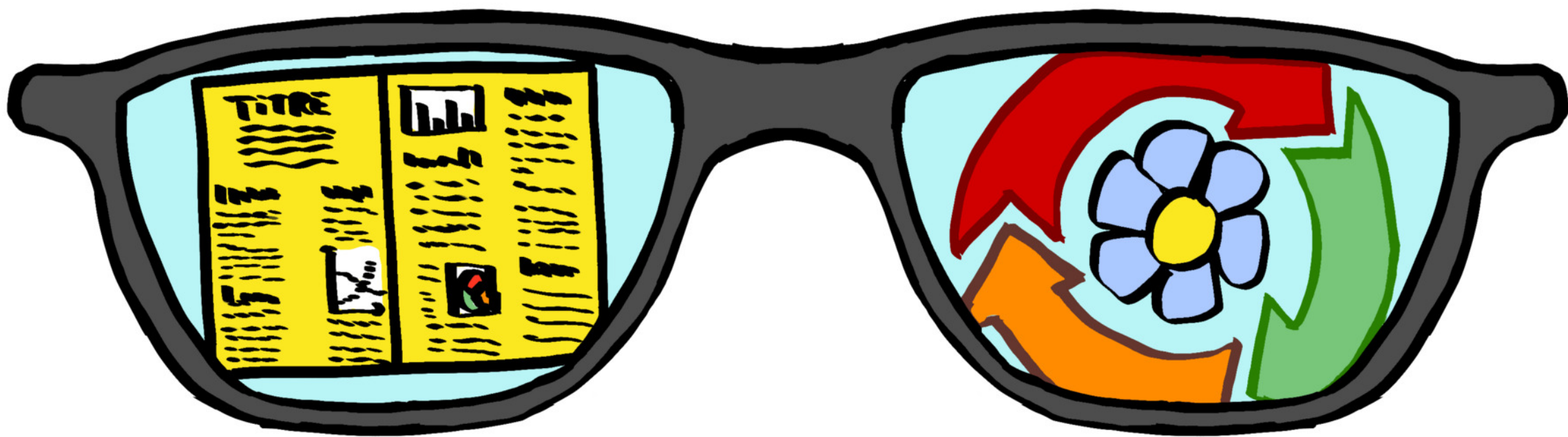




● INTRO



```
{
```

NAME: VICTOR
LAMBRET

AGE: 0X28

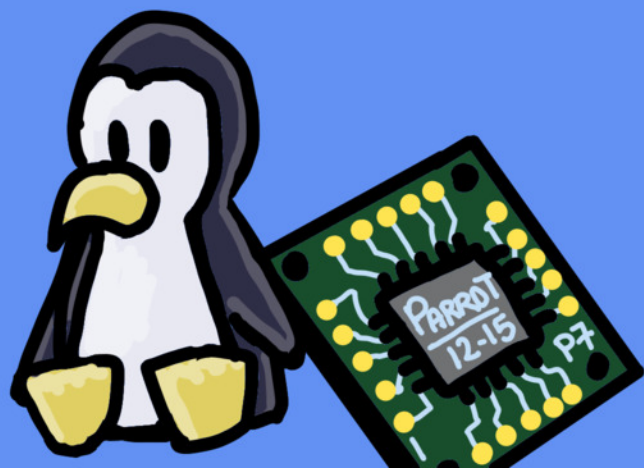
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DEVELOPPER

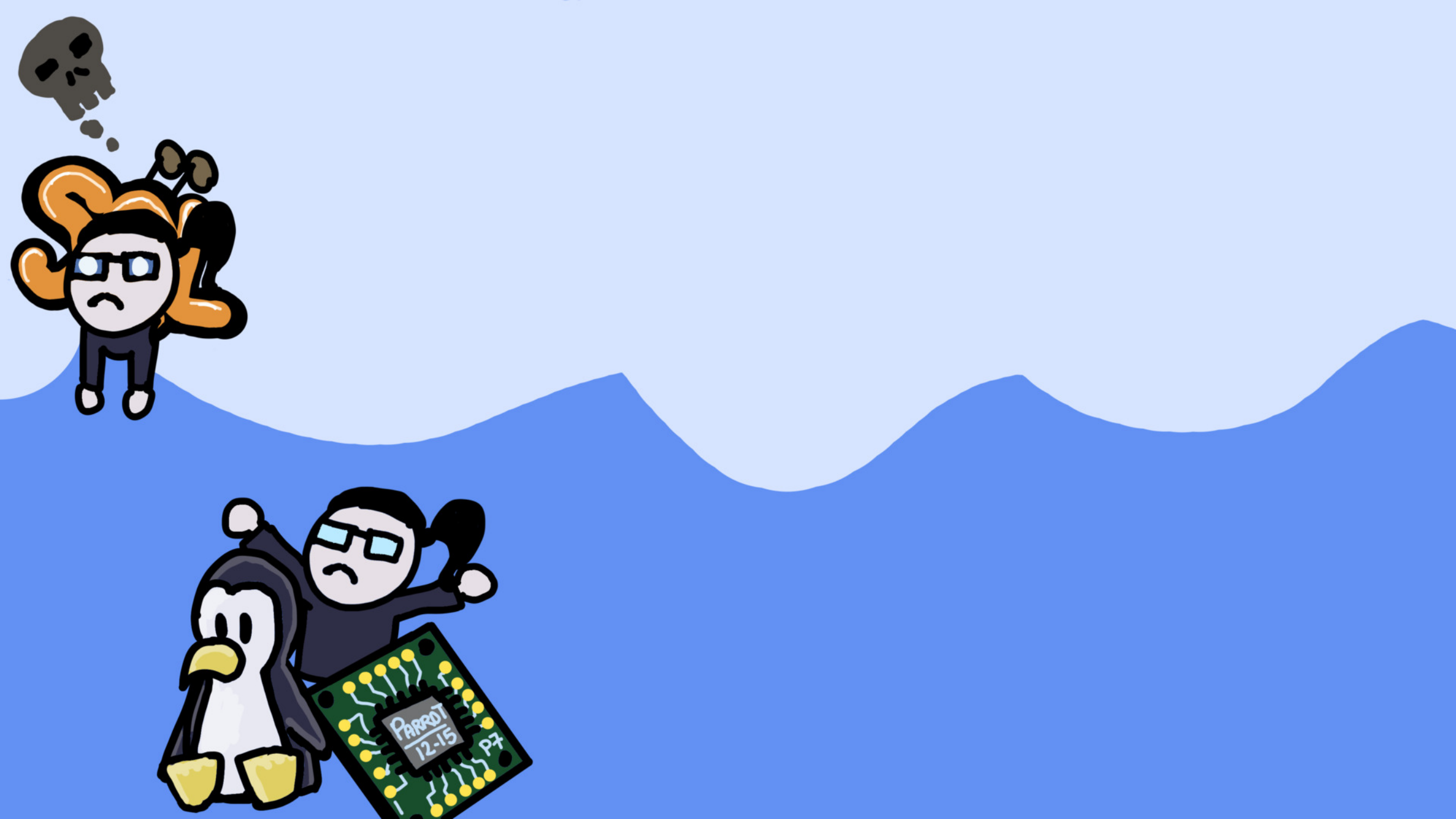
COMPANY: AGICAP

```
}
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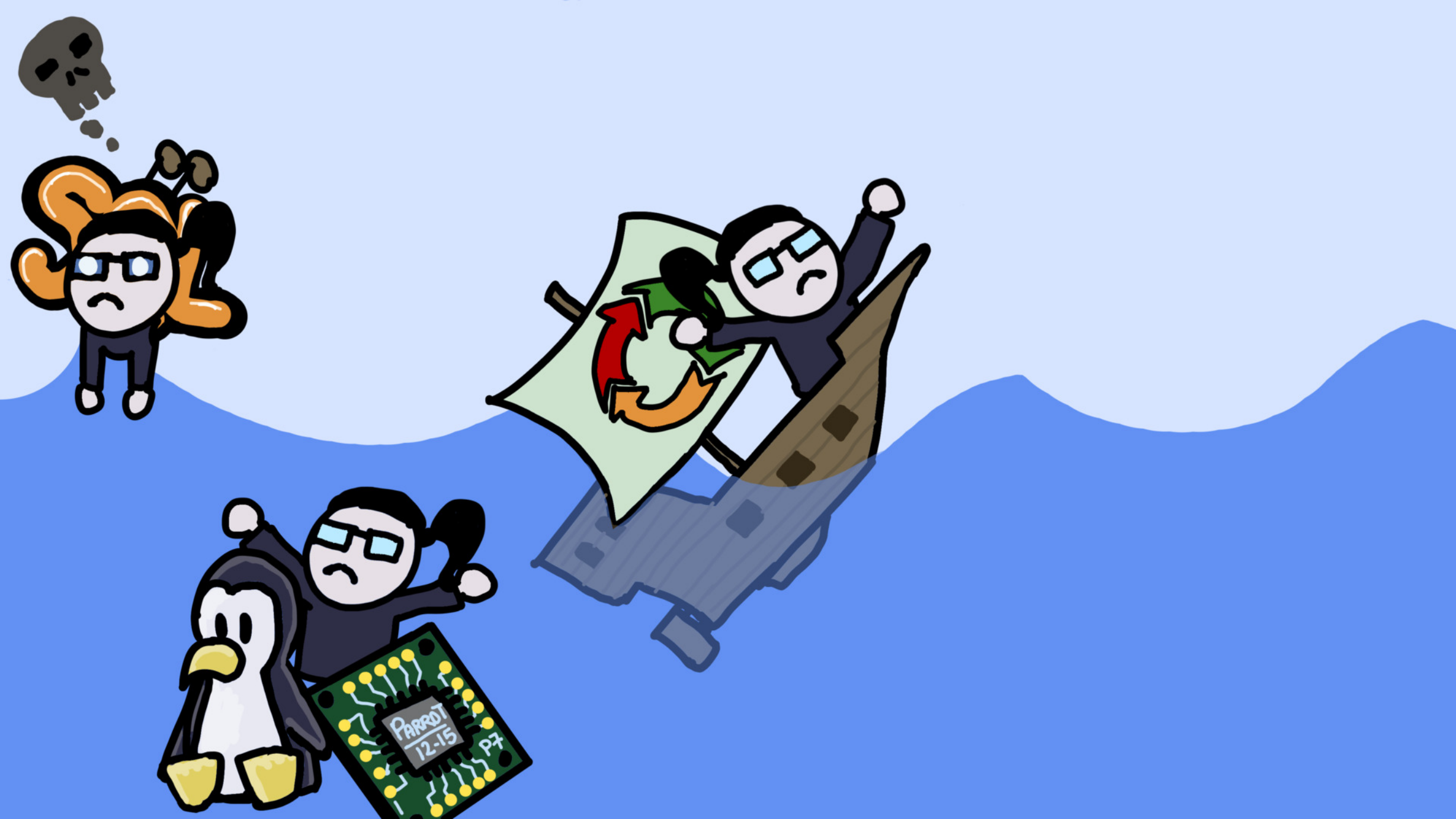
SQL

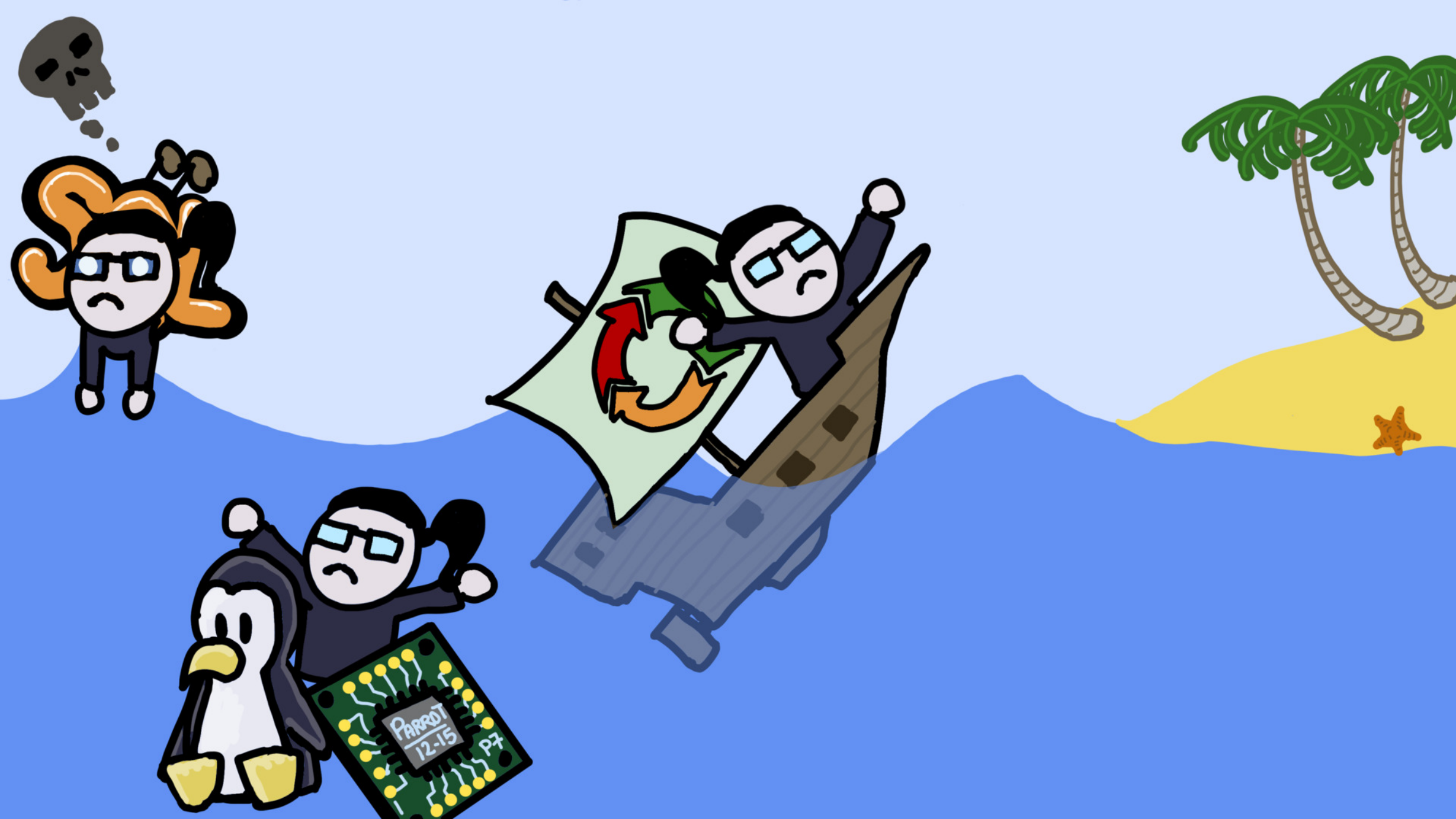


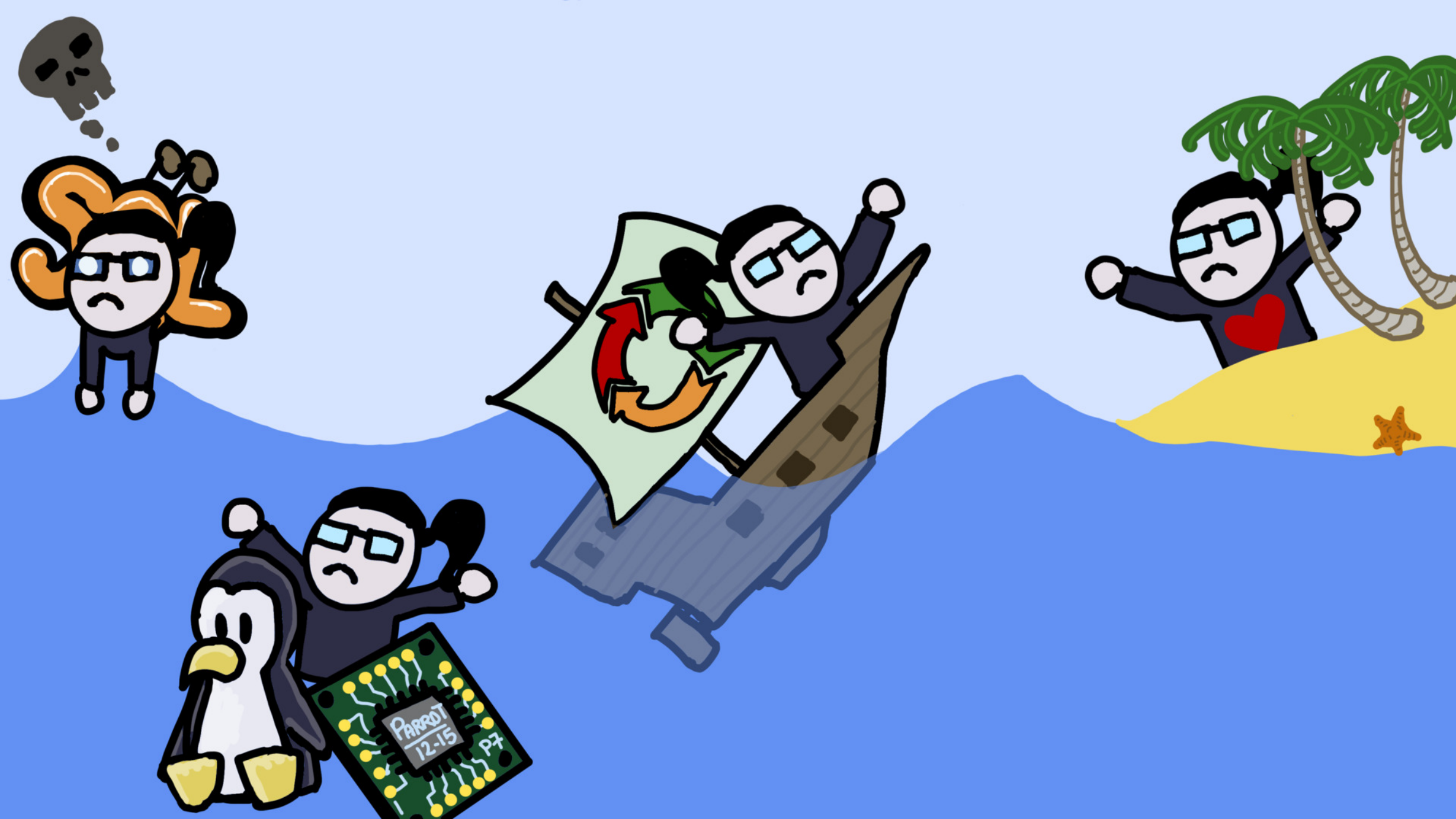


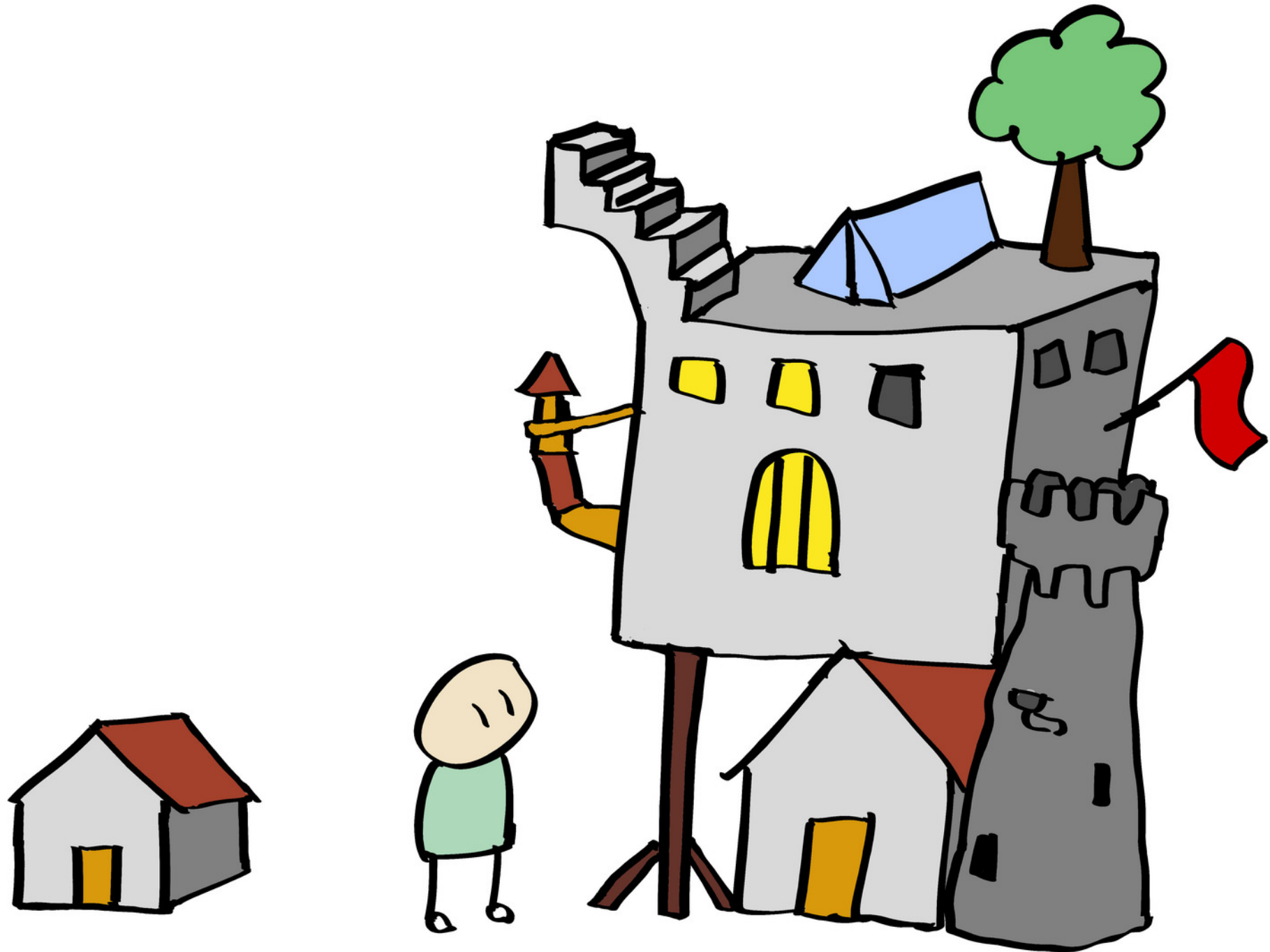


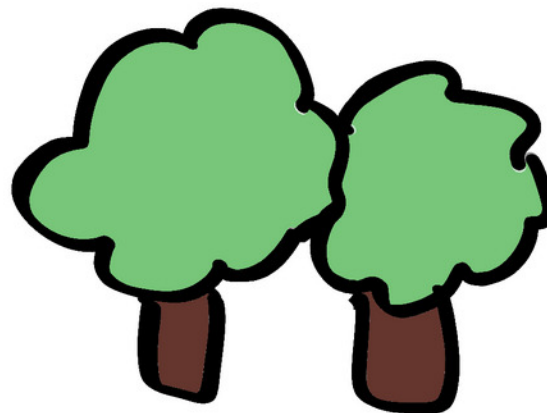
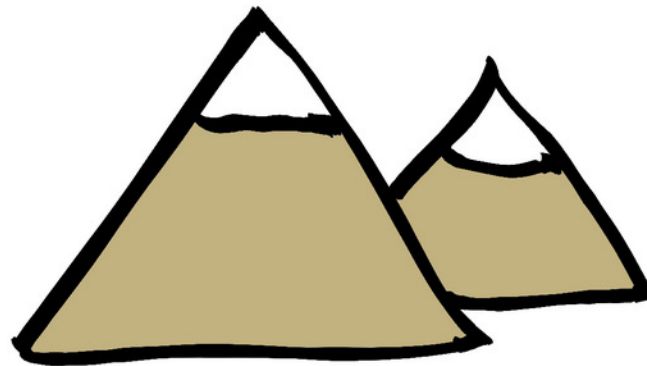
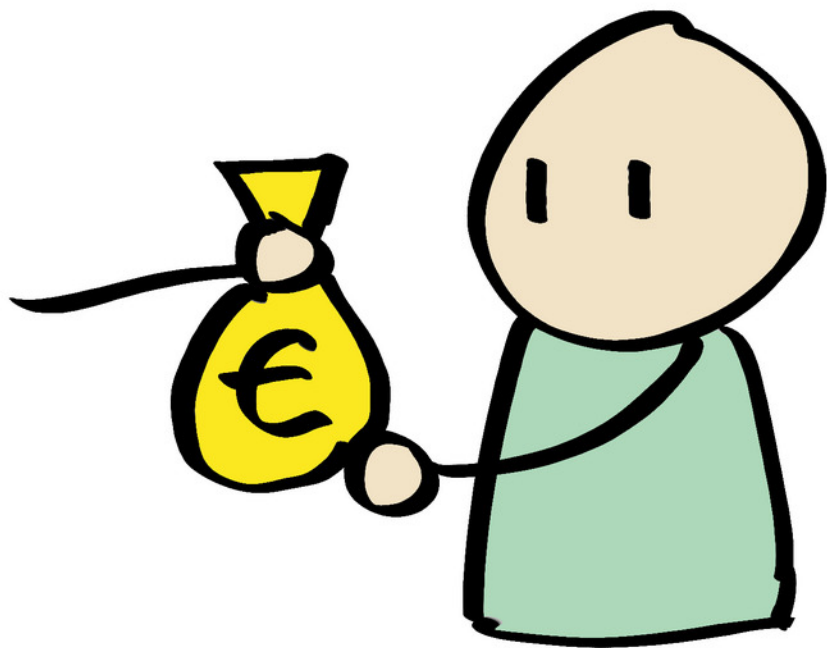


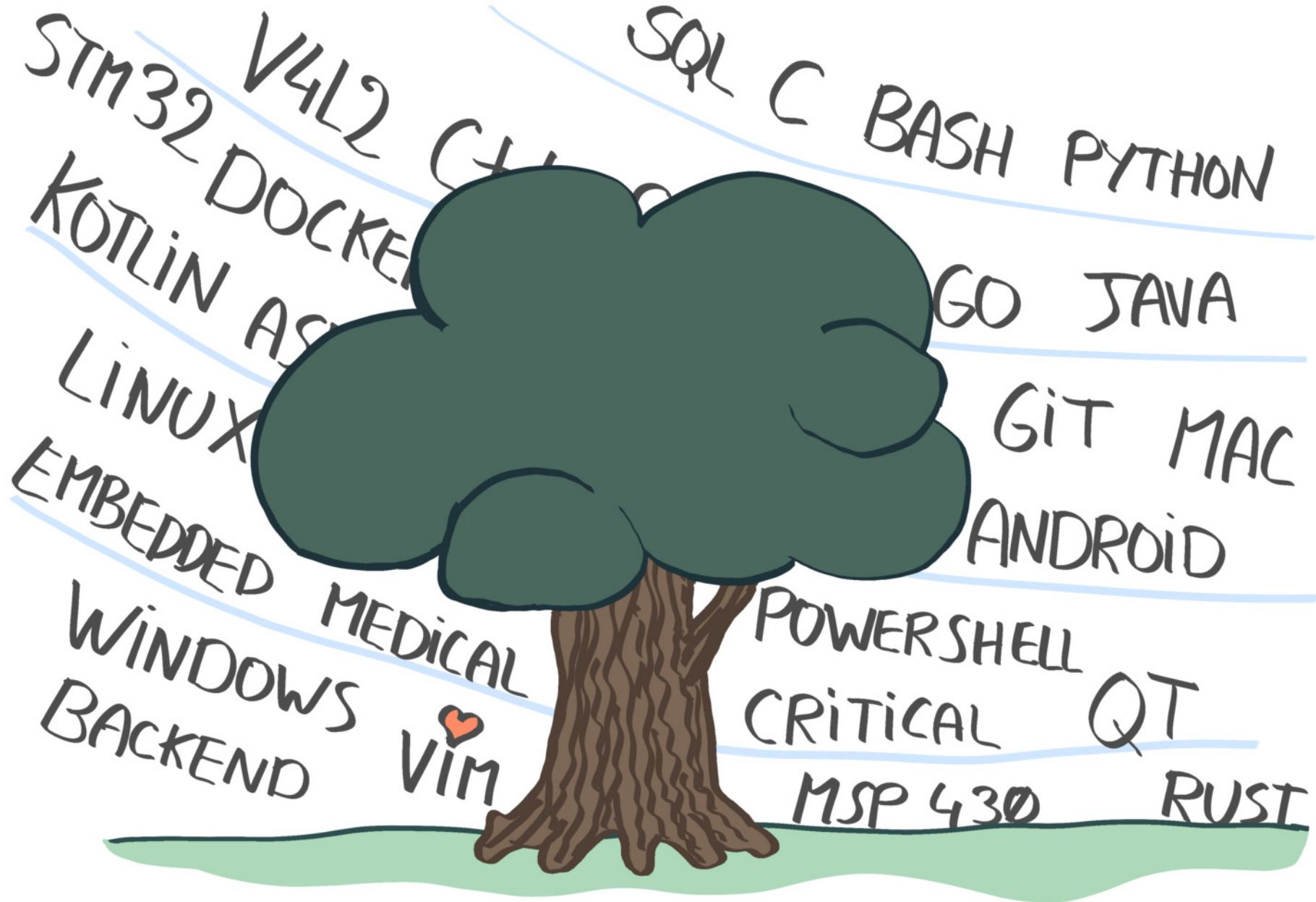


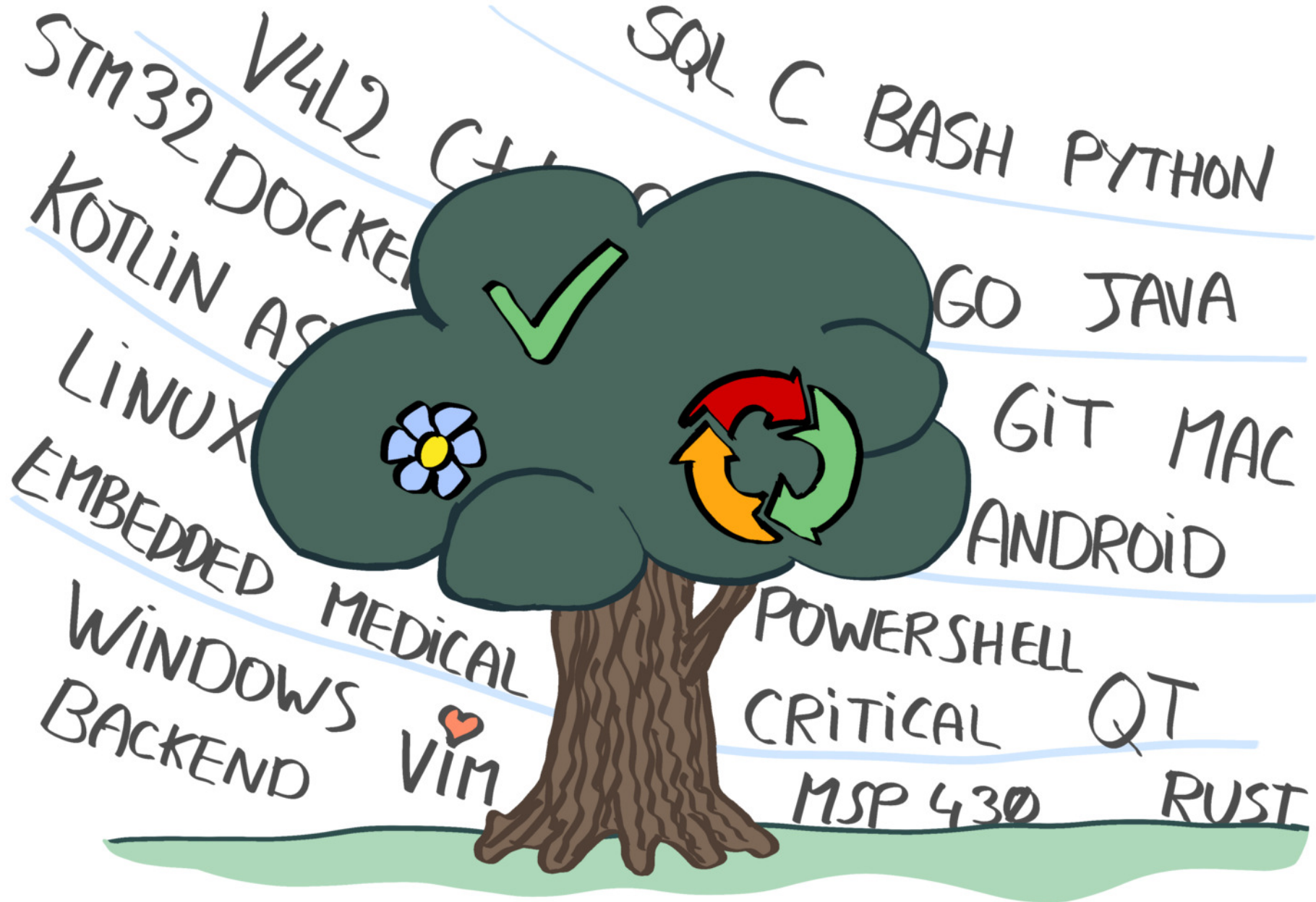


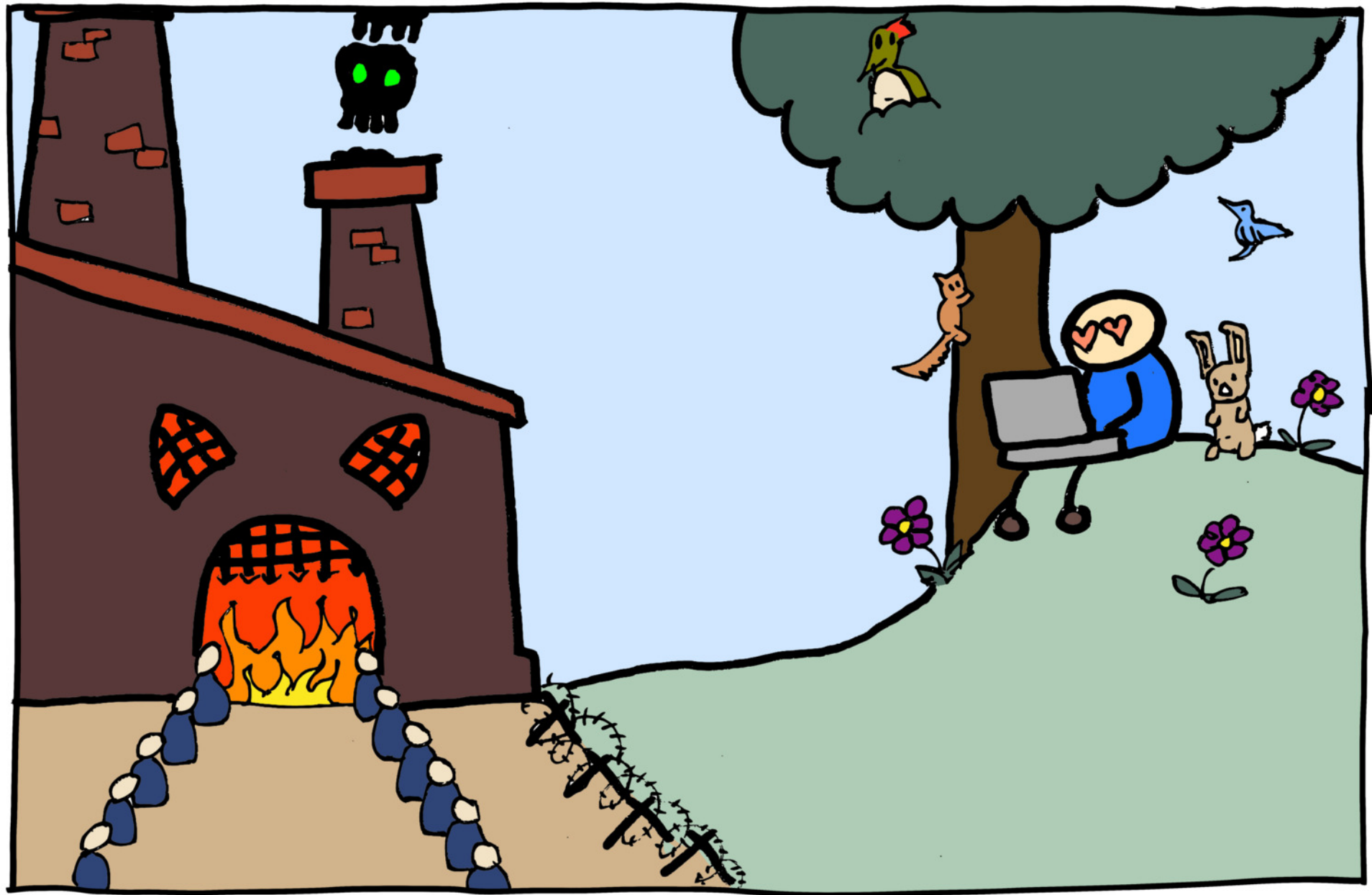












XP



TDD
BDD
DDD



GREEN
REFACTOR
RED



Clean Code



ARTISANAT

LOGICIEL

XP



TDD
BDD
DDD



GREEN
REFACTOR
RED



Clean Code



ARTISANAT

LOGICIEL

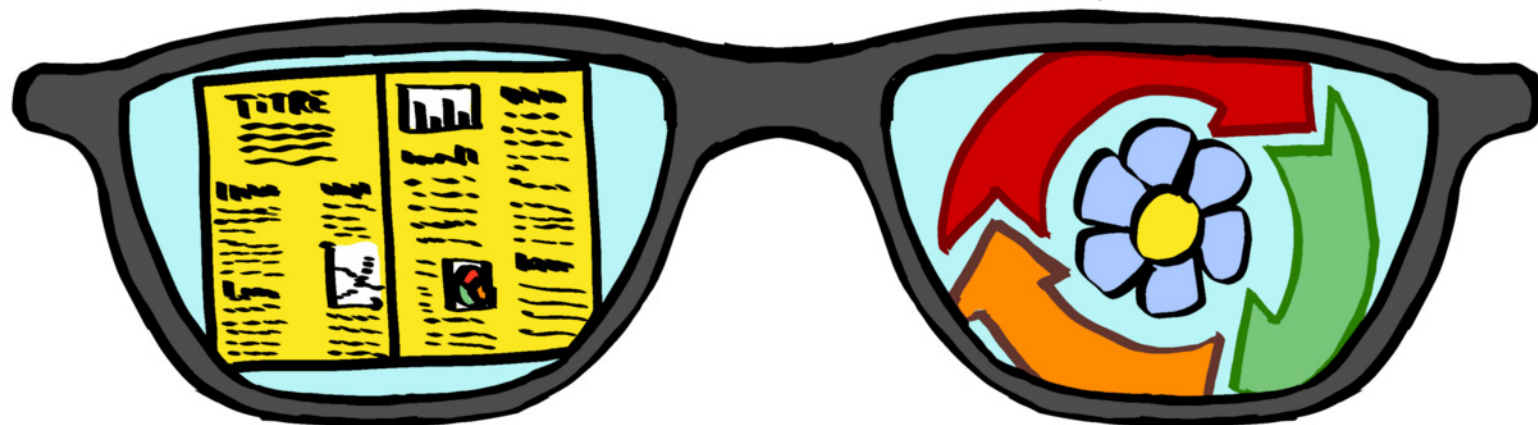


ARTISANAT
LOGICIEL

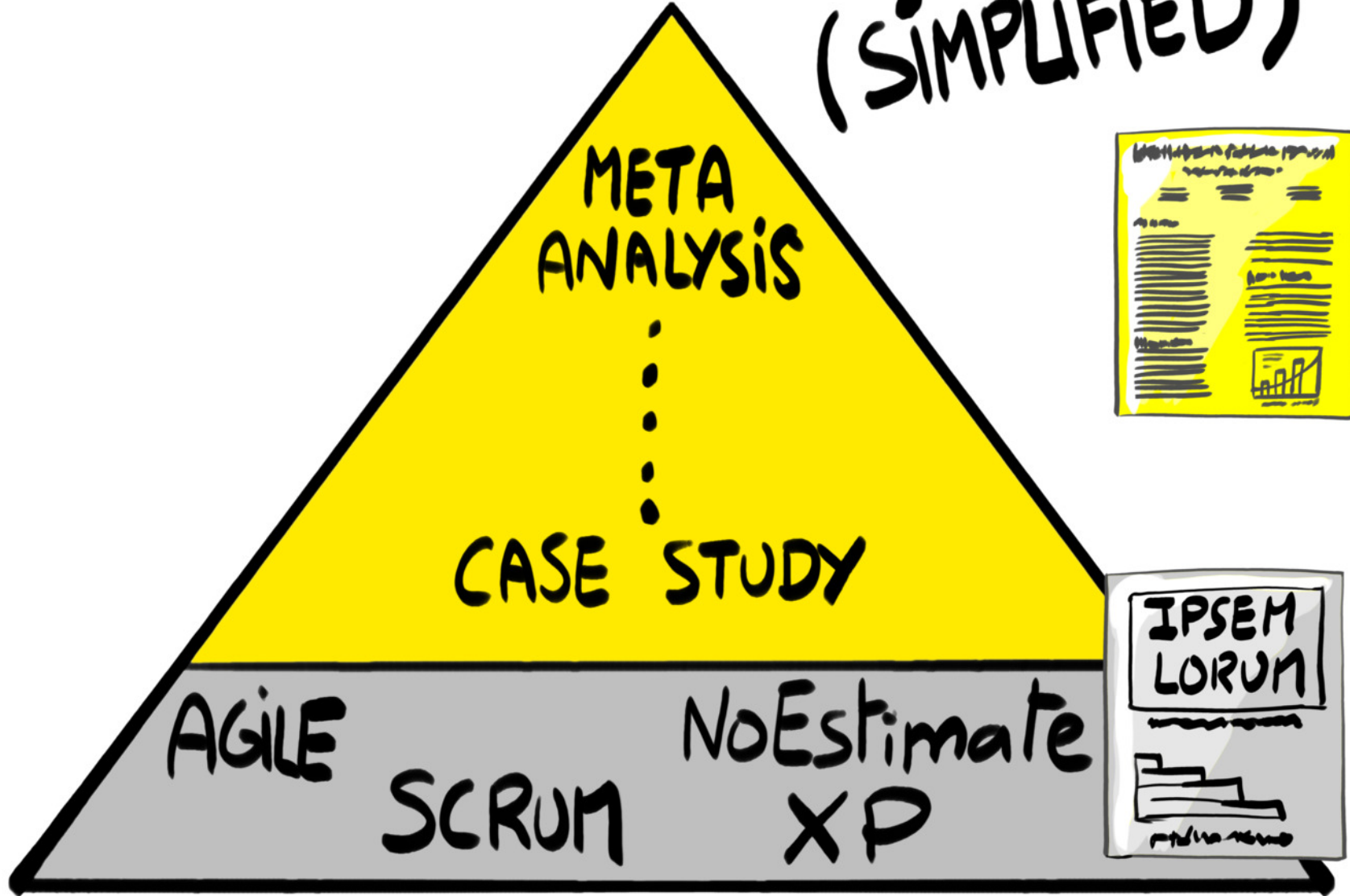
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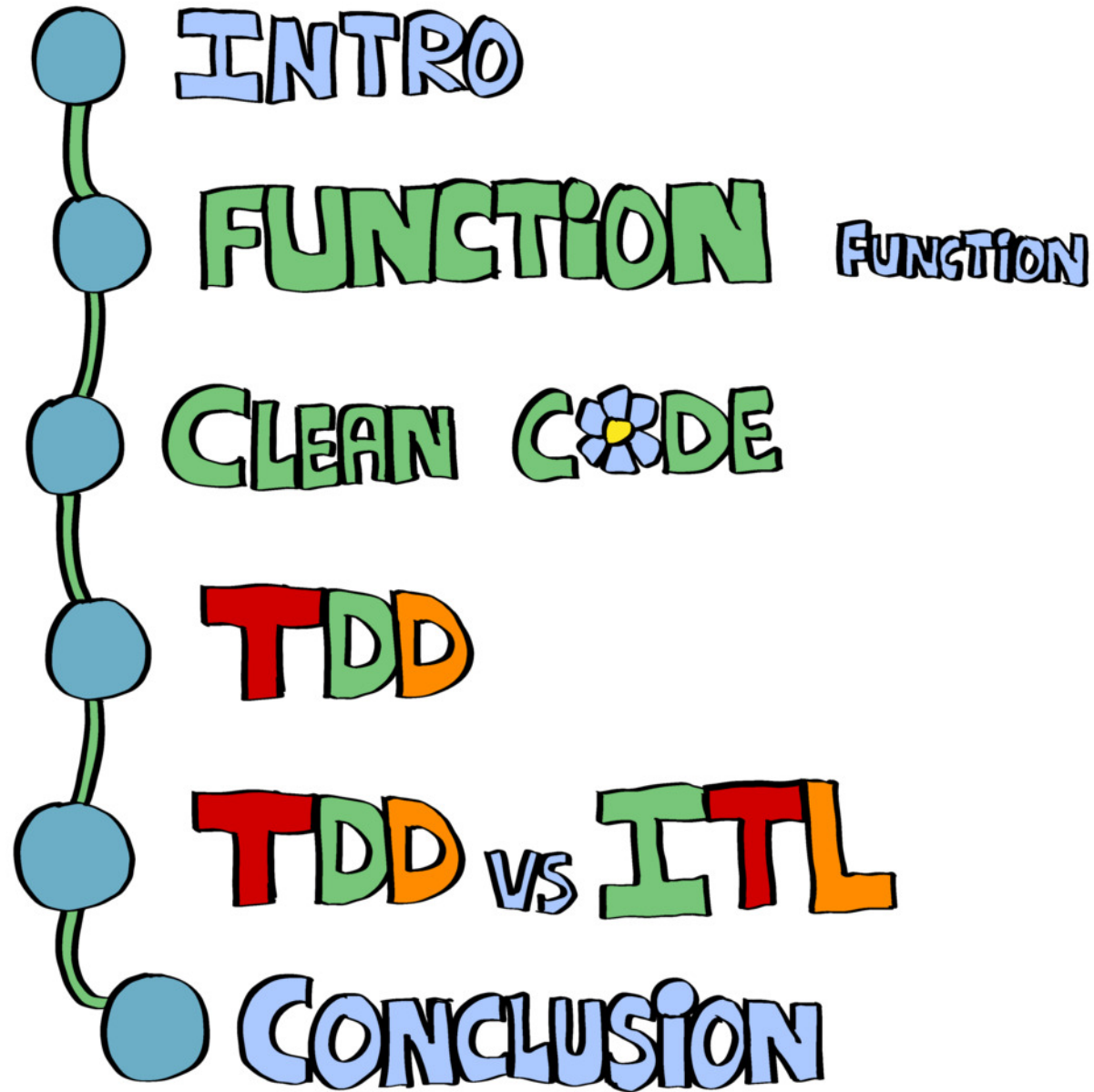
LE TDD

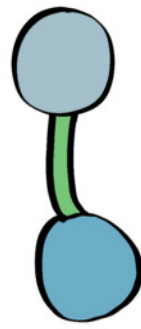
SANS
COMMENCER
PAR LES TESTS
?



LEVELS OF EVIDENCE (SIMPLIFIED)







INTRO



FUNCTION

FUNCTION

CLEAN CODE: A HANDBOOK OF AGILE SOFTWARE CRAFTSMANSHIP



Martin, Robert

2008

CLEAN CODE : TAILLE DES FONCTIONS

The first rule of functions is that they should be small. The second rule of functions is that they should be smaller than that.

CLEAN CODE : TAILLE DES FONCTIONS

Every function in this program was just two, or three, or four lines long. Each was transparently obvious. Each told a story. And each led you to the next in a compelling order. That's how short your functions should be !

CLEAN CODE : TAILLE DES FONCTIONS

This is not an assertion that I can justify. I can't provide any references to research that shows that very small functions are better

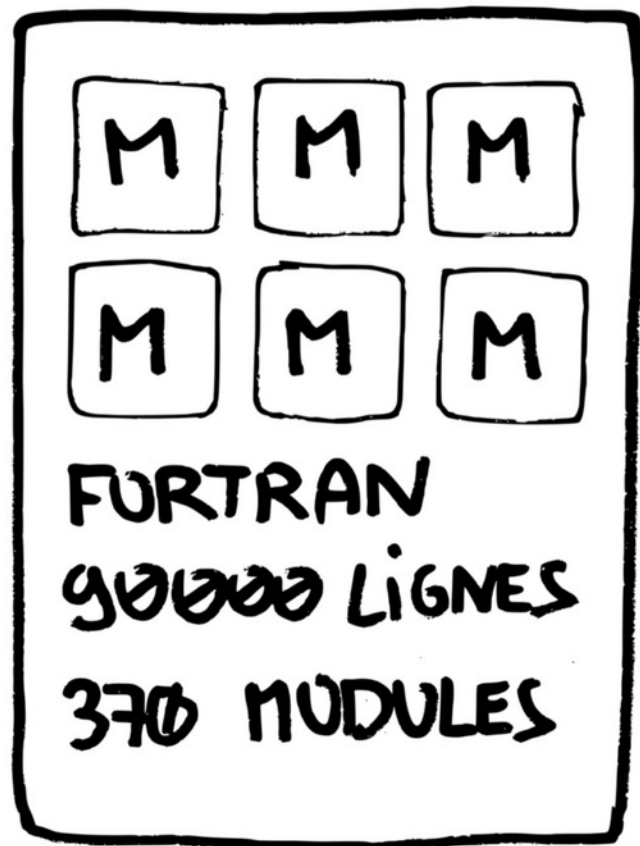
Pas de références ? Aucun soucis, c'est une telle évidence qu'on va trouver facilement :-)

SOFTWARE ERRORS AND COMPLEXITY: AN EMPIRICAL INVESTIGATION

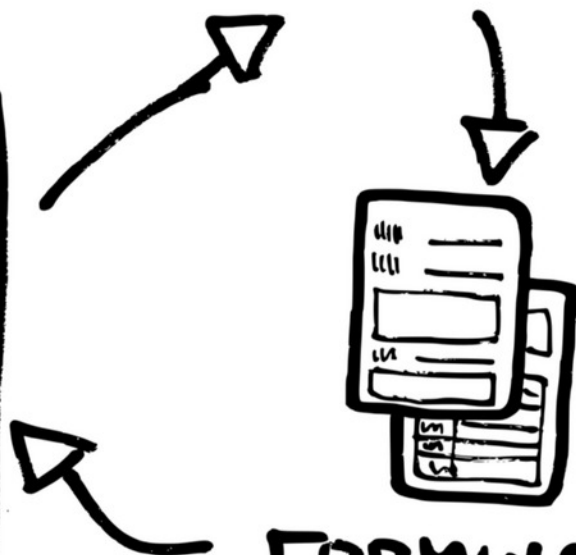


Basili, V. and Perricone, B.

1983



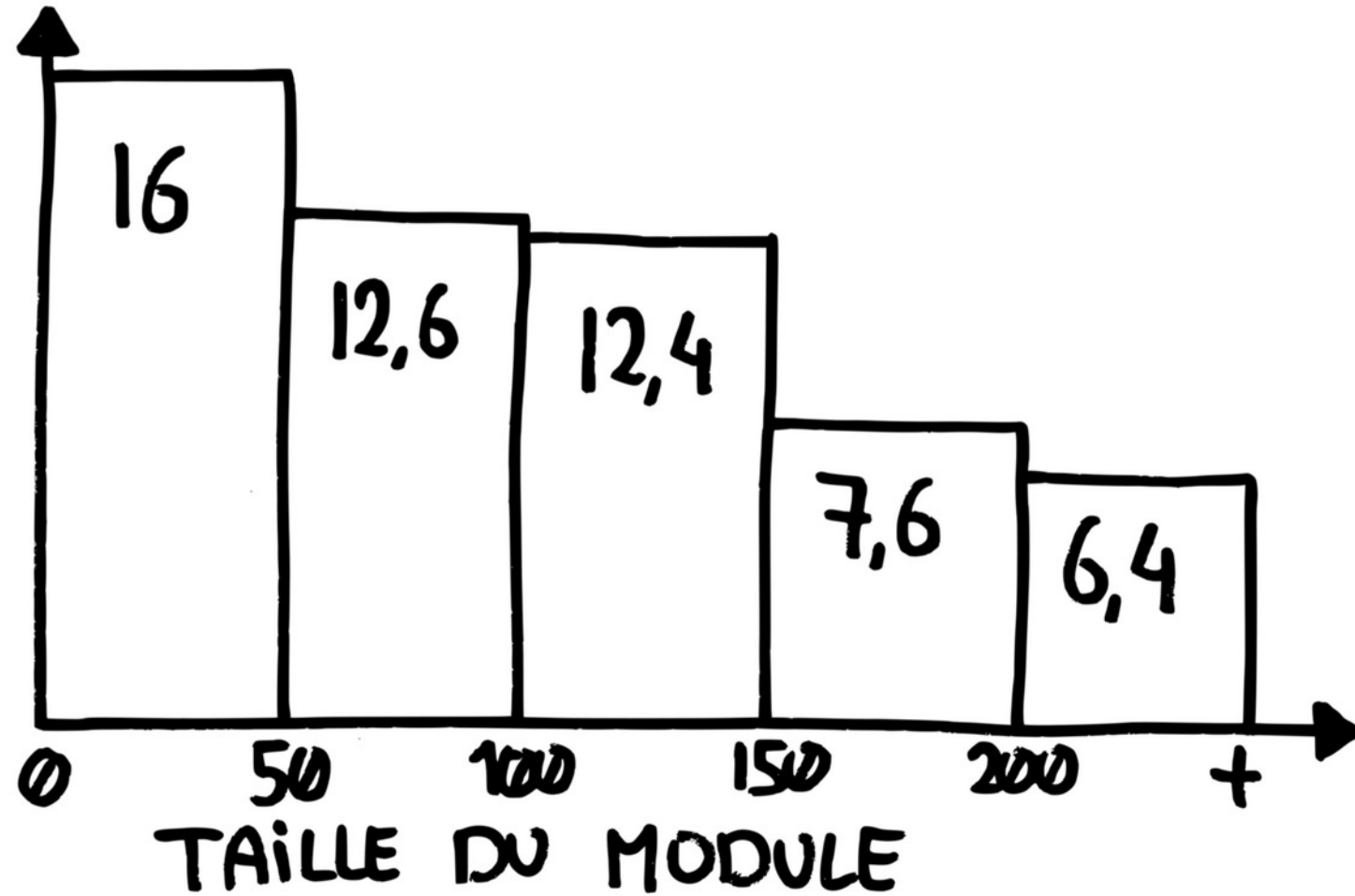
CHANGEMENT



FORMULAIRE



ERREURS/1000 LIGNES



CONCLUSION

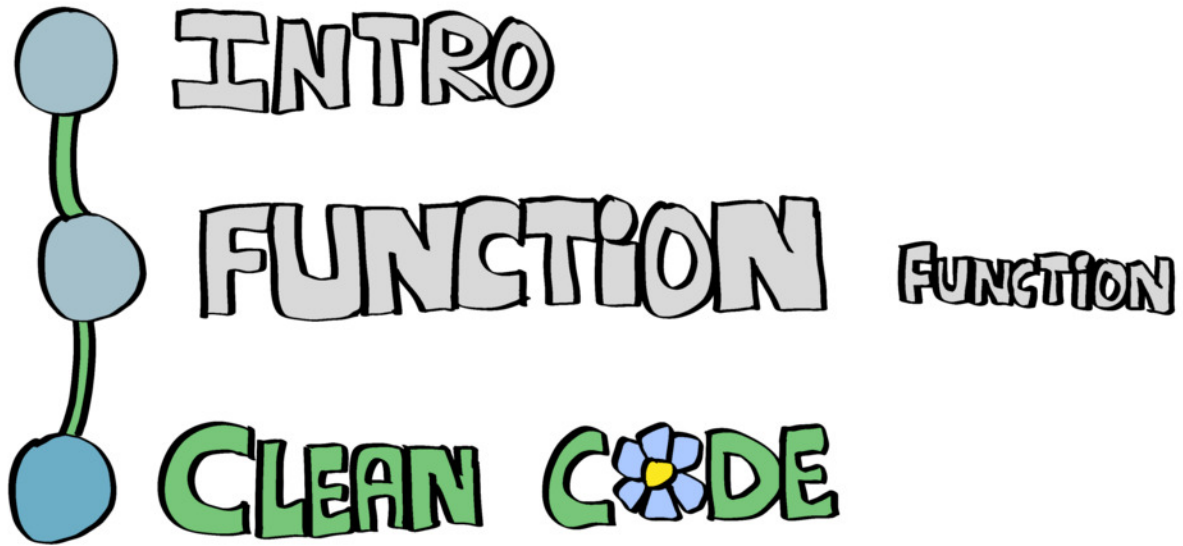
One surprising result was that module size did not account for error proneness. In fact, it was quite the contrary [...]. This result implies we are not yet ready to put artificial limits on module size and complexity.

MINCE ALORS !

Les résultats ne sont pas ceux attendus !

Mais c'est une vieille étude. Maintenant, dans le contexte de Clean Code ça marche forcément !

C'est une telle évidence qu'on va trouver facilement :-)



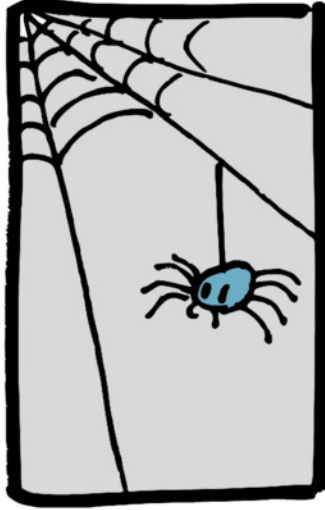
EFFECTS OF CLEAN CODE ON UNDERSTANDABILITY



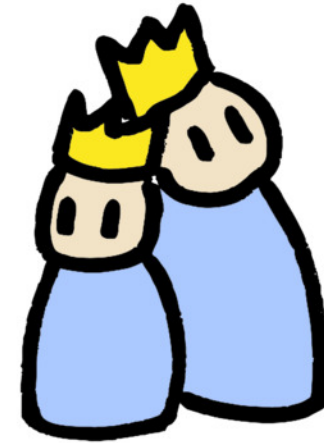
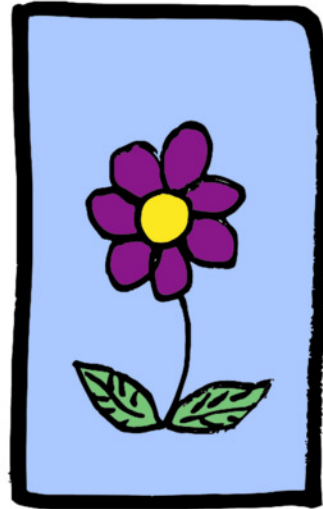
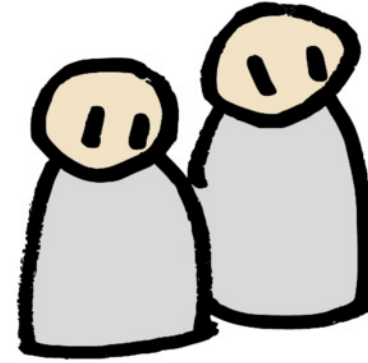
Henning Grimeland Koller

2016

JAVA



PAS D'BOL



WINNERS

Figure 5.11: Second Run of the Experiment: Time used by participants on assignment 1

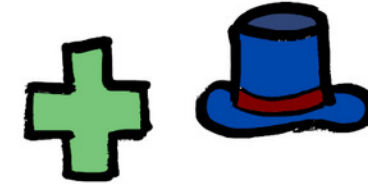
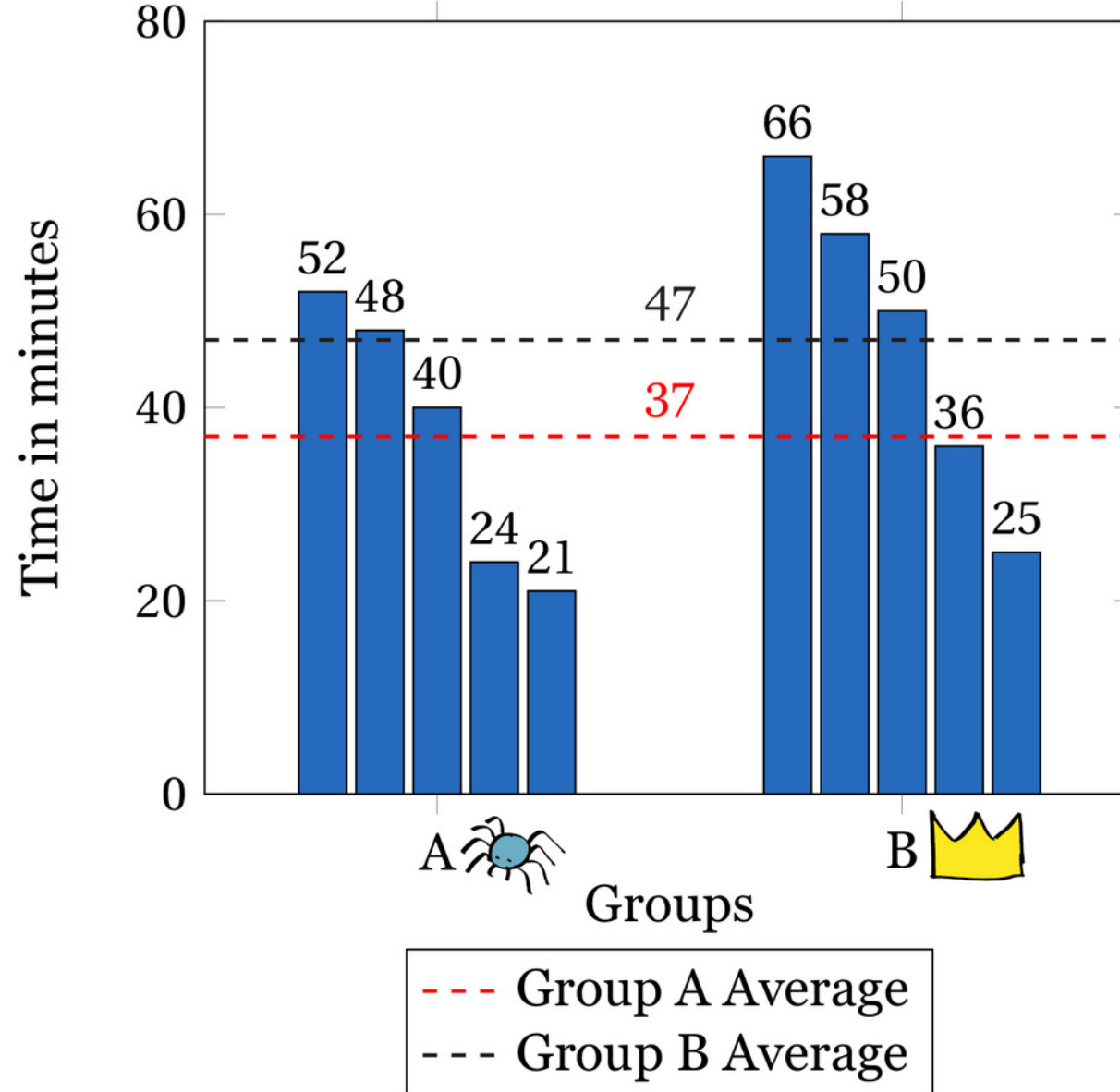


Figure 5.12: Second Run of the Experiment: Time used by participants on assignment 2

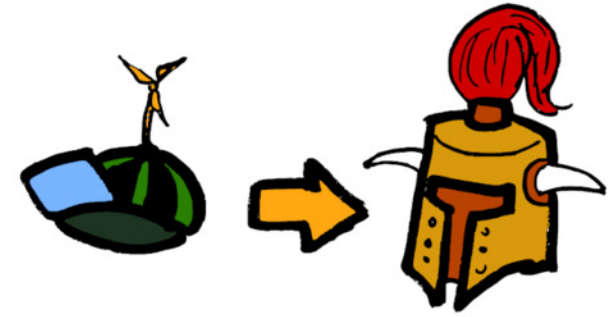
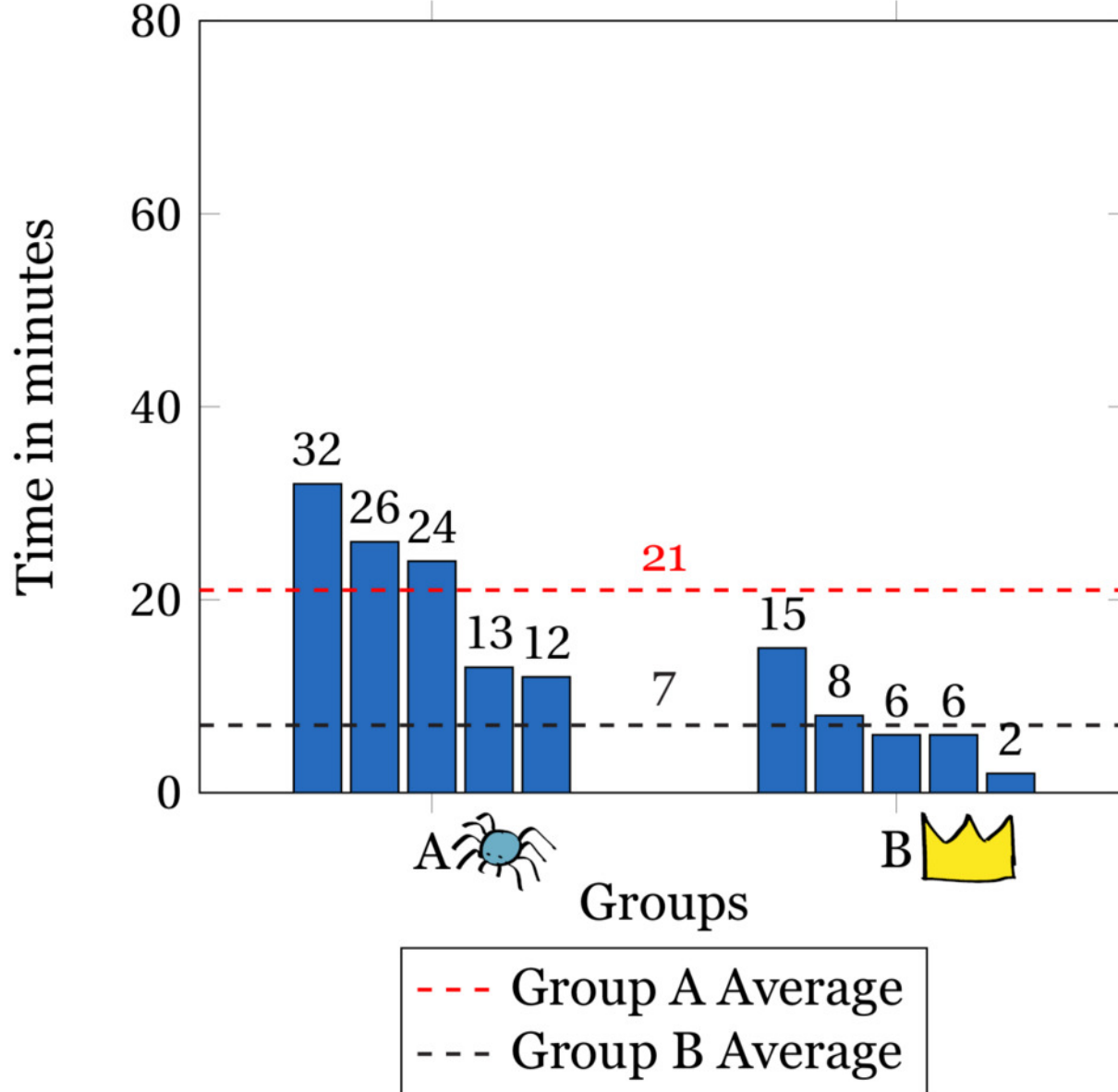
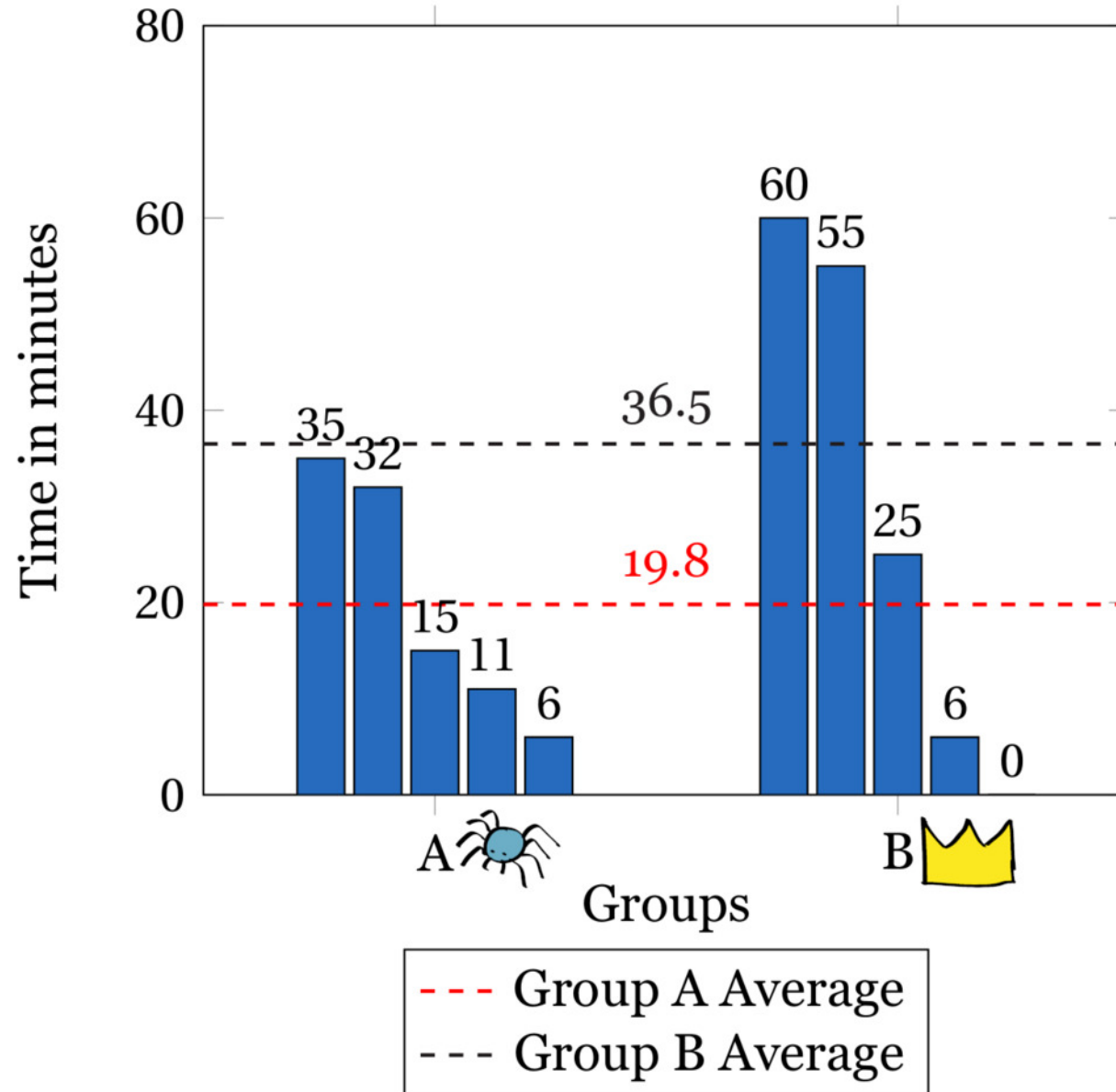


Figure 5.13: Second Run of the Experiment: Time used by participants on assignment 3



CONCLUSION

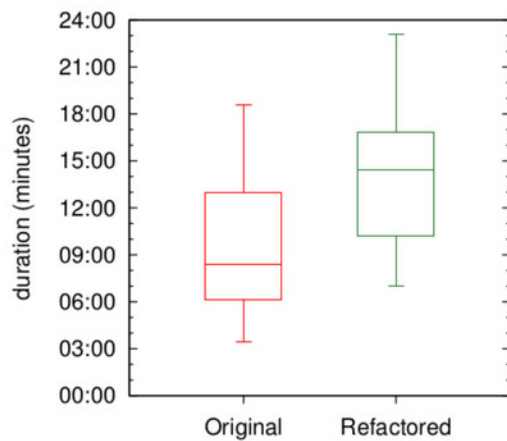
Despite our expectations, the results from the experiment show that we were wrong [...] there seems to be no immediate benefit of Clean Code in form of understandability.

OLD HABITS DIE HARD: WHY REFACTORING FOR UNDERSTANDABILITY DOES NOT GIVE IMMEDIATE BENEFITS

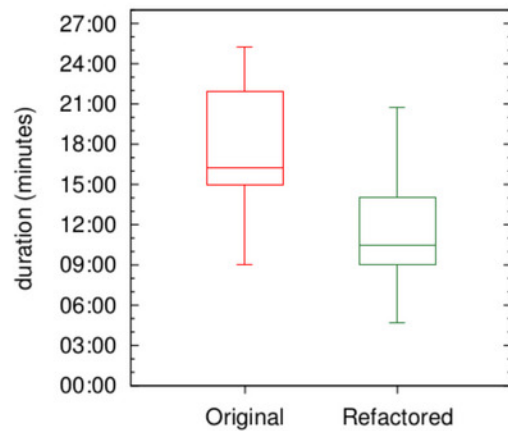


Ammerlaan, Erik and Veninga, Wim and Zaidman, Andy

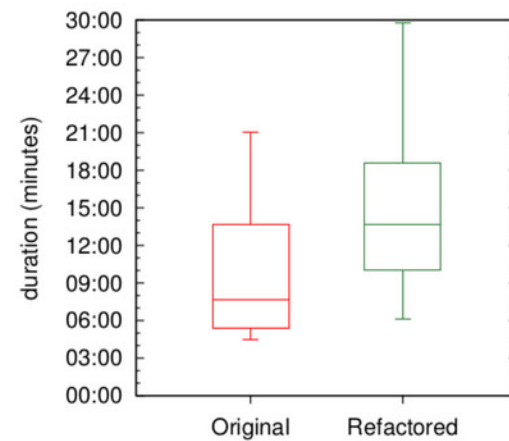
2015 - 2015 IEEE 22nd International Conference on Software Analysis, Evolution, and Reengineering, SANER 2015 - Proceedings



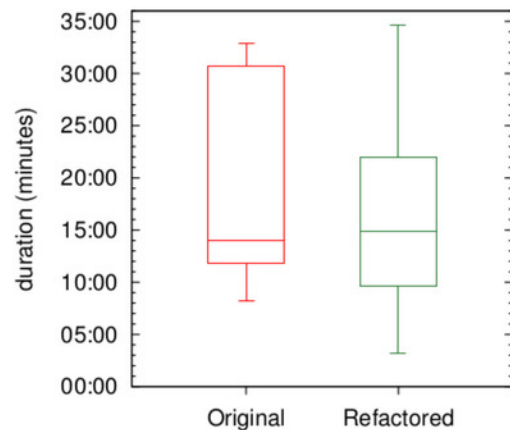
(a) RejectionNotifier (S)



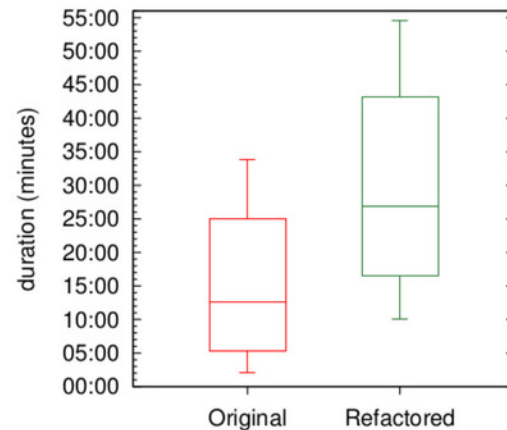
(b) PurchaseOrderTools (S)



(c) ContractProlongation (S)



(d) FinancialEntryTools (M)



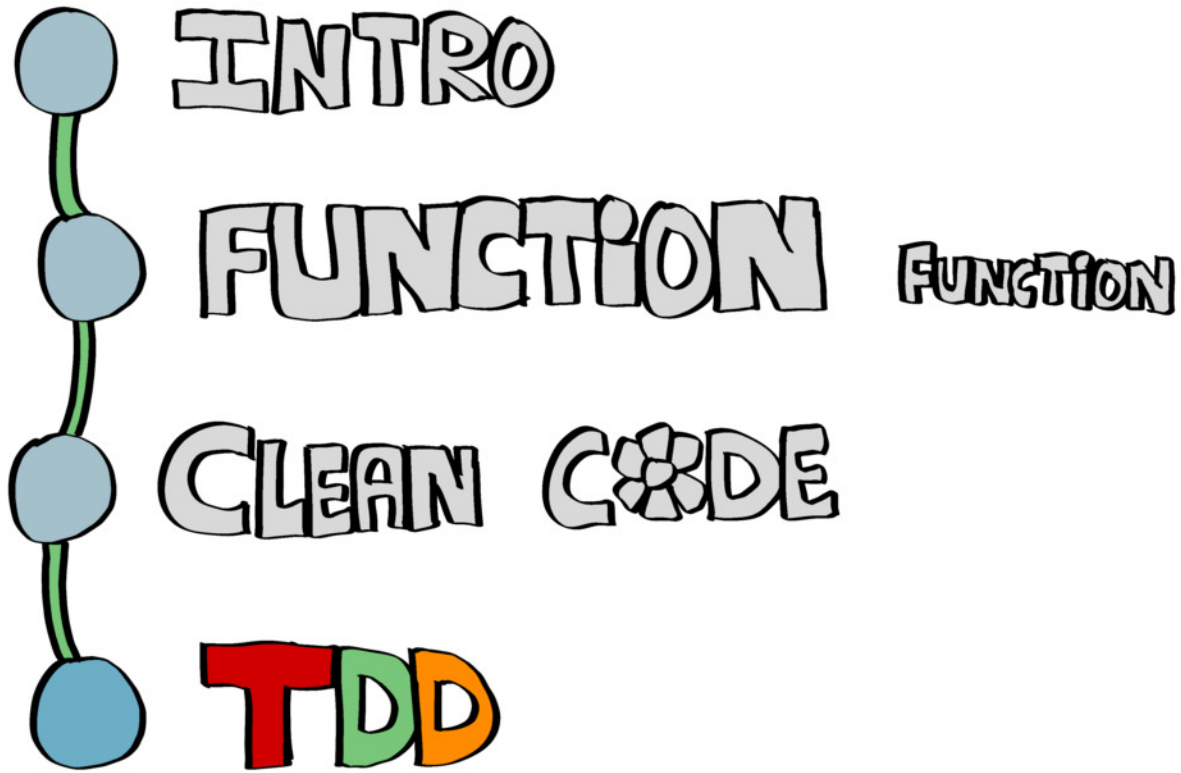
(e) ERDomain (L)

MINCE ALORS !

Les résultats ne sont pas ceux attendus !

Il faut se faire une raison : cette "évidence" n'en est pas
une

La réalité est plus compliquée que ça :)



ÉVALUATION DU TEST DRIVEN DEVELOPMENT

Vu les résultats précédents, que vais-je découvrir sur
un sujet complexe ?

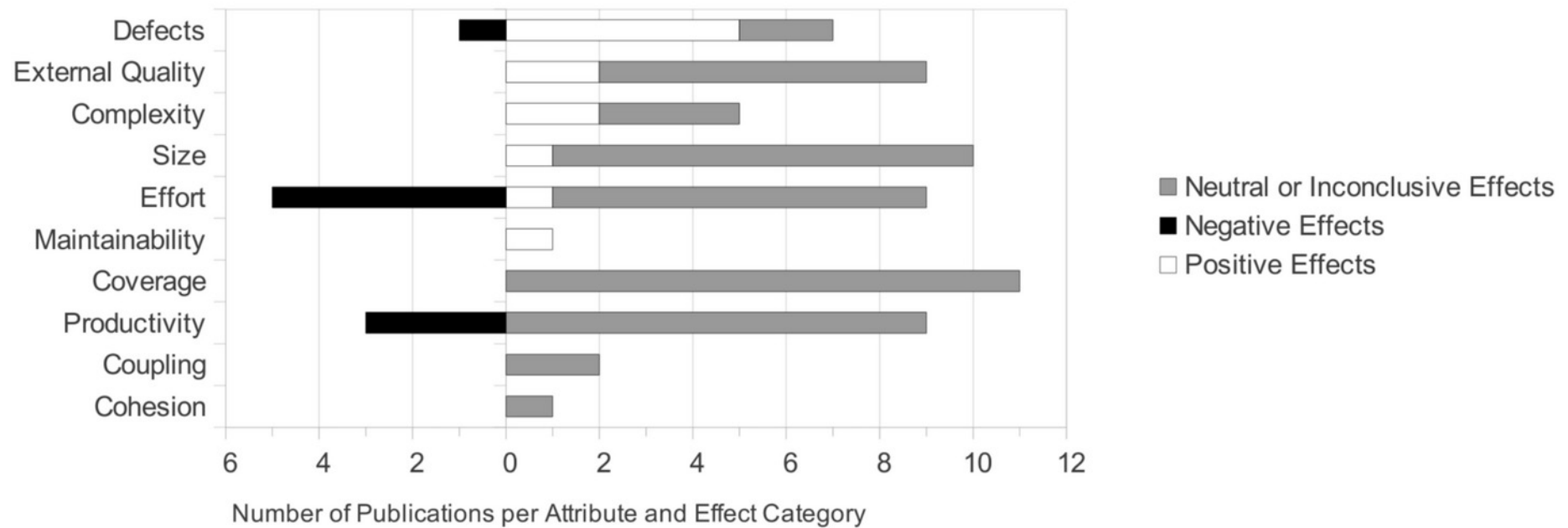
EFFECTS OF TEST-DRIVEN DEVELOPMENT: A COMPARATIVE ANALYSIS OF EMPIRICAL STUDIES



Makinen, Simo and Münch, Jürgen

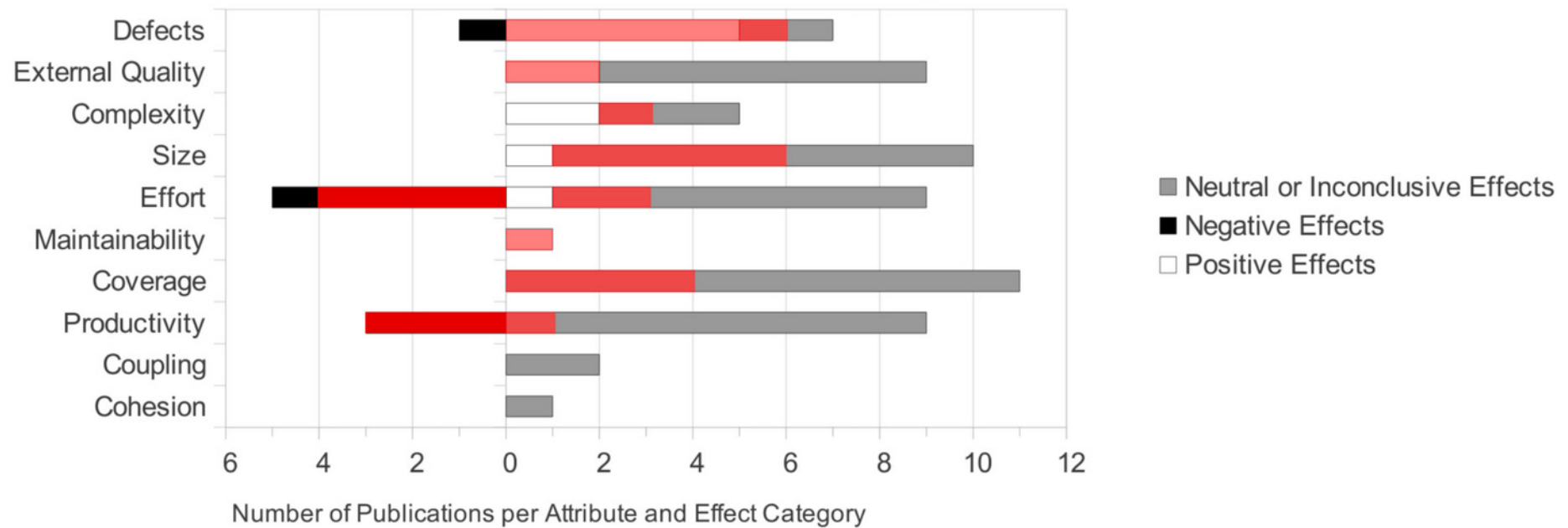
2014 - Lecture Notes in Business Information Processing

Reported Effects of Test-Driven Development



Reported Effects of Test-Driven Development

Études industrielles uniquement



REALIZING QUALITY IMPROVEMENT THROUGH TEST DRIVEN DEVELOPMENT: RESULTS AND EXPERIENCES OF FOUR INDUSTRIAL TEAMS



Nagappan, Nachiappan and Maximilien, E. and Bhat, Thirumalesh
and Williams, Laurie

2008 - Empirical Software Engineering

IBM

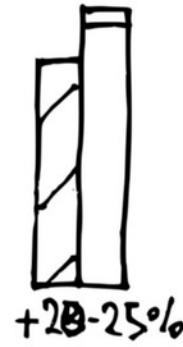
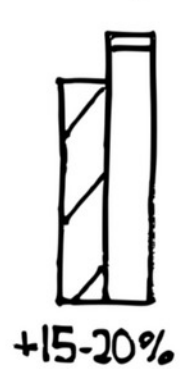
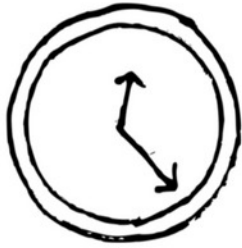
MICROSOFT

DRIVERS

WINDOWS

MSN

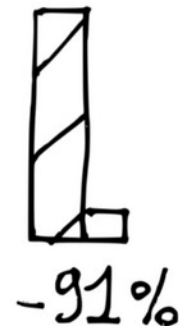
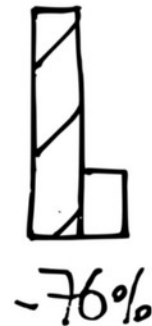
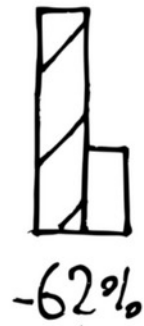
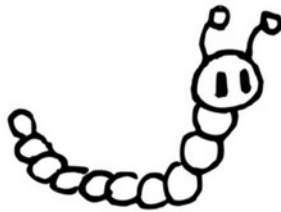
VISUAL
STUDIO

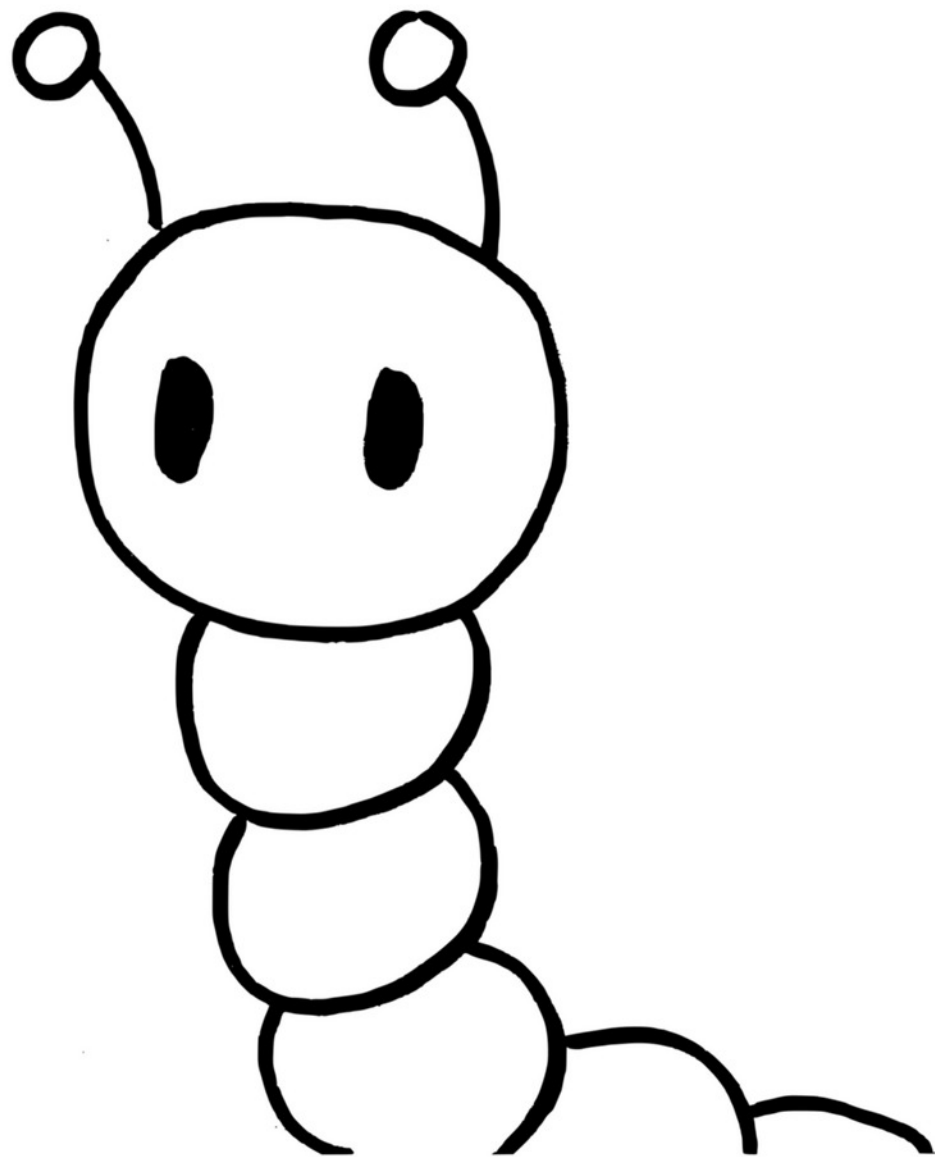


CONTROLE



TDD

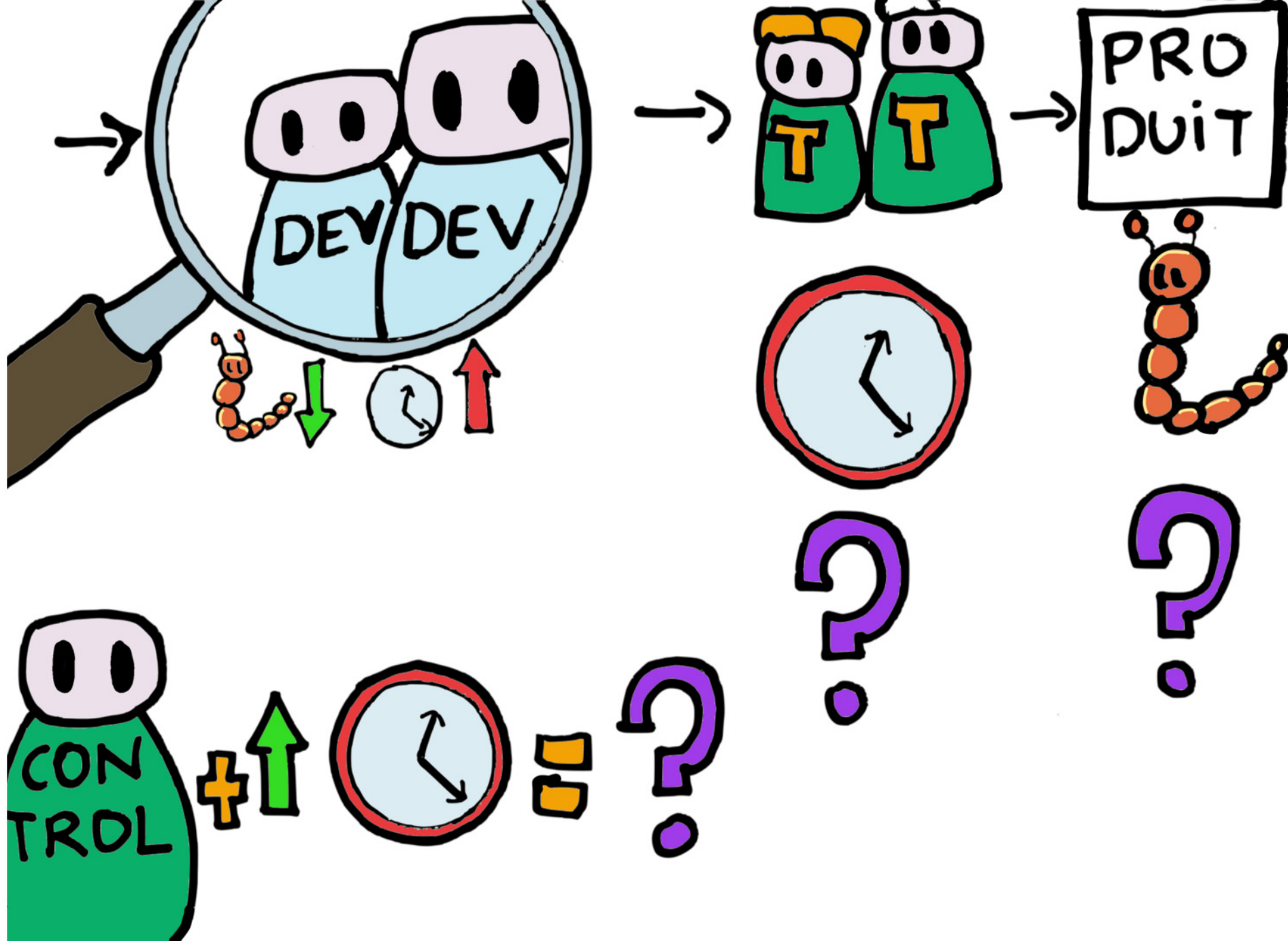




CONCLUSION

L'étude en question ne porte pas de conclusion sur l'efficacité de la pratique du TDD. Elle ouvre de nouvelles pistes pour continuer l'évaluation.

Pourquoi ?



WHY RESEARCH ON TEST-DRIVEN DEVELOPMENT IS INCONCLUSIVE?



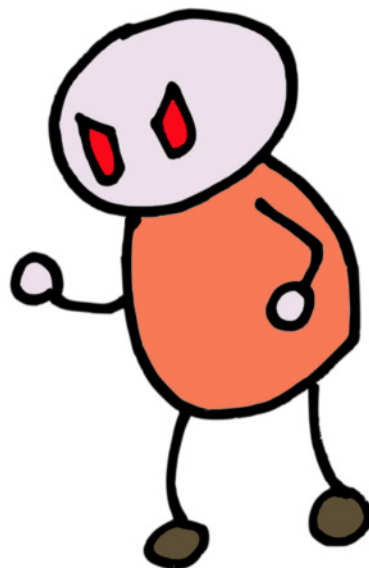
Ghafari, Mohammad and Gross, Timm and Fucci, Davide and Felderer, Michael

2020

CYCLE
EN V



TDD



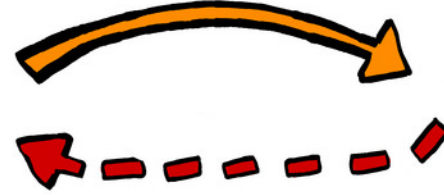
ITERATIVE
TEST LAST



YOUR
WAY



WATERFALL



TDD

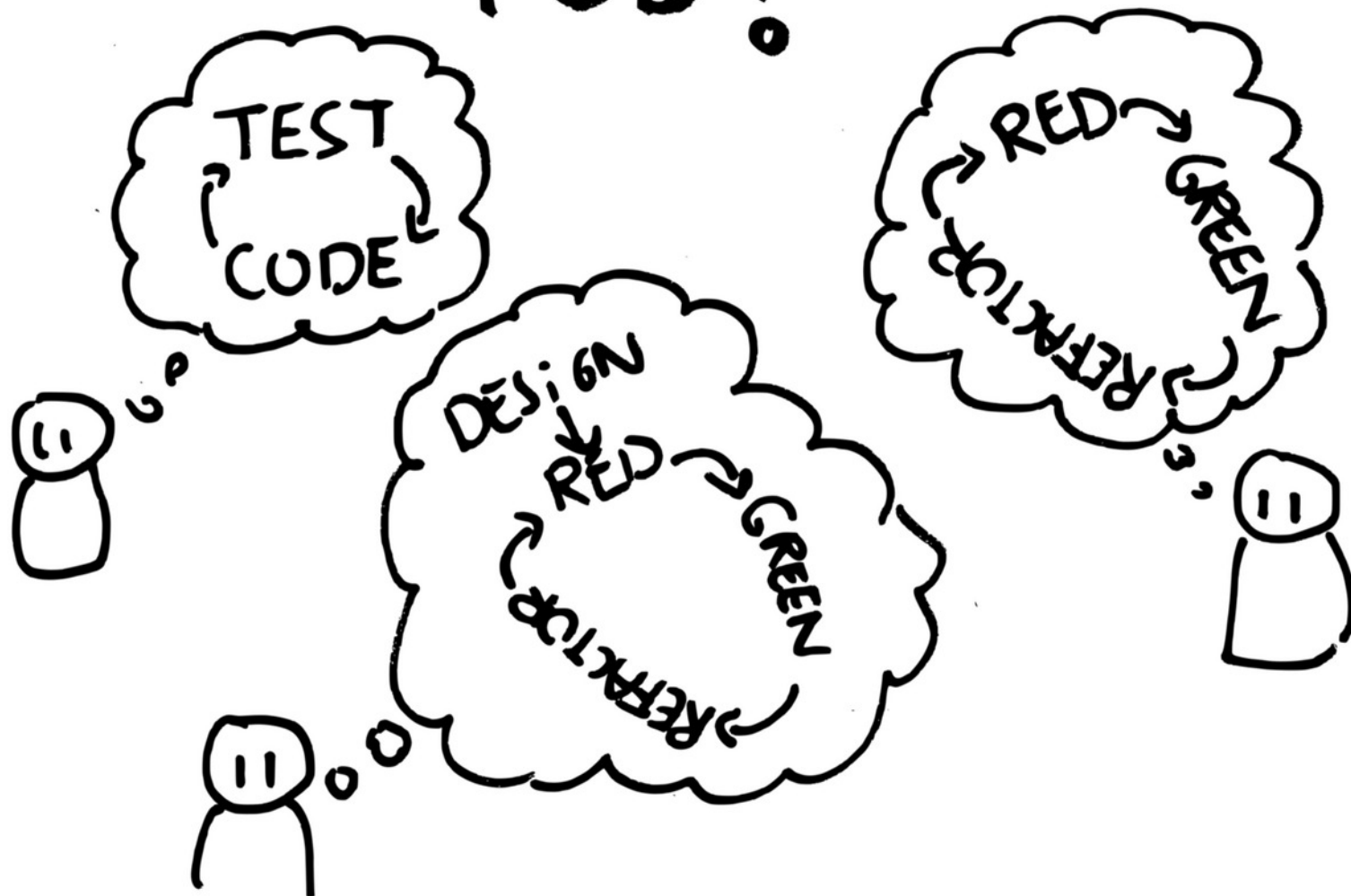


ITL

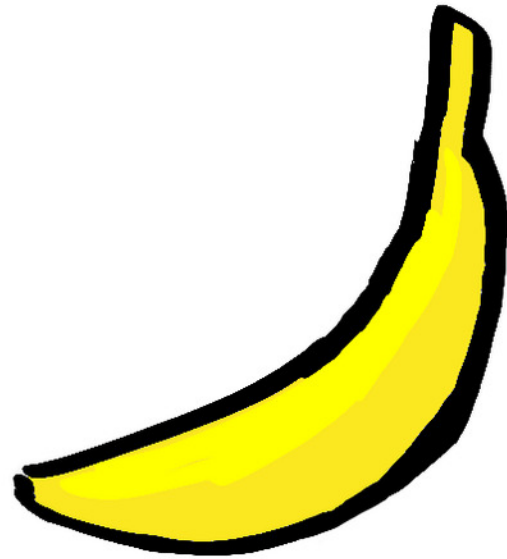
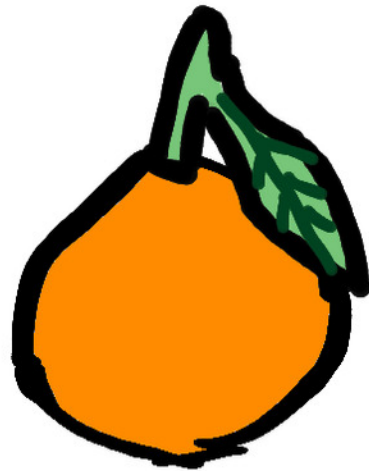


ITERATIVE TEST LAST

TDD?



ETAT DE L'ART



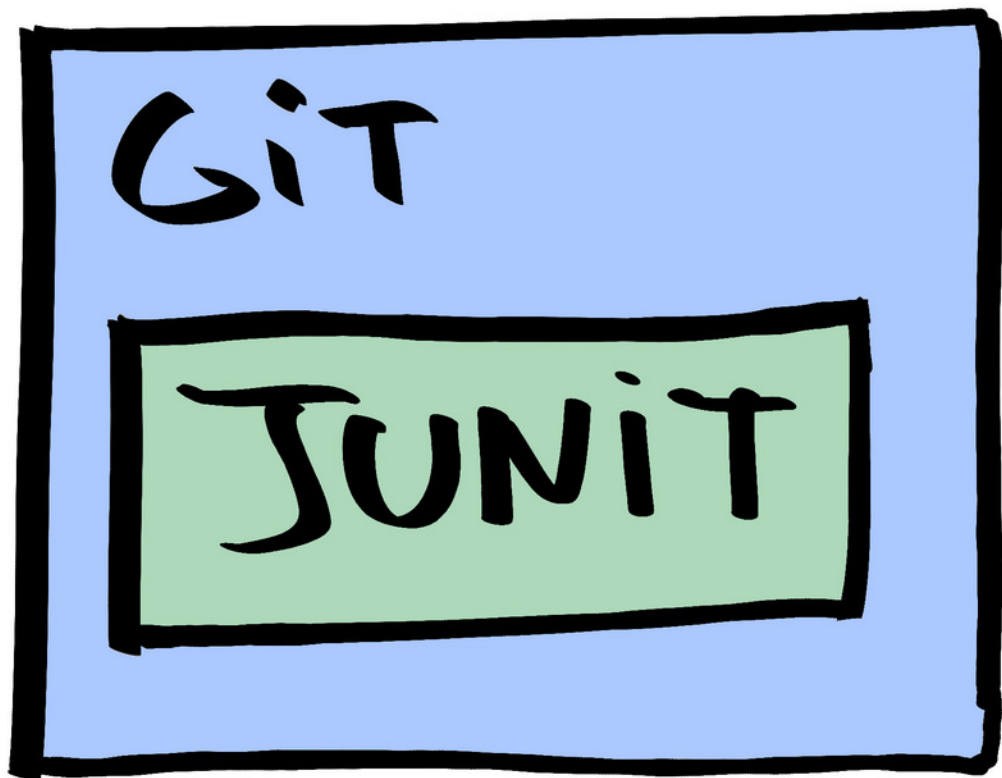
ANALYZING THE EFFECTS OF TEST DRIVEN DEVELOPMENT IN GITHUB



Borle, Neil and Feghhi, Meysam and Stroulia, Eleni and Greiner,
Russ and Hindle, Abram

2018 - Empirical Software Engineering

256 572



1954

TDD

0,8 %

DEVELOPER TESTING IN THE IDE: PATTERNS, BELIEFS, AND BEHAVIOR

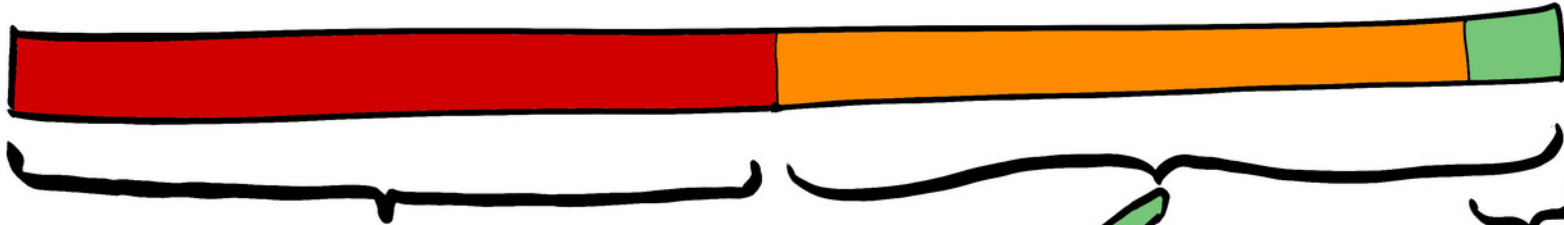
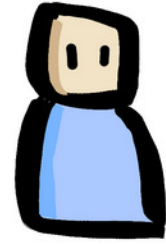


Beller, Moritz and Gousios, Georgios and Panichella, Annibale and
Proksch, Sebastian and Amann, Sven and Zaidman, Andy

2017 - IEEE Transactions on Software Engineering

QUI FAIT DU TDD?

2443



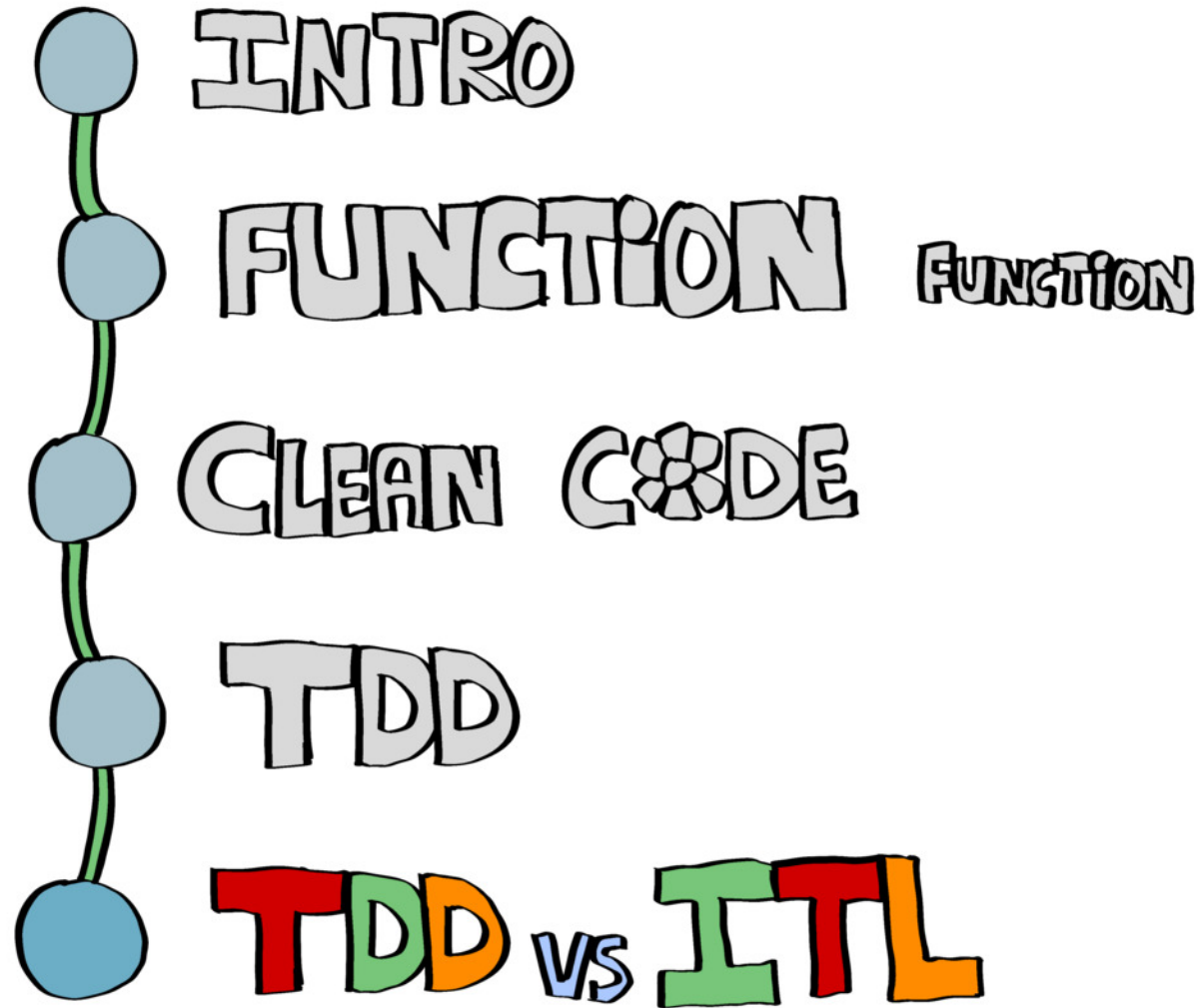
X

50%



TDD

1,7%



A FAMILY OF EXPERIMENTS ON TDD

A FAMILY OF EXPERIMENTS ON TEST-DRIVEN DEVELOPMENT



Santos, Vegas, Dieste Tubío, Uyaguari, Tosun, Fucci, Turhan, Scanniello, Romano, Karac, Kuhrmann, Mandić, Ramač, Pfahl, Engblom, Kyykka, Rungi, Palomeque, Spisak, Juristo, Natalia

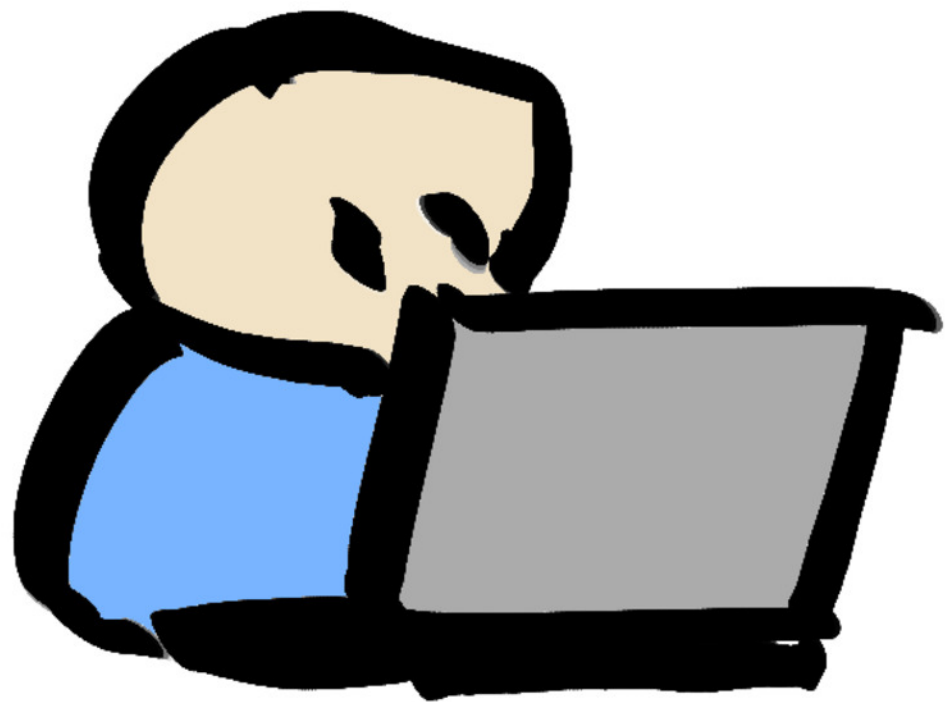
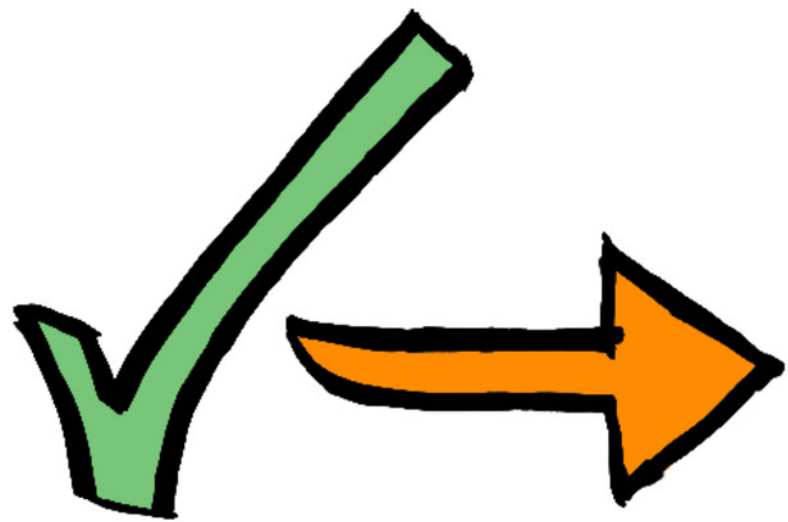
2021 - Empirical Software Engineering

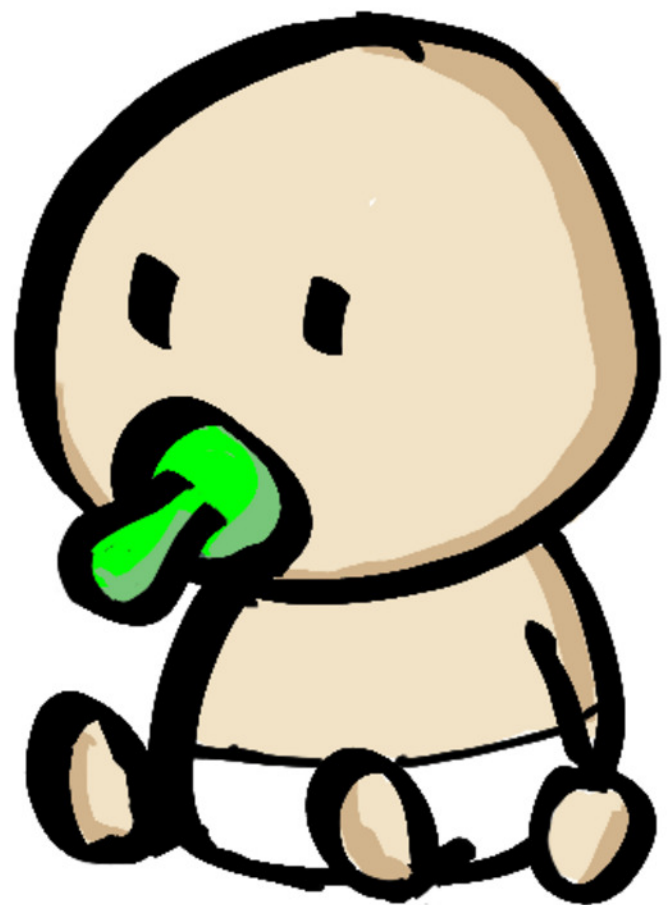
TDD

vs

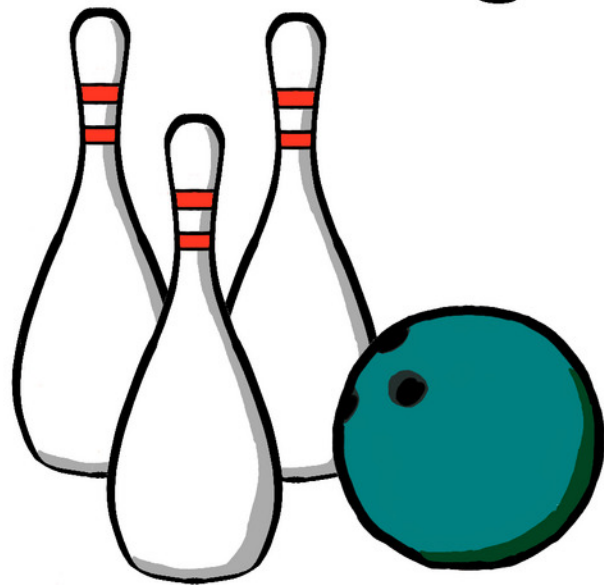
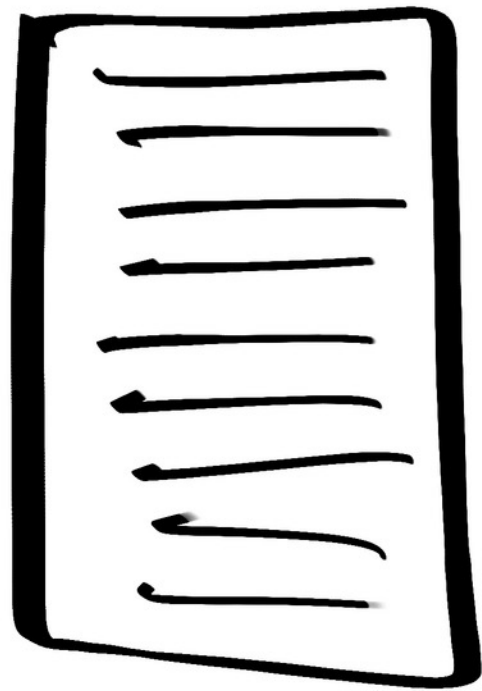
ITL





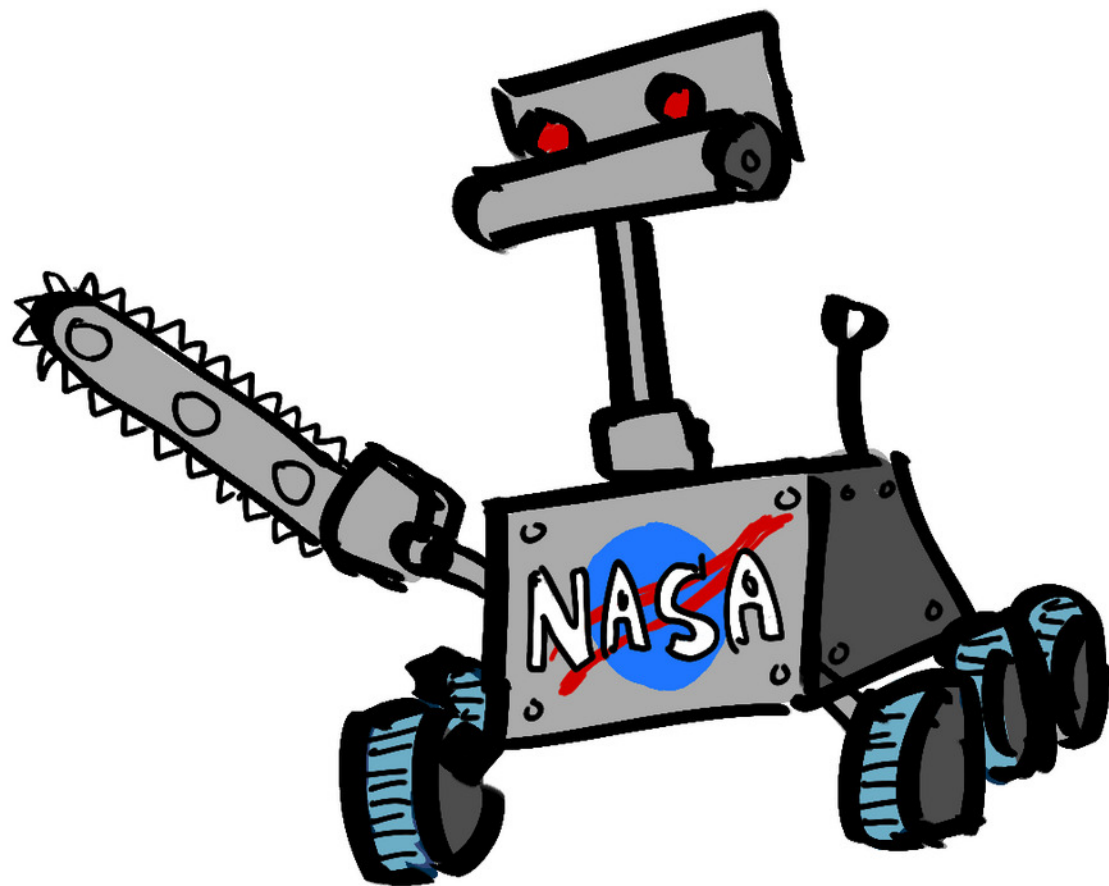
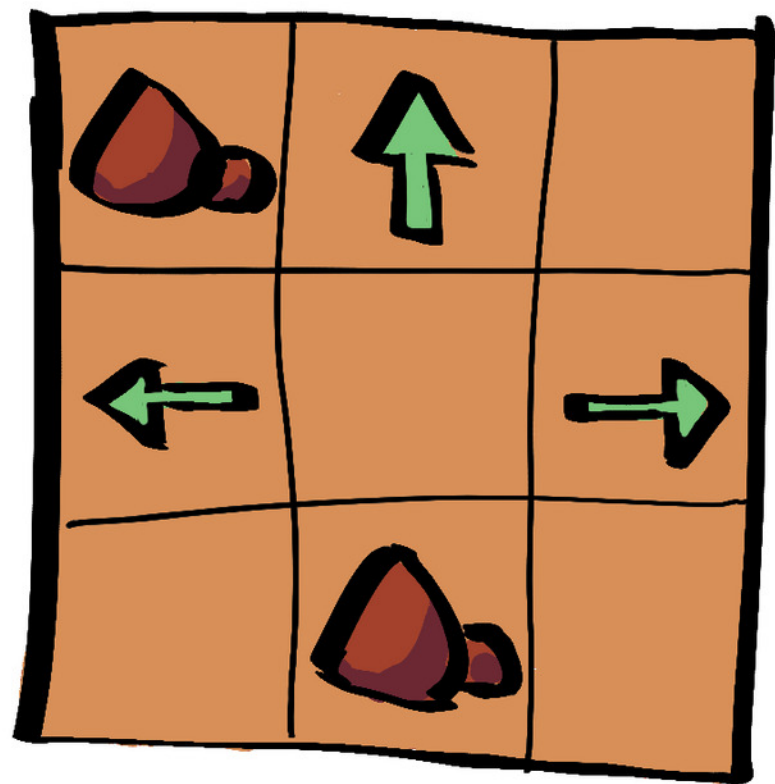


Bowling Kata



MARS

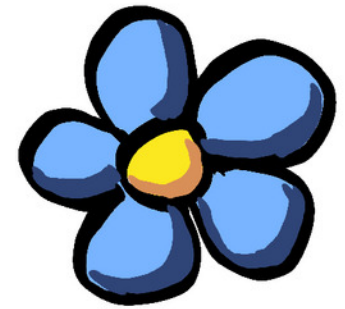
ROVER



QUALITÉ



INTERNE



EXTERNE



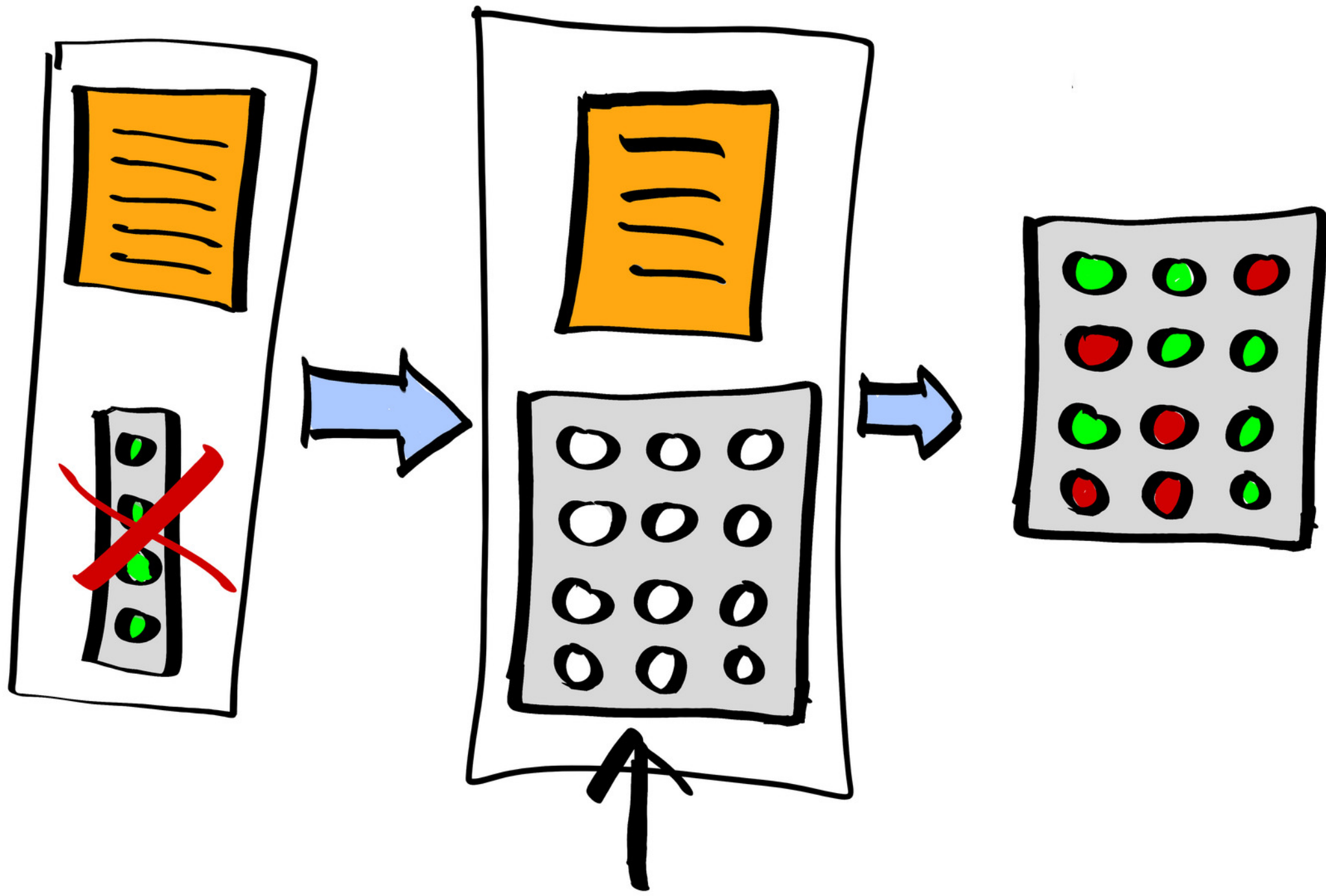


Fig. 4 Forest plot: TDD vs. ITL mean effects.

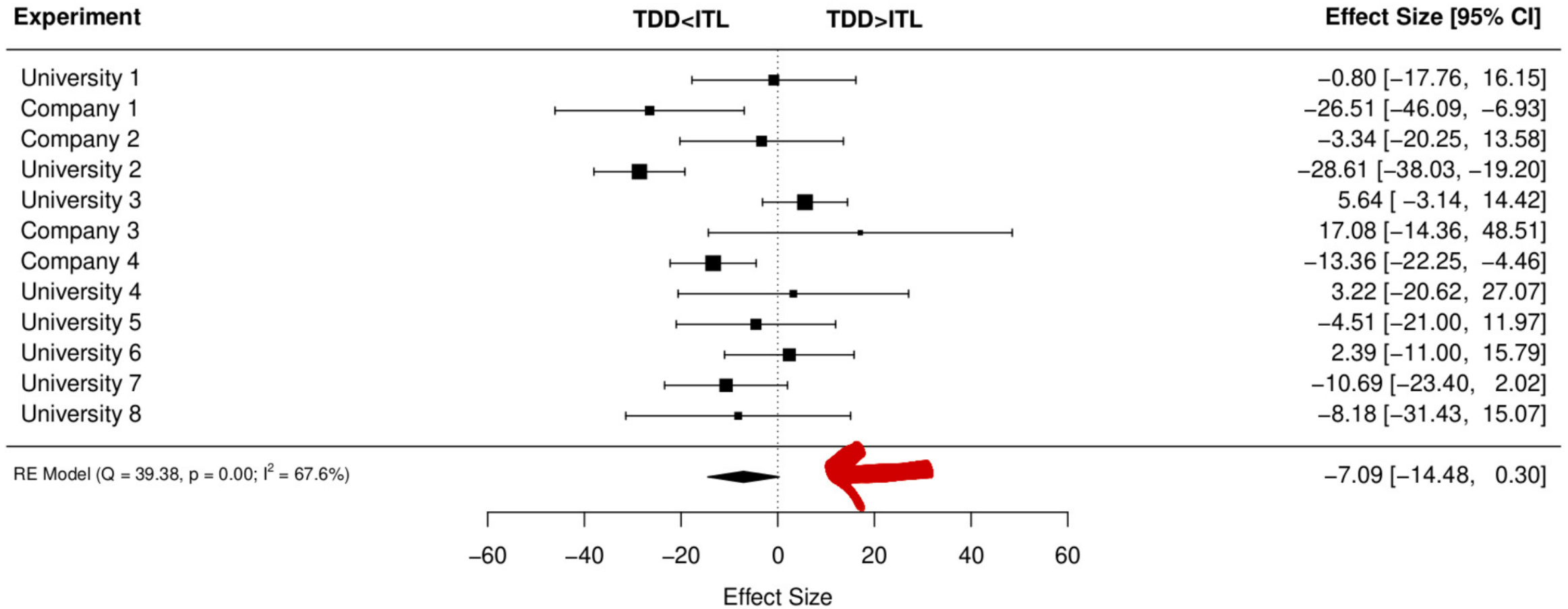


Table 9 Marginal means for quality: task by treatment.

Task	Treatment	Estimate
MR	ITL	29.36
	TDD	24.95
BSK	ITL	49.22
	TDD	46.46

% TESTS
OK
←

Table 13 Marginal means for quality: programming environment by treatment.

Treatment	Group	Estimate
ITL	Java	43.83
	C#/C++	41.25
TDD	Java	35.77
	C#/C++	37.55

Fig. 5 Forest plot: students vs. professionals

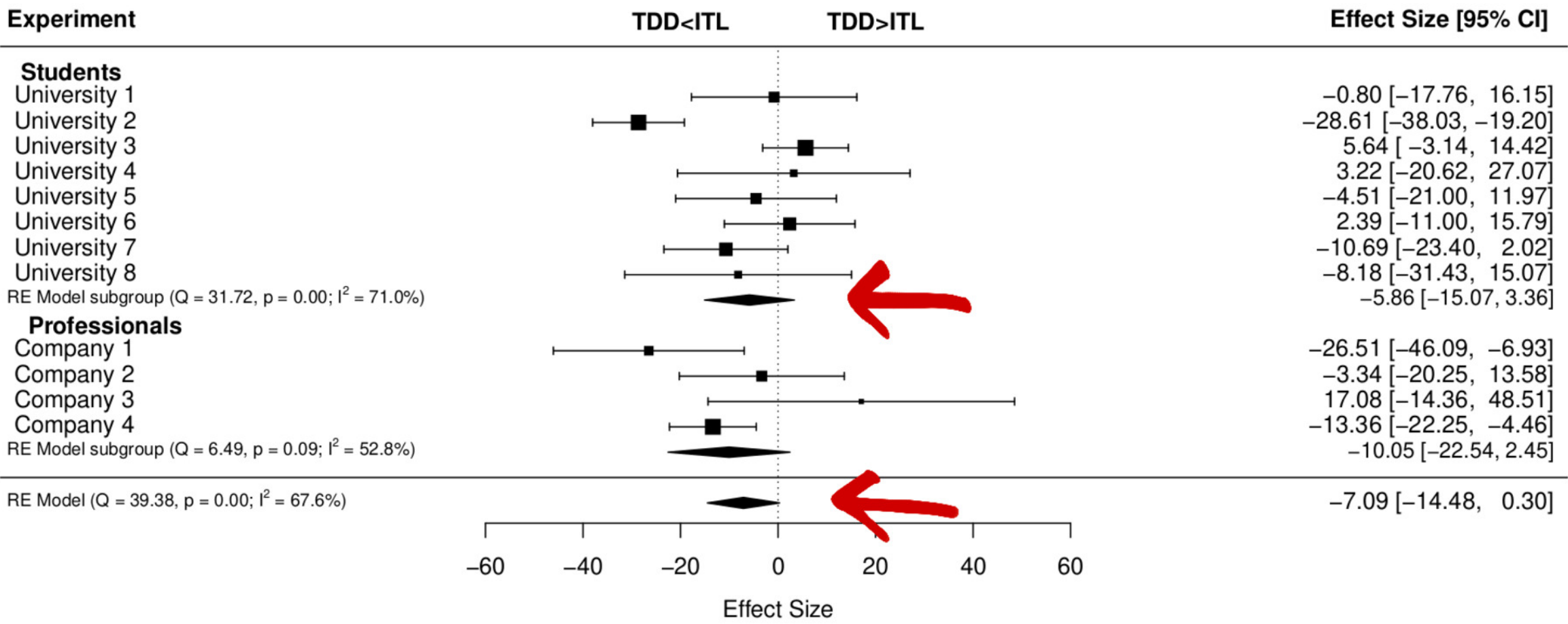


Table 11 Marginal means for quality: participant type by treatment.

Treatment	Group	Estimate
ITL	Students	40.47
	Professionals	49.53
TDD	Students	35.61
	Professionals	38.26

Fig. 10 Profile plot: mean difference in quality (TDD-ITL) for professionals per experience level in Questionnaire 2.

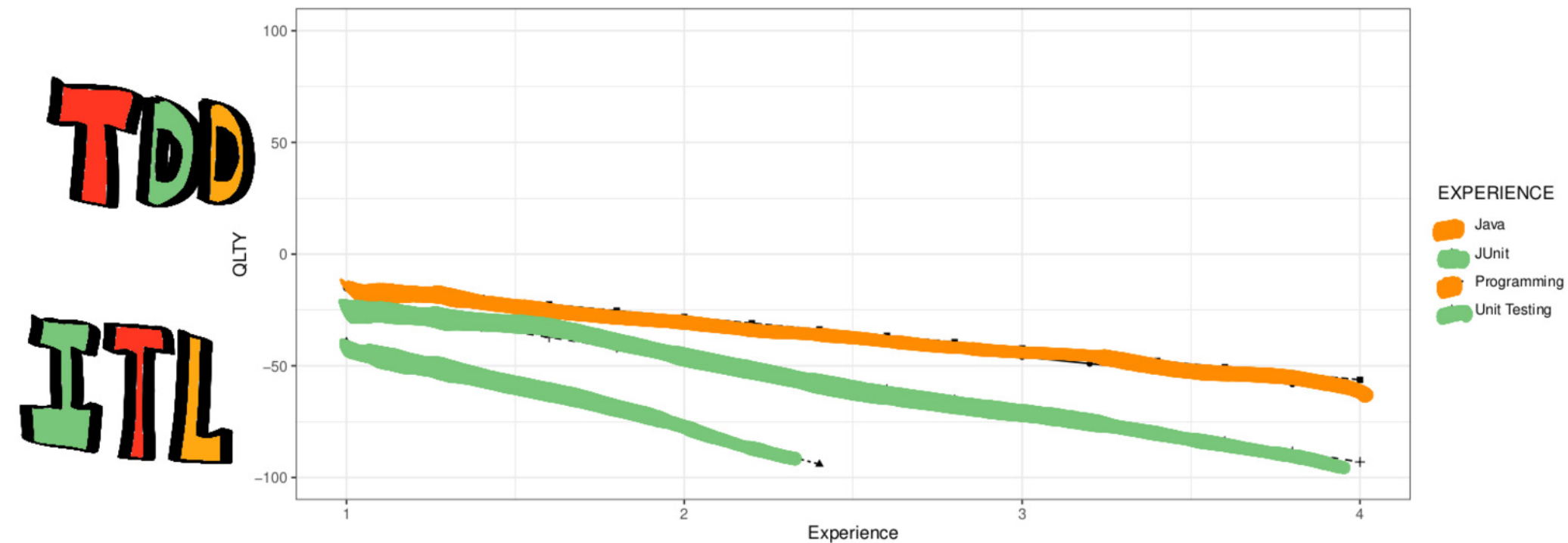
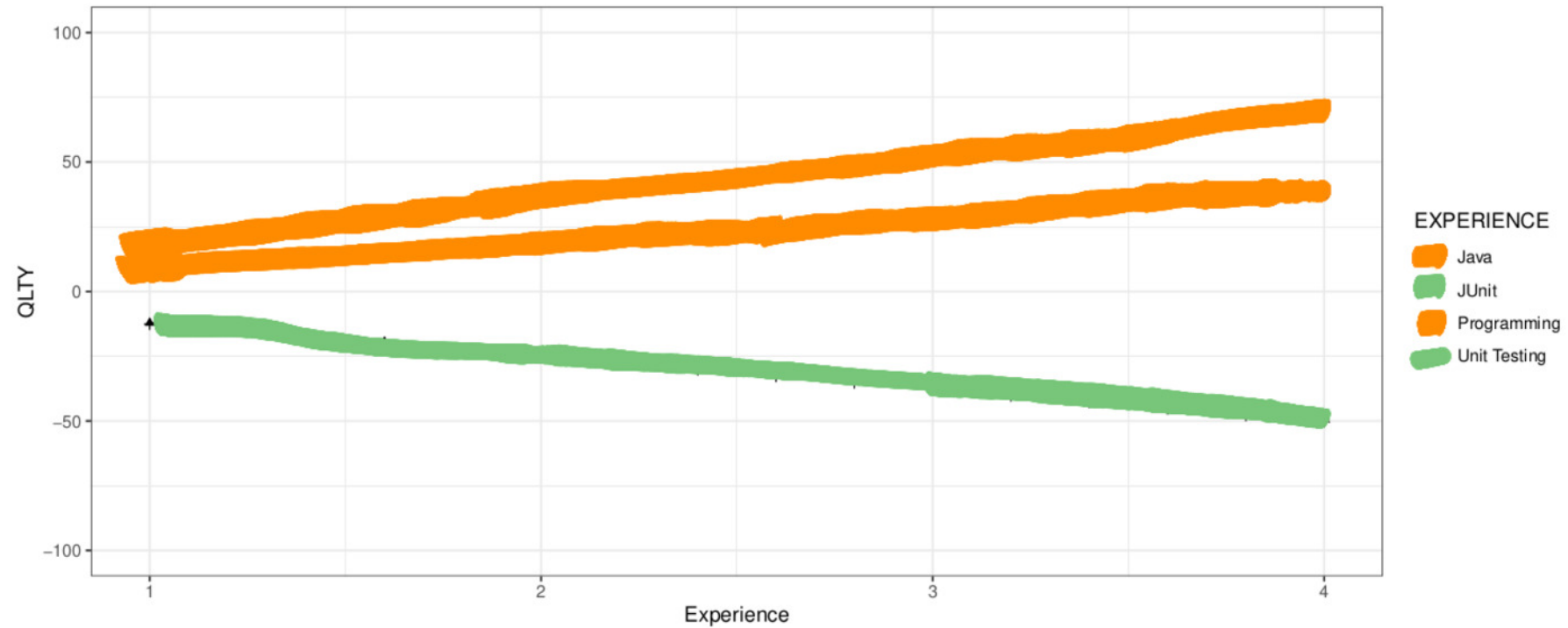
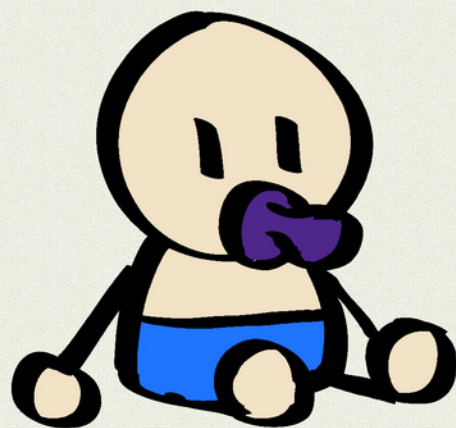


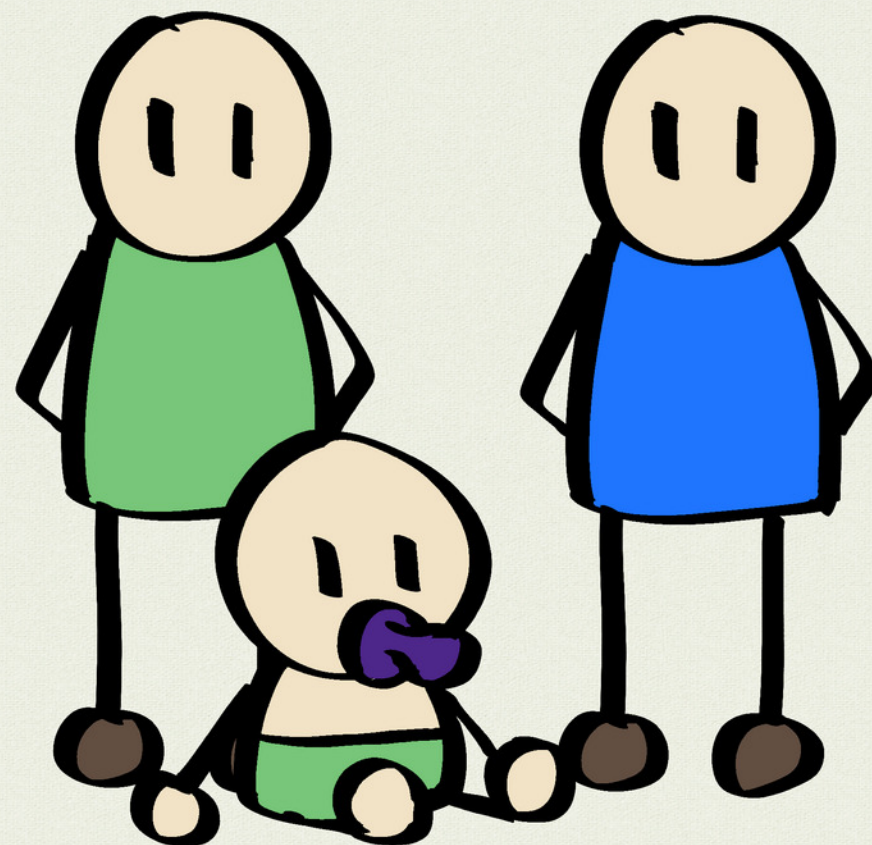
Fig. 11 Profile plot: mean difference in quality (TDD-ITL) for students per experience level in Questionnaire 1.



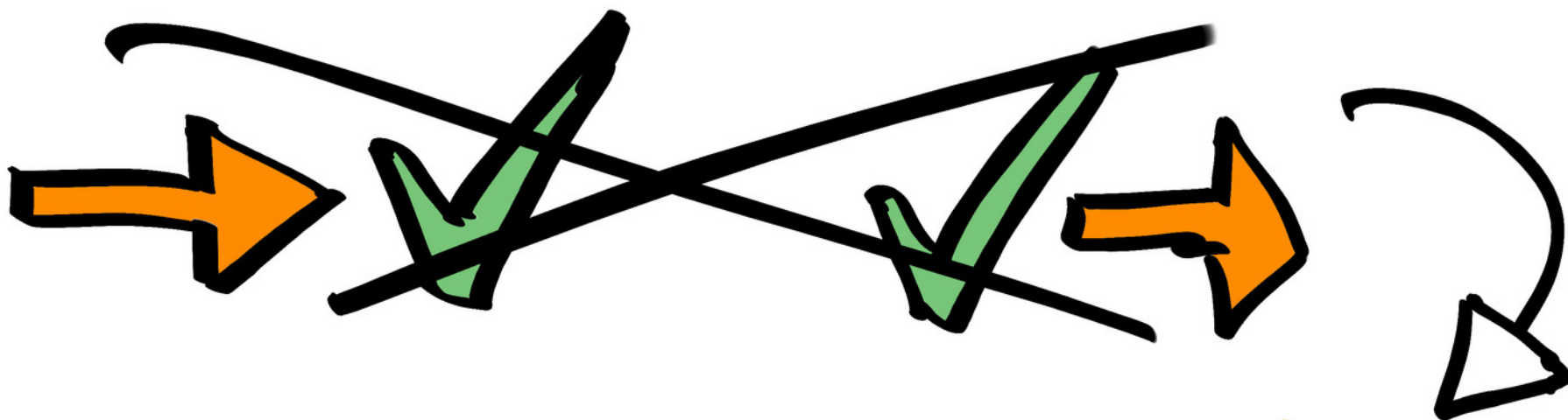
TDD

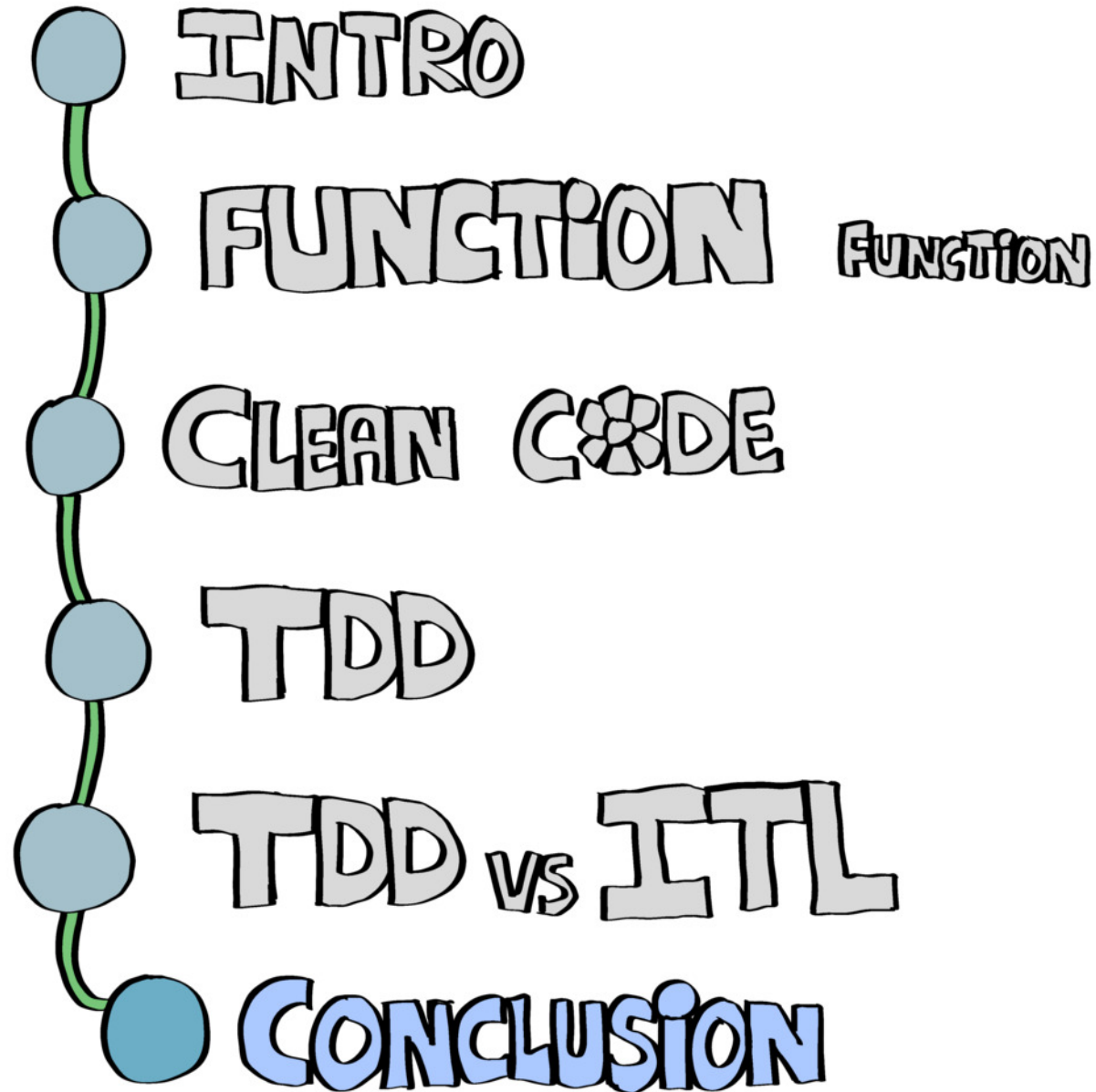


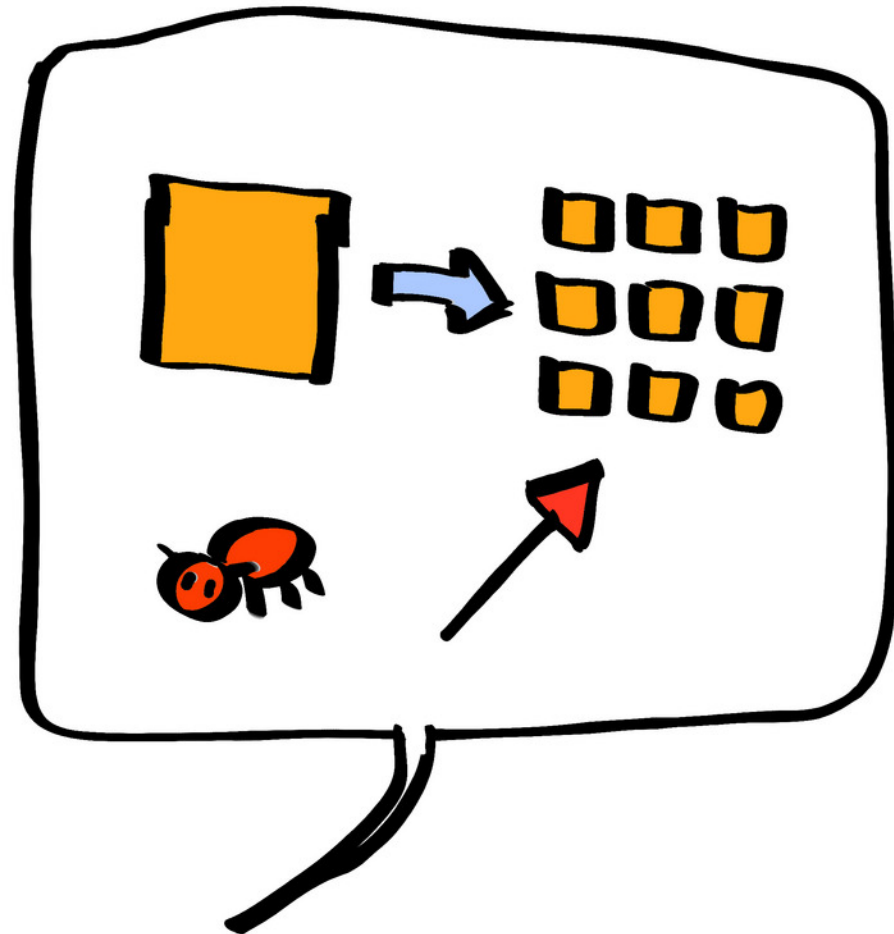
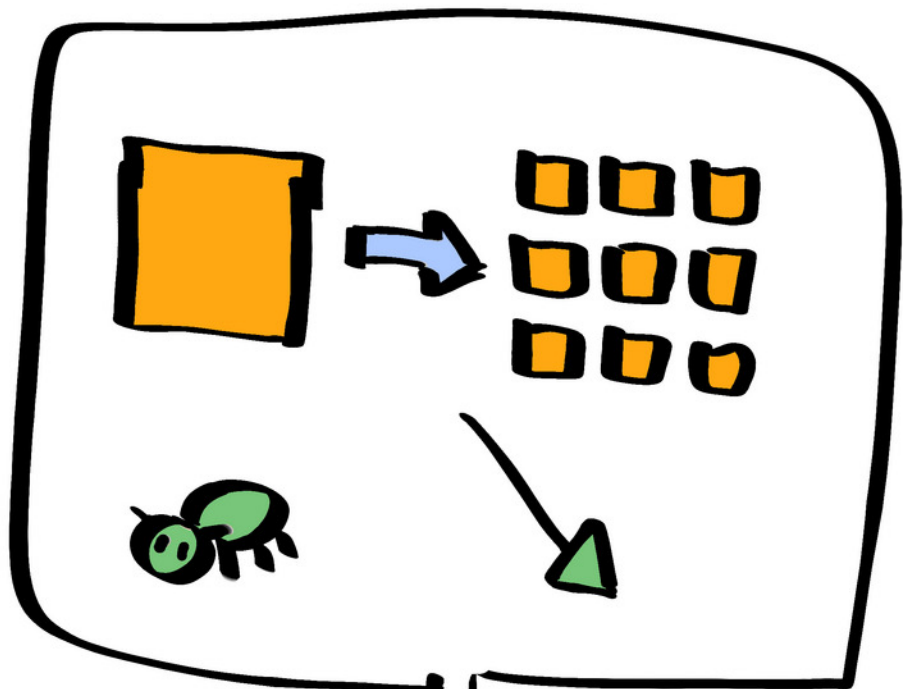
ITL



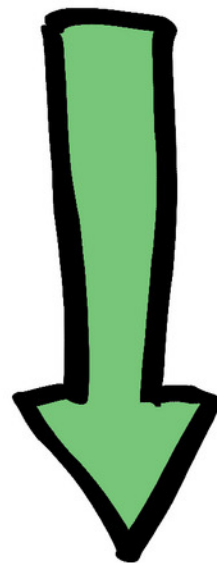
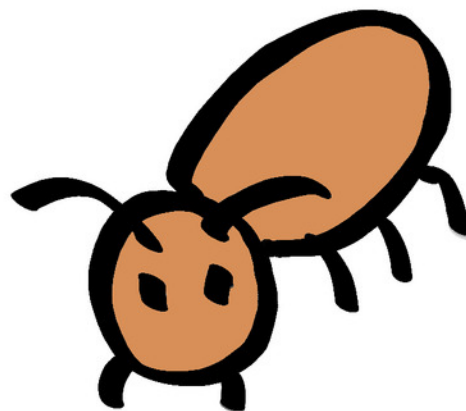
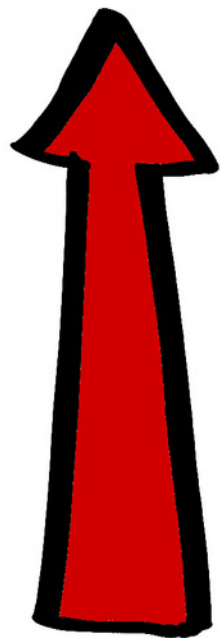
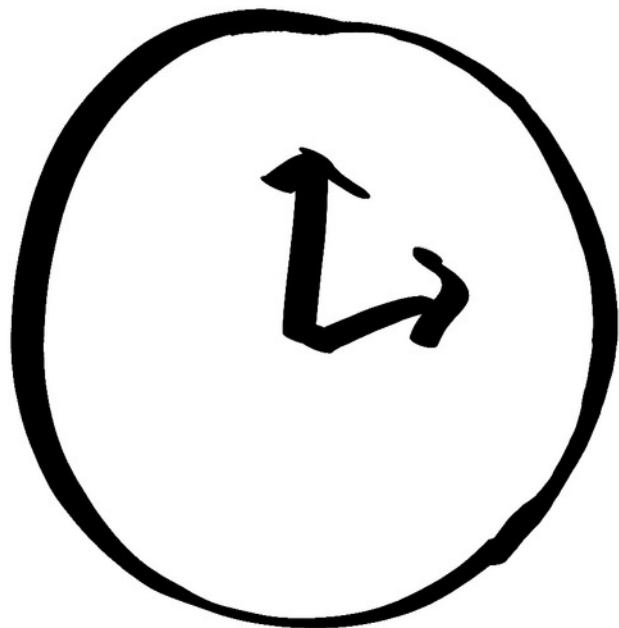
TDD ~ ITL







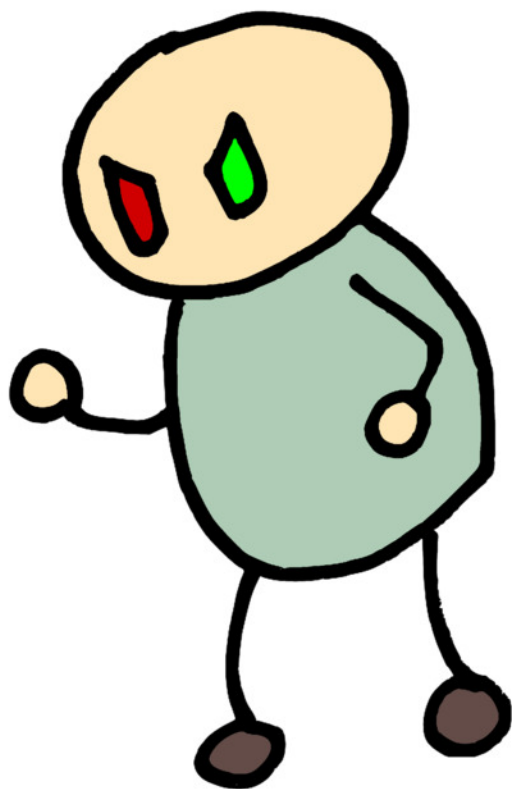
TDD



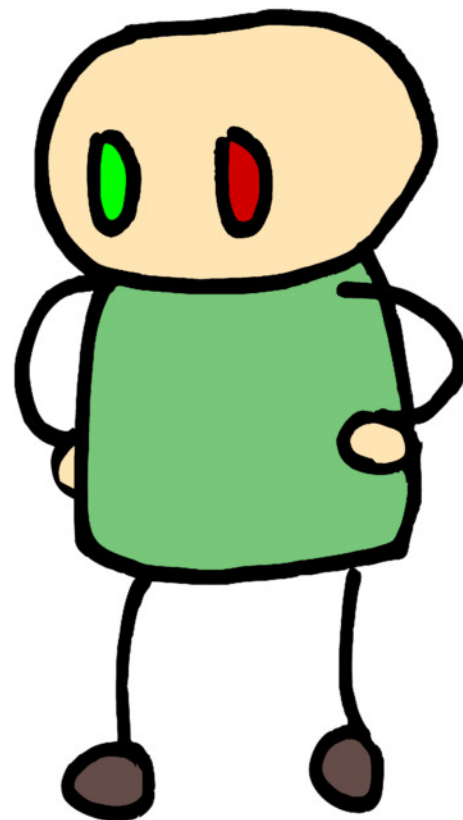
CYCLE
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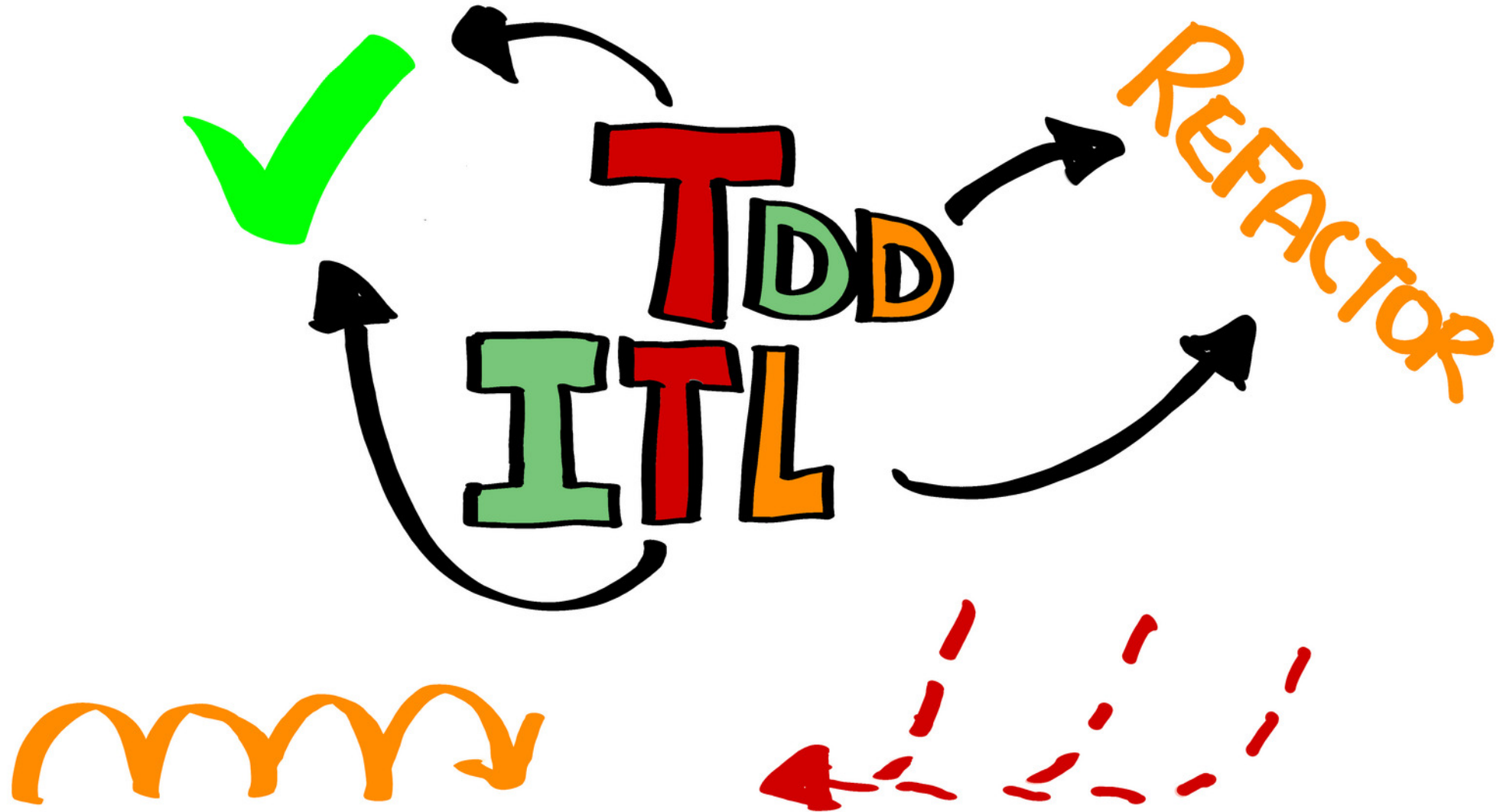
TDD

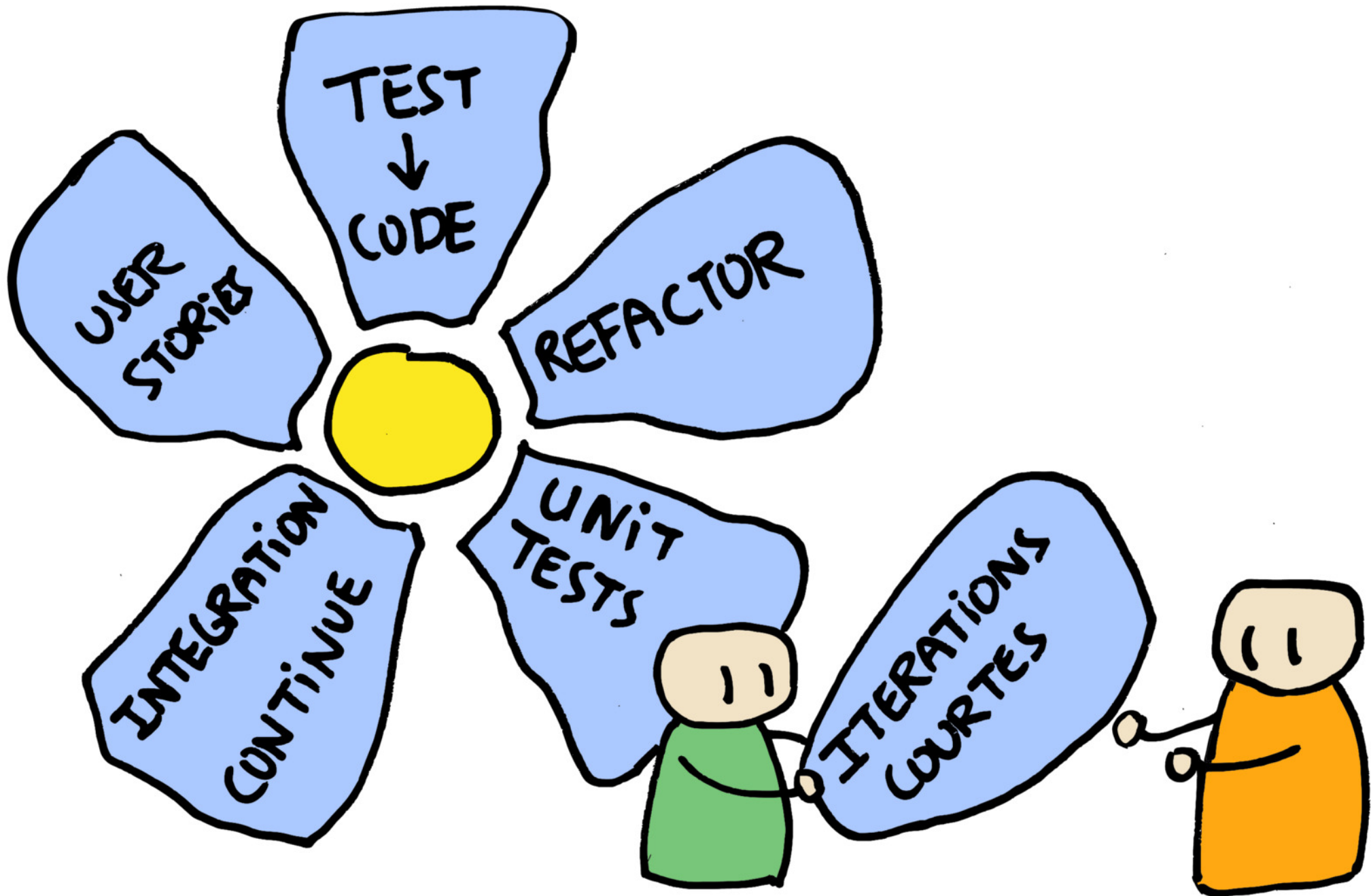


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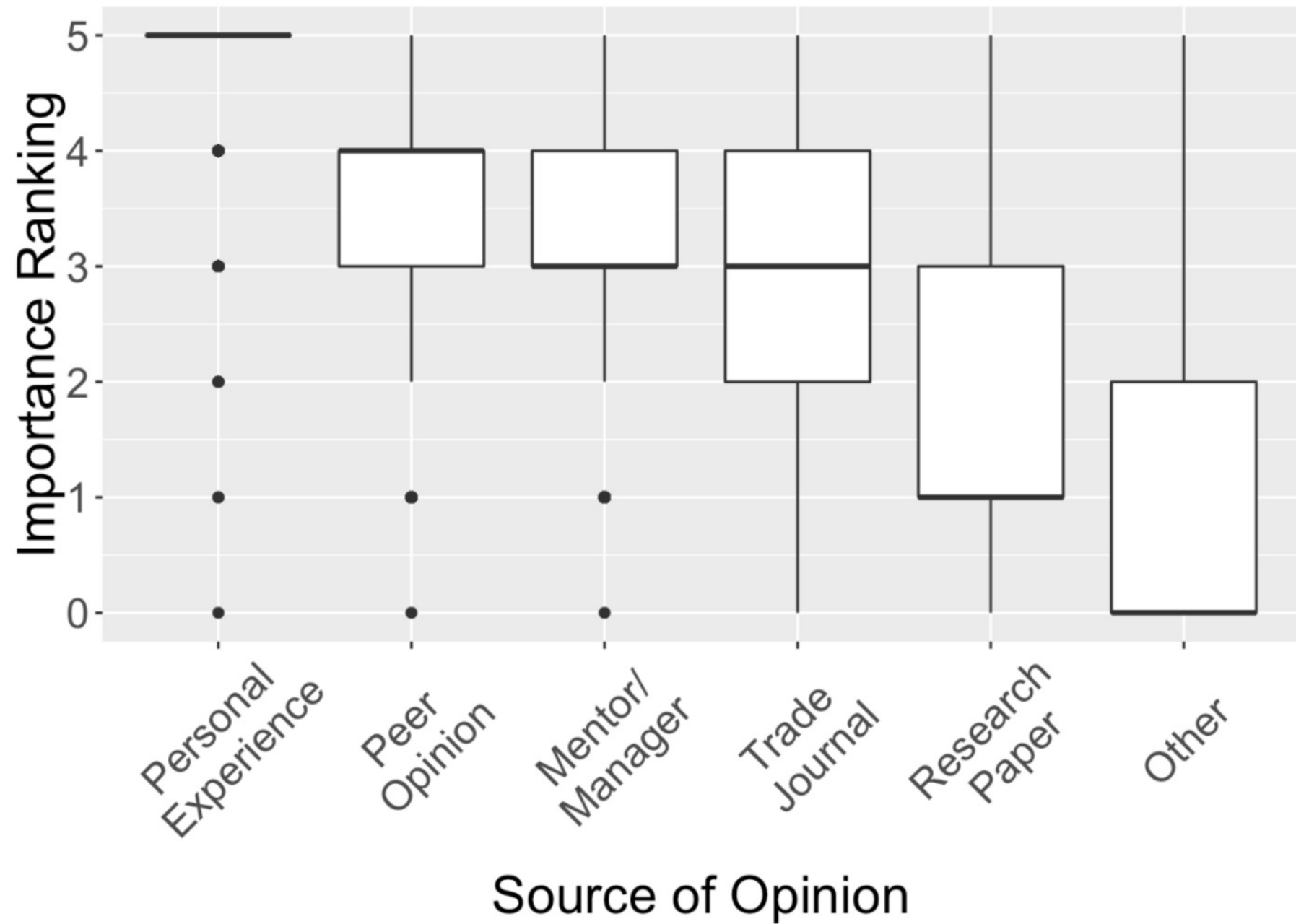


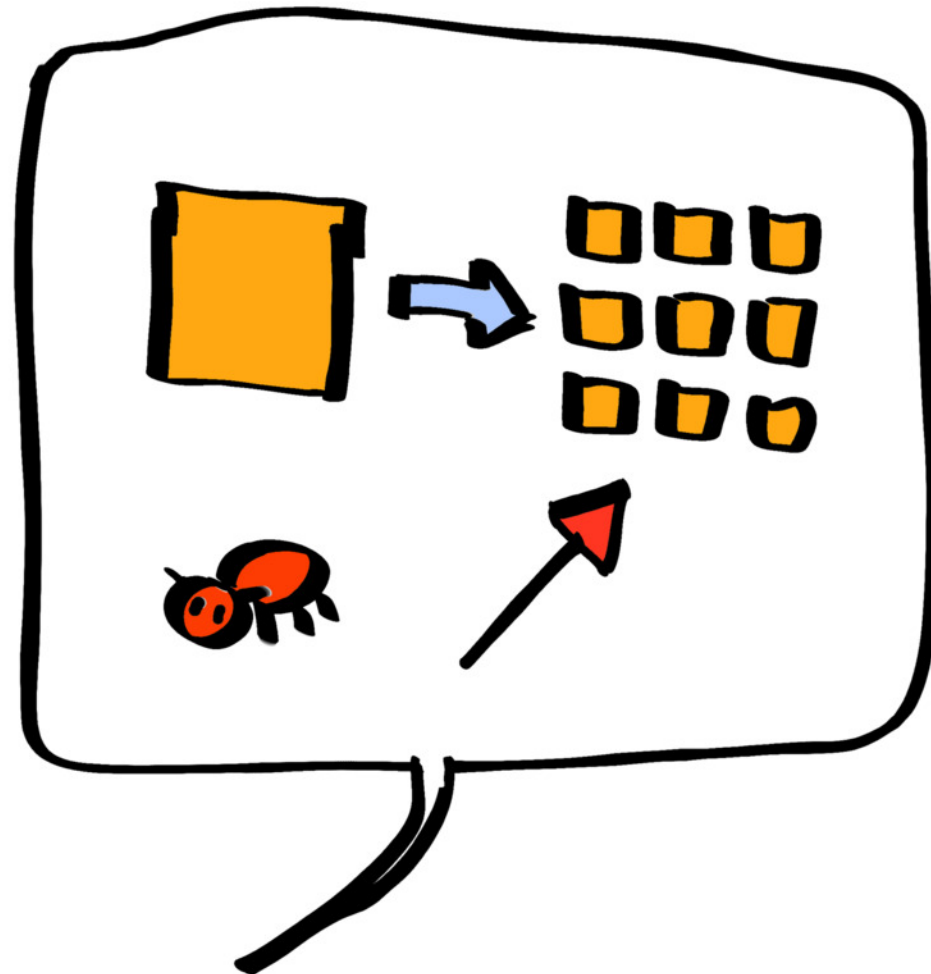
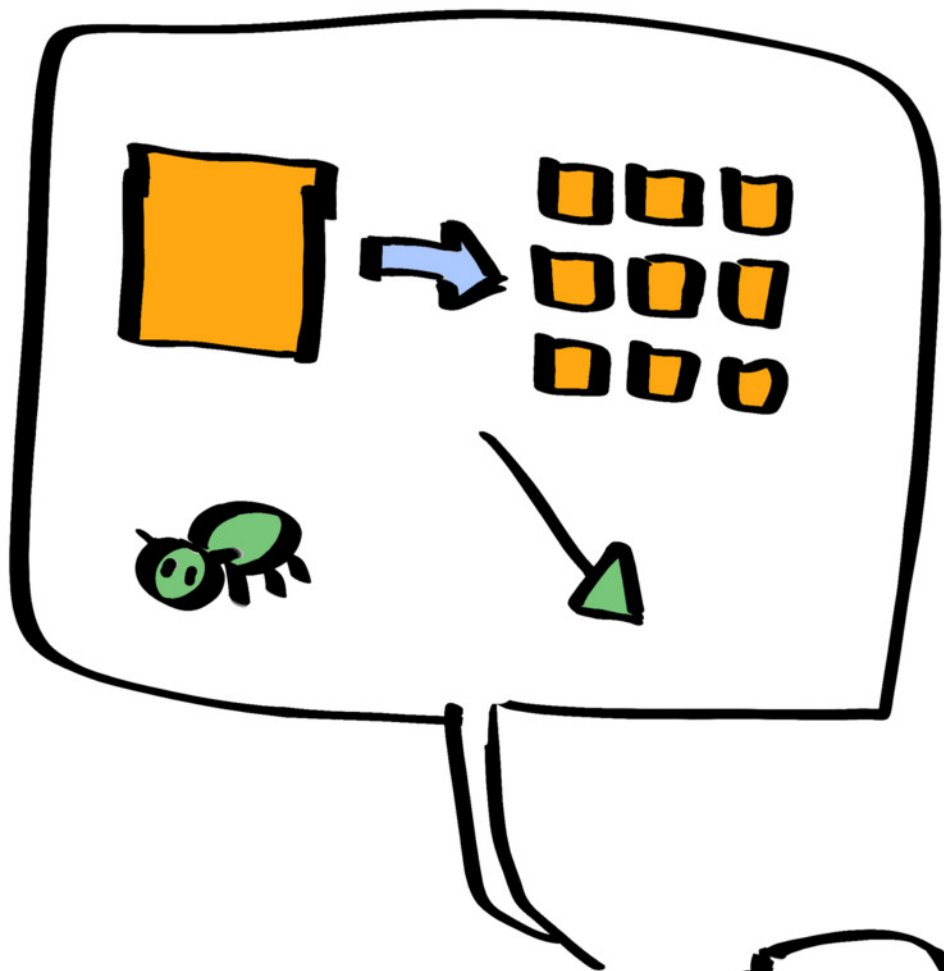
BELIEF & EVIDENCE IN EMPIRICAL SOFTWARE ENGINEERING

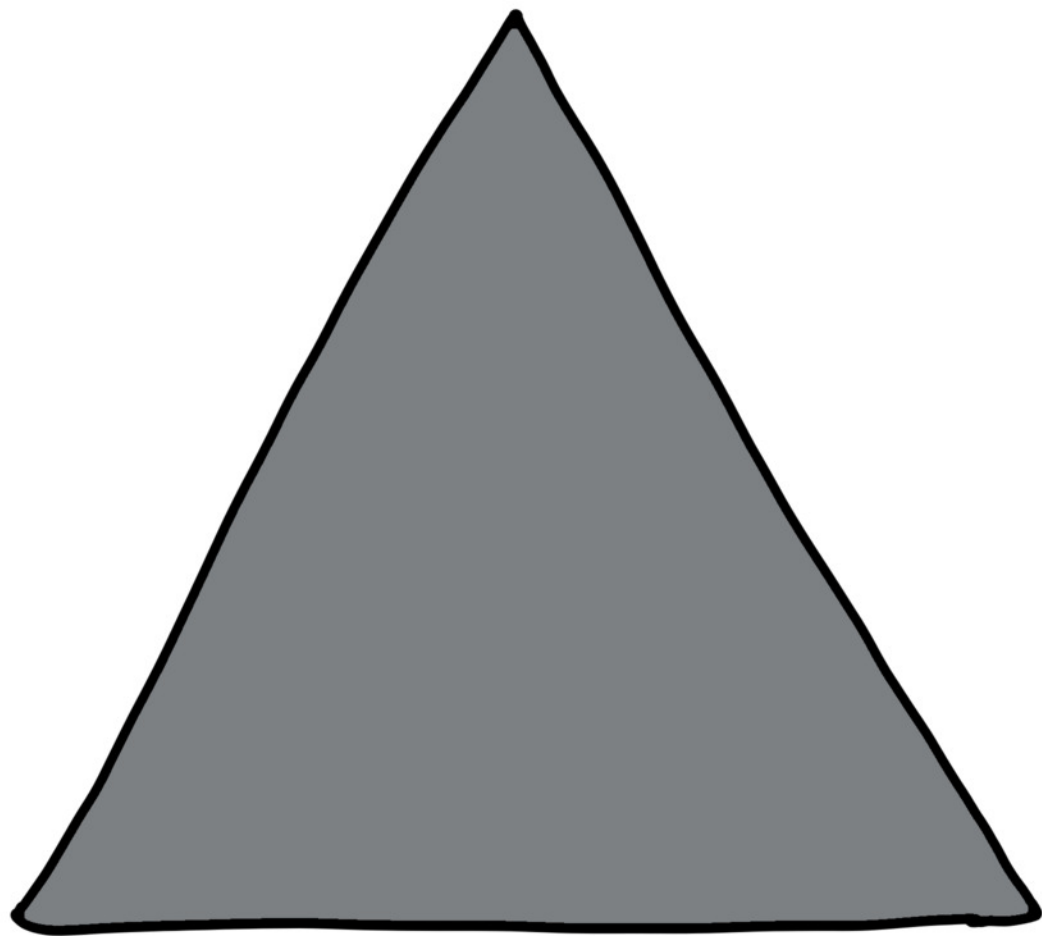


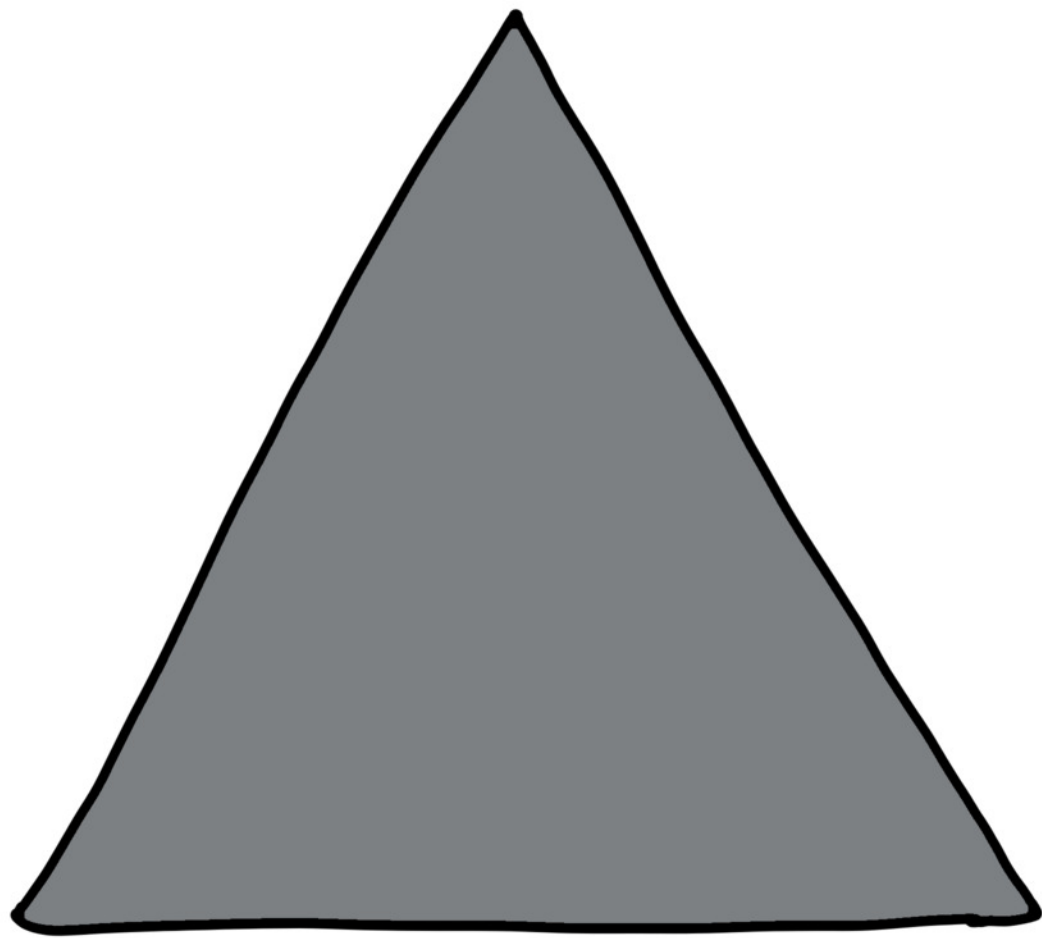
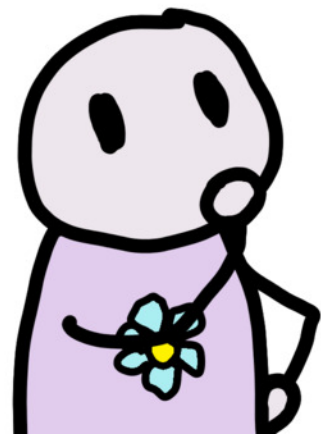
Devanbu, Premkumar and Zimmermann, Thomas and Bird,
Christian

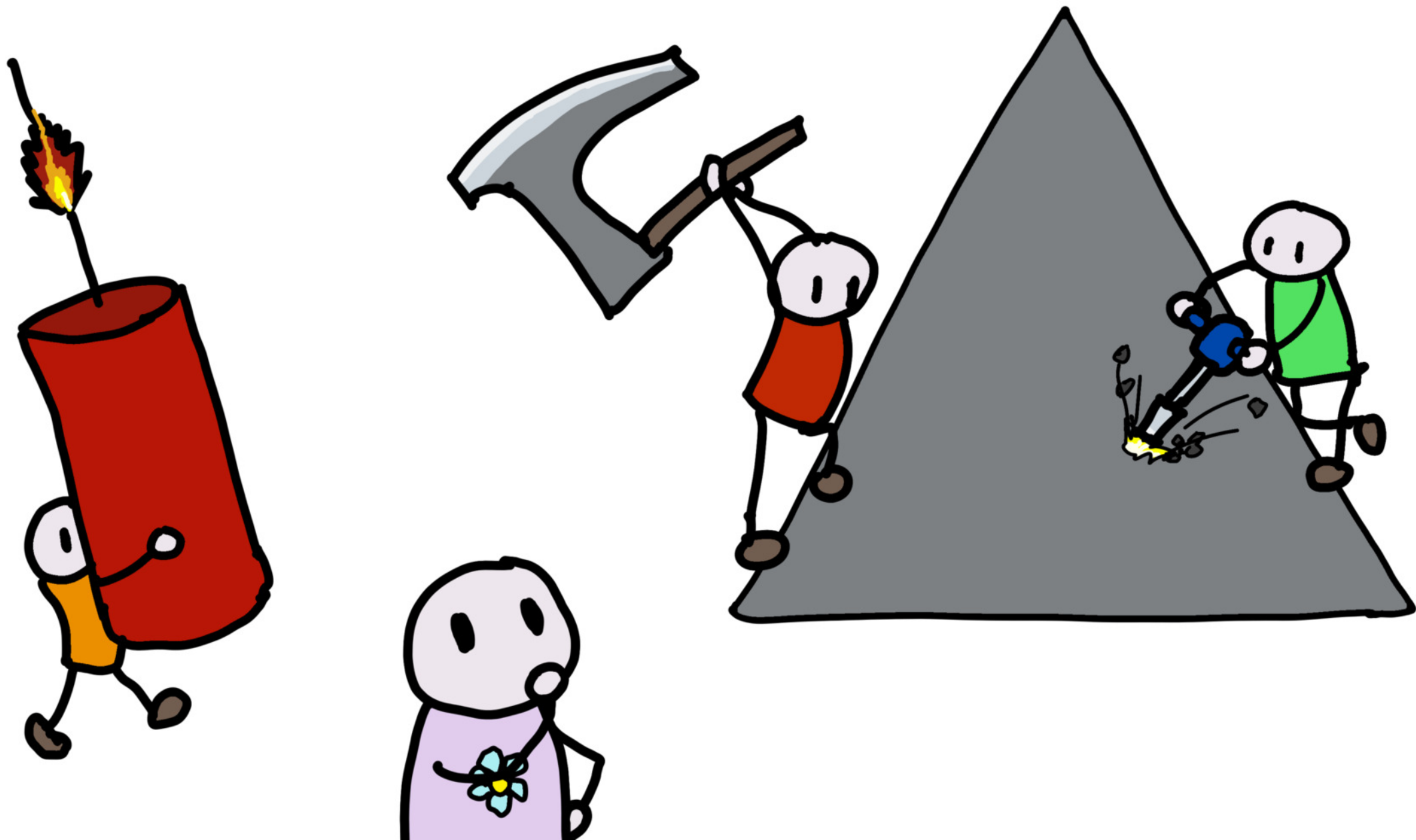
2016













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CLEAN CODE
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Merci



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