

Agile Wednesday

Coding Dojo
12. März 2014

The Setting

- 4 Notebooks
- up to 8 Developers
- 15 Minutes-Sprints
- TDD, Pair Programming
- After every Sprint: Rotation

TDD Cycle

Write a test

Test fails

Refactoring
(Test still
passes)

Write code, so
that test passes
(not more!)

Pair Programming

Driver

- Owner of the keyboard
- Writes the tests
- Writes the code

Navigator

- Focuses on the target
- Guides the driver
- Proposes next tests

Switch roles between sprints!

Rules

- Participate!
- Respect each other!
- Be optimistic!
- Dare to fail!
- Learning is more important than finishing!
- Have fun!

The Dojo

- Today, we focus on writing readable and maintainable code
- We validate our objective by rotating every 15 minutes, so that everybody has to understand and continue working on the code of another team.











The Yahtzee Kata

The game of yahtzee is a simple dice game. Each round, each player rolls five six sided dice. The player may choose to reroll some or all of the dice up to three times (including the original roll). The player then places the roll at a category, such as ones, twos, sixes, full house etc. If the roll is compatible with the score, the player gets a score for this roll according to the rules. If the roll is not compatible, the player gets a score of zero for this roll.

The kata consists of creating the rules to score a roll in any of a predefined category. Given a roll and a category, the final solution should output the score for this roll placed in this category.

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Namen					
1er	nur Einer	0	1	2	3
2er	nur Zweier	0	2	4	6
3er	nur Dreier	4	2	5	6
4er	nur Vierer	6	6	8	7
5er	nur Fünfer	7	9	8	9
6er	nur Sechser	2	12	6	9
Summe		20	12	12	9
Bonus ab 63	>>>>>>	78	75	72	72
Gesamt oben	+35	62	24	24	75
Viererpasch	>>>>>>	62	8	60	24
Viererpasch	alle Augen	—	—	60	69
Full-House	alle Augen	25	25	—	35
kleine Straße	25 Punkte	20	—	—	704
große Straße	40 Punkte	25	100	—	77
Kniffel	40 Punkte	20	25	—	23
Chance	50 Punkte	20	25	25	25
Gesamt unten		20	10	50	30
Gesamt unten	>>>>>>	22	50	40	30
Gesamt oben	>>>>>>	35	27	—	—
ENDSUMME	>>>>>>	60	266	77	79
		452	703	60	727
			369	777	704
				235	782

Scoring Examples

- Ones, Twos, Threes, Fours, ...  • 3, 2 or 4 points
- Three of a kind  • 19 points
- Four of a kind  • 17 points
- Small straight  • 30 points
- Large straight  • 40 points
- Full house  • 25 points
- Yahtzee  • 50 points
- Chance  • 18 points

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