

# TEST-DRIVEN DEVELOPMENT

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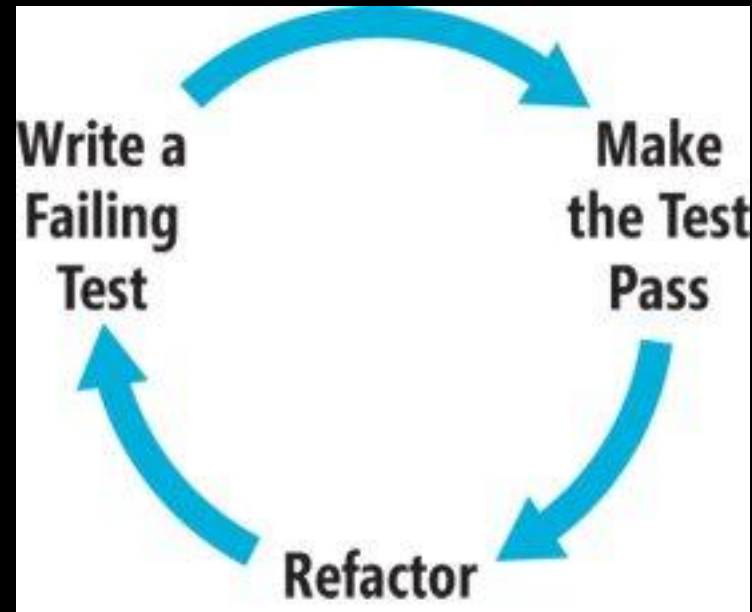
# PRESENTATION PLAN

- Introduction to technology
- Development cycles
- Coding style
- Advantages
- Weak spots
- Conclusion

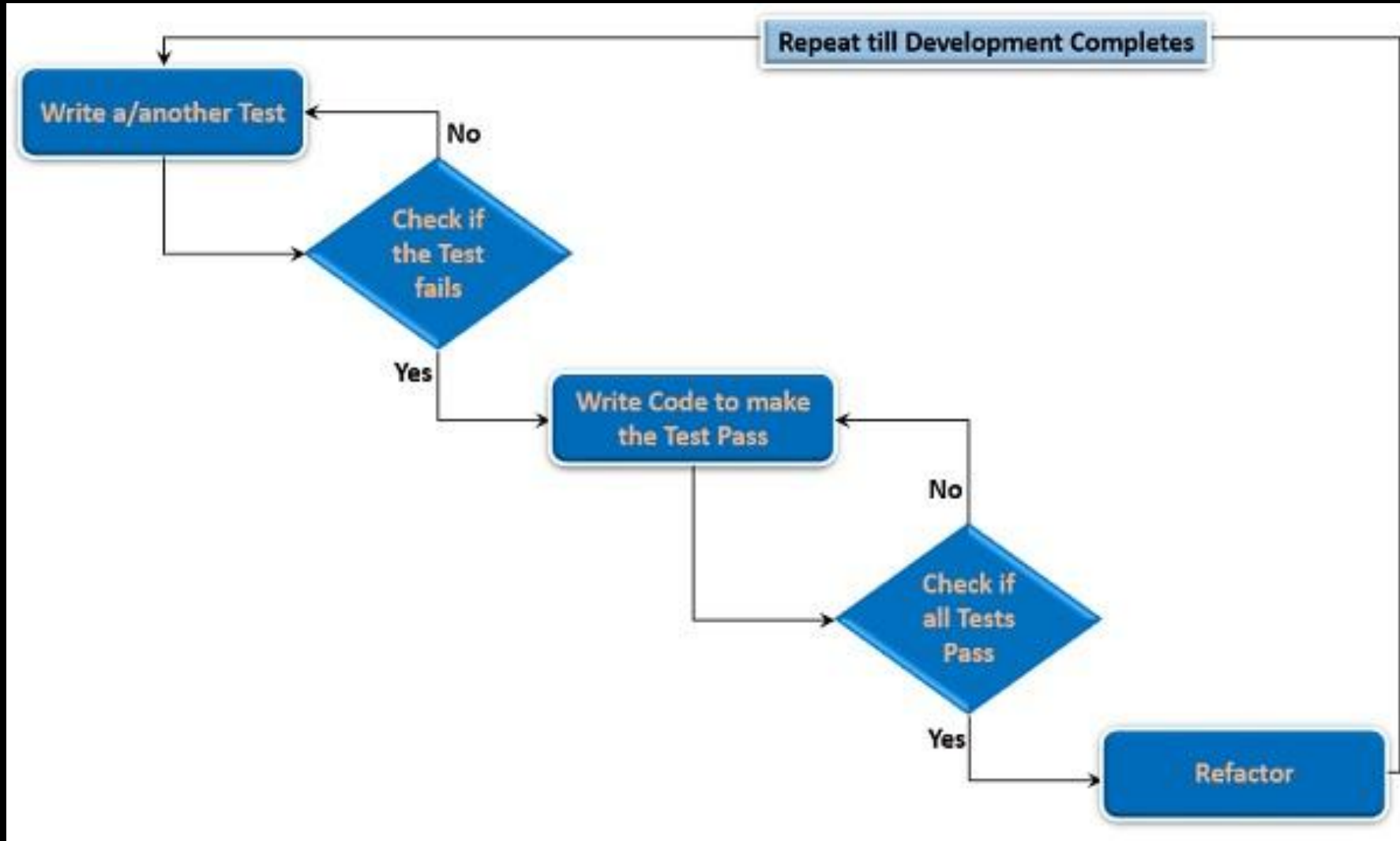
# INTRODUCTION



Kent Beck - Creator of methodology



# DEVELOPMENT CYCLES



# CODING STYLE

THE KISS PRINCIPLE | **KEEP  
IT  
SIMPLE,  
STUPID**

YAGNI

- You Ain't Gonna Need It

**FAKE IT 'TIL  
YOU MAKE IT!**

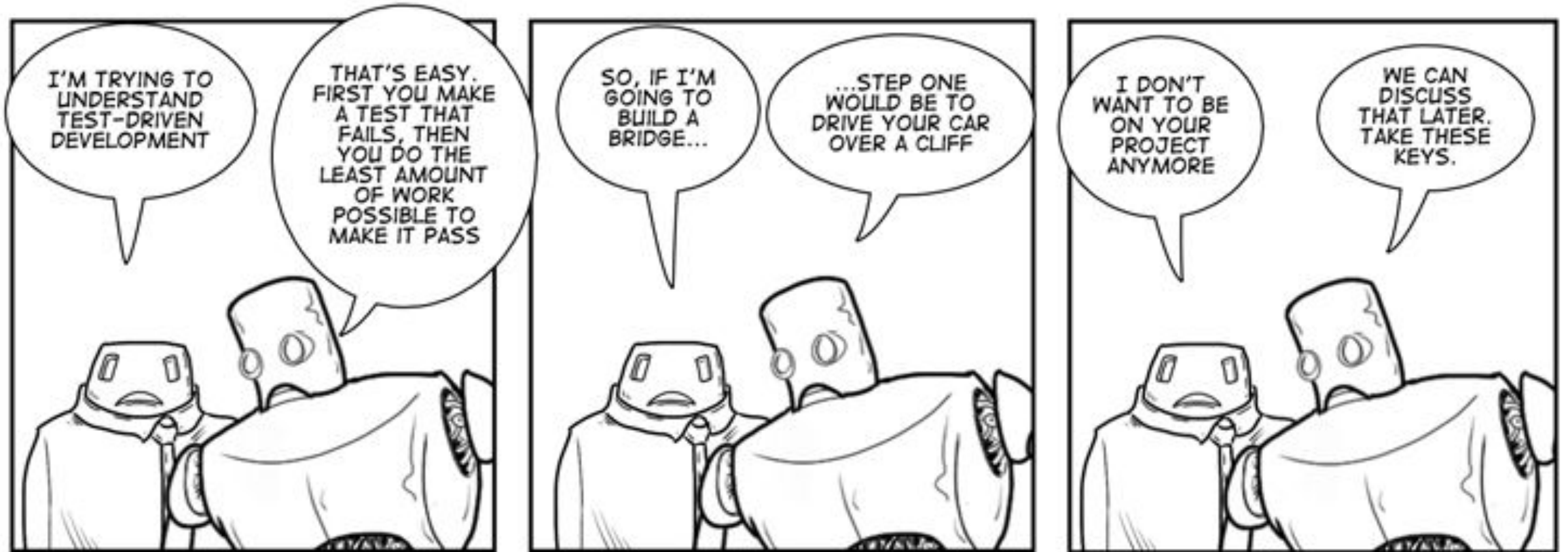
# ADVANTAGES

- More tests – more productive
- Less intensive use of debugger
- Influence on the interface and style of coding
- Less development time
- More effective refactoring
- Modular, flexible and extensible code
- Covering all ways of execution
- Additional documentation

# WEAK SPOTS

- Poor compatibility with functional tests
- More time to develop and maintain
- Single code and test source

# CONCLUSION







THANKS FOR ATTENTION