goal



Write just the code needed to pass that test

Refactor keeping the test green

Your Design emerges from tests

TDD is a goal oriented decision-making tool based on tests

Test Driven Development

What is a Test?

"Tests are just one form of feedback"

Kent Beck

Feedback Driven Development

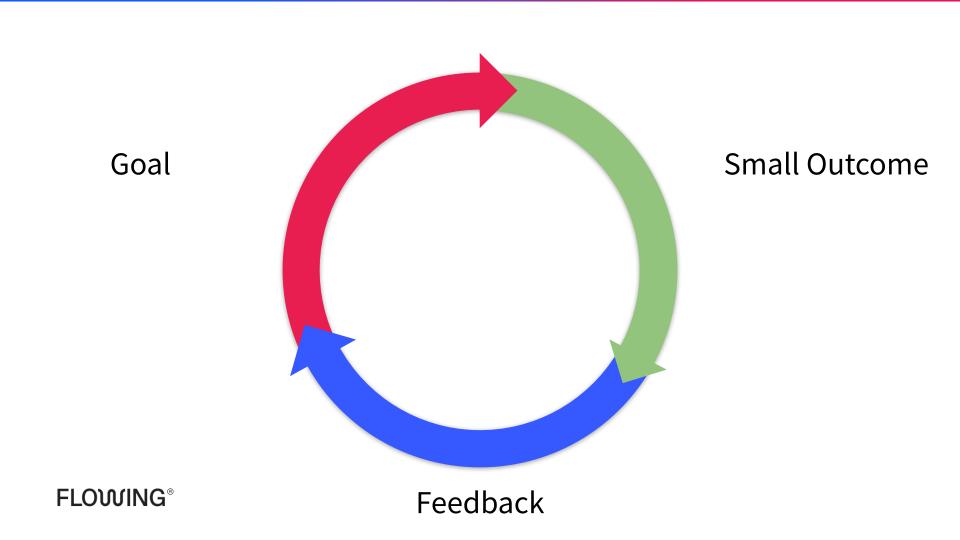
Define a feedback that lets you approach the goal

Build something "small"

FLOWING® Validate your code with "fast" feedbacks

TDD is a goal oriented decision-making tool based on feedbacks





What kind of decisions can you make with TDD?

Strategic long term decisions

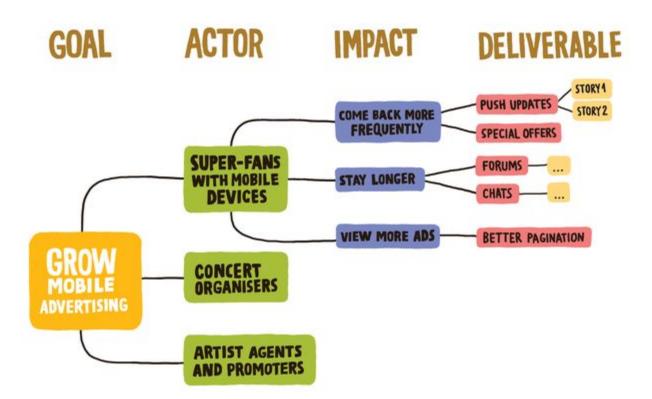
Tactical put strategy into action

Operational made daily

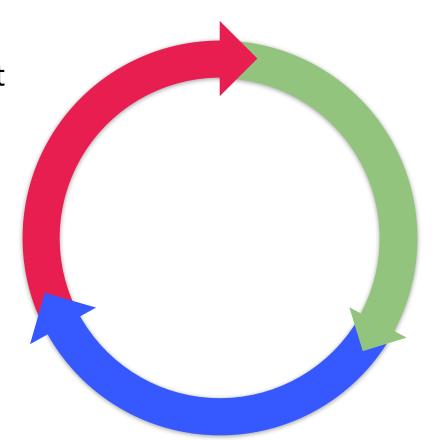
How to use TDD "mindset" for Tactical or Strategic Decisions?

Choosing the next feature

Impact Mapping



Choose the impact that you believe will help the most to reach the goal



Build a small deliverable

FLOWING® Use Metrics to validate your assumptions

Software Architecture

What is the goal of Software Architecture?

Non-functional Requirements

"A non-functional requirement (NFR) is a requirement that specifies criteria that can be used to judge the operation of a system, rather than specific behaviors."

Wikipedia

accessibility	accountability	accuracy	adaptability	reliability
administrability	affordability	agility	auditability	responsiveness
autonomy	availability	compatibility	composability	seamlessness
configurability	correctness	credibility	customizability	simplicity
debugability	self-sustainability	robustness	dependability	sustainability
deployability	determinability	discoverability	distributability	usability
durability	effectiveness	efficiency	extensibility	repeatability
fault tolerance	fidelity	flexibility	inspectability	reusability
reproducibility	integrity	interoperability	learnability	securability
maintainability	manageability	mobility	modifiability	stability
modularity	operability	evolvability	performances	tailorability
portability	precision	predictability	resilience	transparency
producibility	safety	recoverability	relevance	testability

What are the feedback for Software Architecture?

Fitness Functions

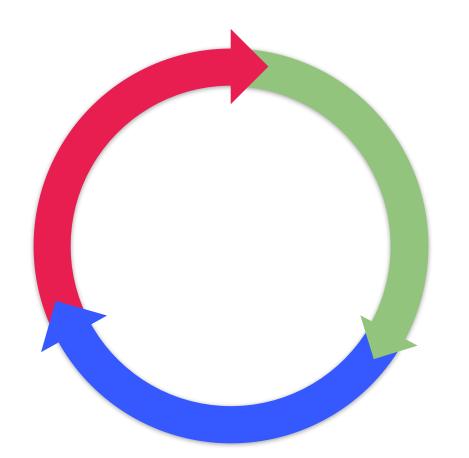
What is a "small outcome" for Software Architecture?

Walking Skeleton

"A Walking Skeleton is a tiny implementation of the system that performs a small end-to-end function. It need not use the final architecture, but it should link together the main architectural components. The architecture and the functionality can then evolve in parallel."

Alistair Cockburn

Define a set of NFRs to check with fitness functions



Build a "walking skeleton"

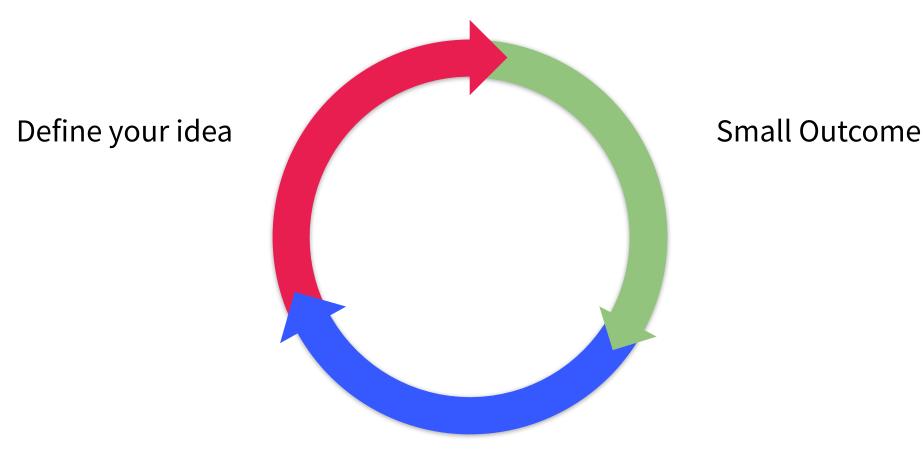
FLOWING® Evolve architecture with fitness functions

We should build this software?

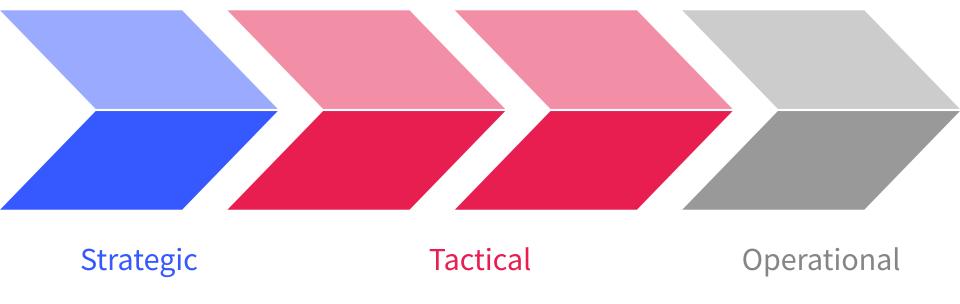
What kind of feedback do we need?

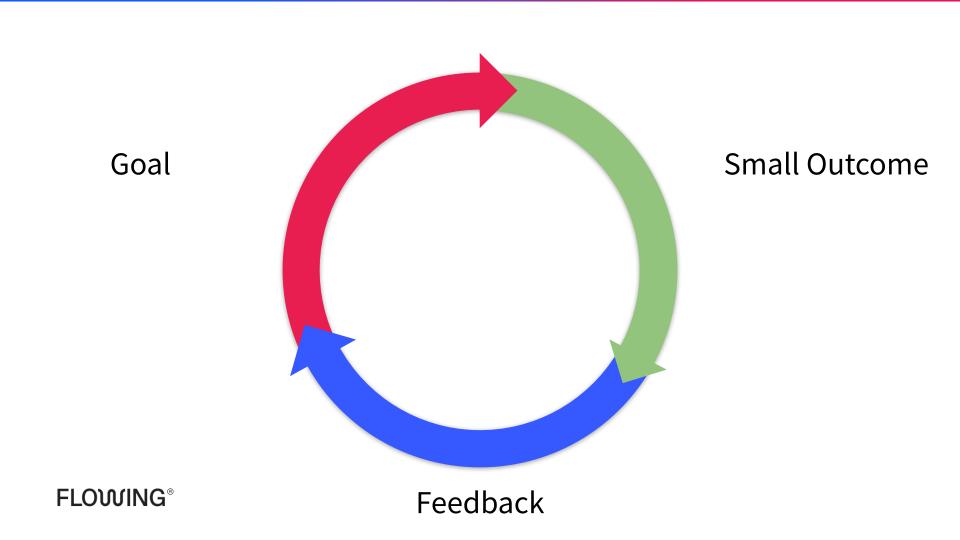
User Research





FLOWING® Use User Feedbacks to validate your idea





In a nutshell...

Learn the rules of the tool

Find the principles that are hidden in the tool

Explore interrelationships between tools



Thanks!

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Francesco Strazzullo

strazz@flowing.it