



# TDD

Duration 2 day(s) (TESTS-02)

## Test Driven Development with Java

### Description

Master the test-driven development method in a practical and practical context.

### Goals

- Understand TDD as design tools
- Use the most suitable tools
- TDD as part of a refactoring and legacy code
- Understand the types of tests and their uses

### *Public*

- Architect
- Developer
- Project Manager

### *Prerequisites*

- Basic knowledge of Java

### *Structure*

30% Theory, 70% Practice

## Program

# The different types of tests

- Unit tests
- Integration tests
- Functional tests
- Performance tests

# The different lining techniques

- Dummy
- Stub
- Spy
- Mock
- Fake
- Summary

# Cover of tests

- Metric
- Mutation Testing

# The TDD principles

- Origin and XP
- The TDD process (test first, small increments ...)
- Emerging design & YAGNI

# Write maintainable tests

- Setup
- Test fixtures
- Naming

# SOLID principles in a TDD framework

## Refactoring & legacy code using TDD

### Go further

- BDD
- ATDD
- Kata & Coding Dojo
- Continuous integration