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The foreword by Kent Beck Authors of this book led a revolution in craft programming, controlling the environment in which the software grows. --Ward Cunningham Finally, the book is imbued with a code that exposes a deep symbiosis between TDD and OOD. This is one keeper. --Robert C. Martin If you want to be an expert in state art in TDD, you have to understand the ideas in this book. --Michael Feathers Test-Driven Development (TDD) is currently an established method for delivering better software faster. TDD is based on a simple idea: write tests for the code before writing the code itself. However, this simple idea requires skill and judgment to do well. Now there's a practical GUIDE to TDD that takes you beyond basic concepts. Drawing on a decade of experience in real-world systems, the two PIONEERS of TDD show how to allow tests to guide your development and develop software that is consistent, reliable and manageable. Steve Freeman and Nat Price describe the processes they use, the design principles they seek to achieve, and some of the tools that help them get the job done. With an extended example of work, you'll learn how TDD works on multiple levels, using tests to control features and object-oriented code structure, as well as using Mock Objects to detect and then describe relationships between objects. Along the way, the book systematically addresses the challenges that TDD development teams face, from integrating TDD into your processes to testing the most complex features. Coverage includes - Implementing TDD effectively: starting work, and maintaining momentum throughout the project - Creating cleaner, more expressive, more sustainable code - Using tests to stay relentlessly focused on maintaining quality - Understanding how TDD, Mock objects and object-oriented design come together in the context of a real software development project - Using Mock Objects to Guide Object-Oriented Designs: Understanding How TDD, Mock Objects and Object-Oriented Design Came Together in the Context of a Real Software Development Project - Using Mock Objects to Guide Object-Oriented Designs: Managing Complex Test Data as well as retaining testing and development of the Speed Test (TDD) are now an established method for ensuring faster provision of better software. TDD is based on a simple idea: write tests for code before writing the code itself. However, this simple idea requires skill and judgment to do well. 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