

ThoughtWorks®

TDD IN AN IoT WORLD

Charles Korn

IoT?

What is TDD?

Test-driven development

Test-driven ~~development~~

Test-driven design

It's not just about testing your code

It's also about designing your code to be testable

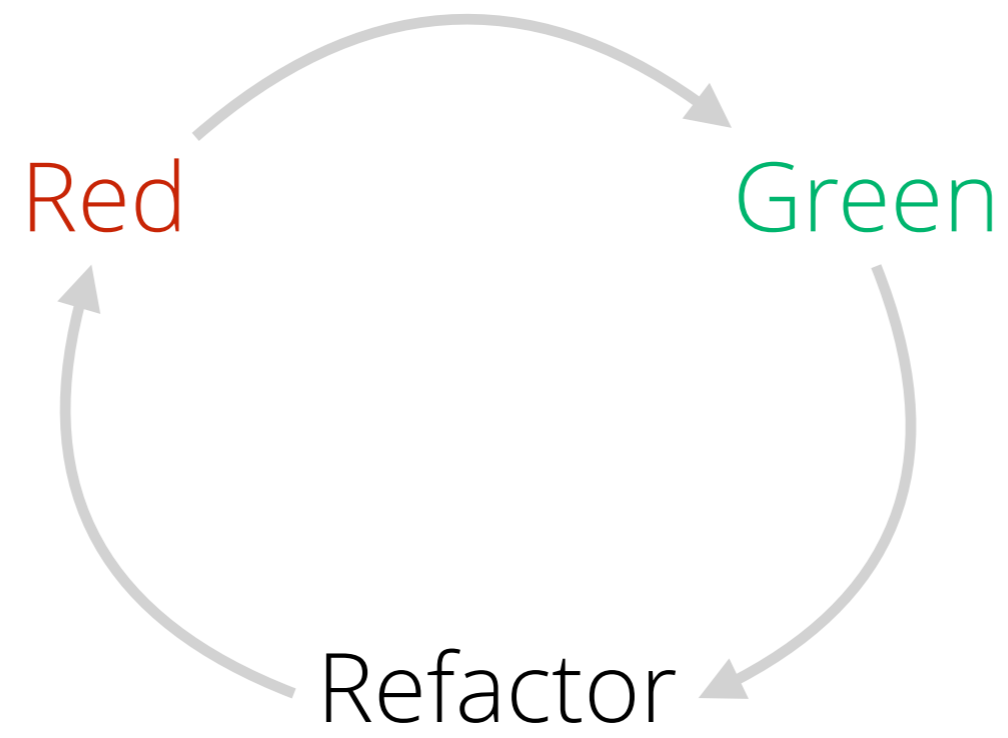
CODE THAT IS DESIGNED TO BE EASY TO TEST



Code that is easy to test is:
small
simple
has a single responsibility

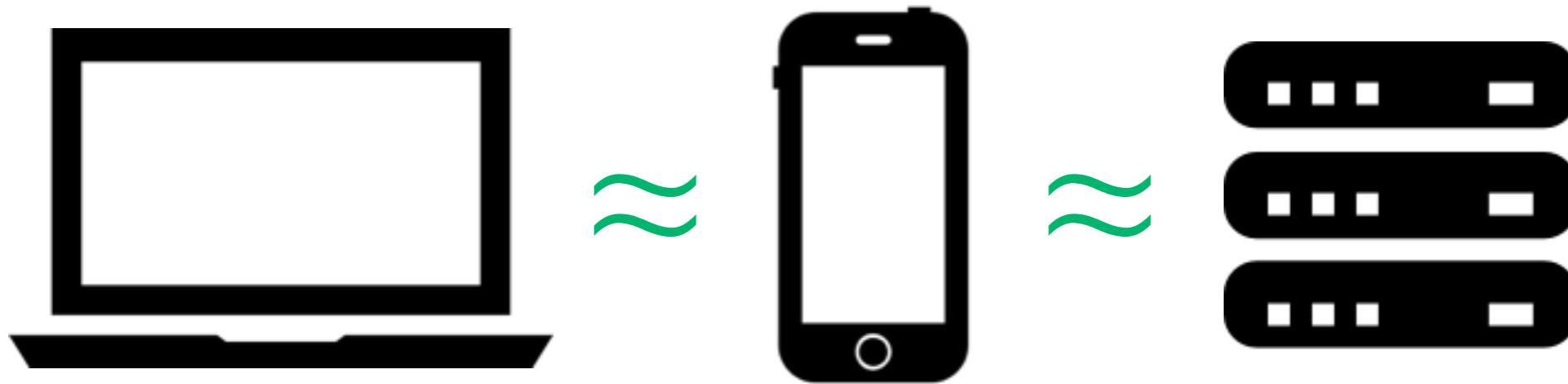
Clean code is:
small
simple
has a single responsibility

But how?



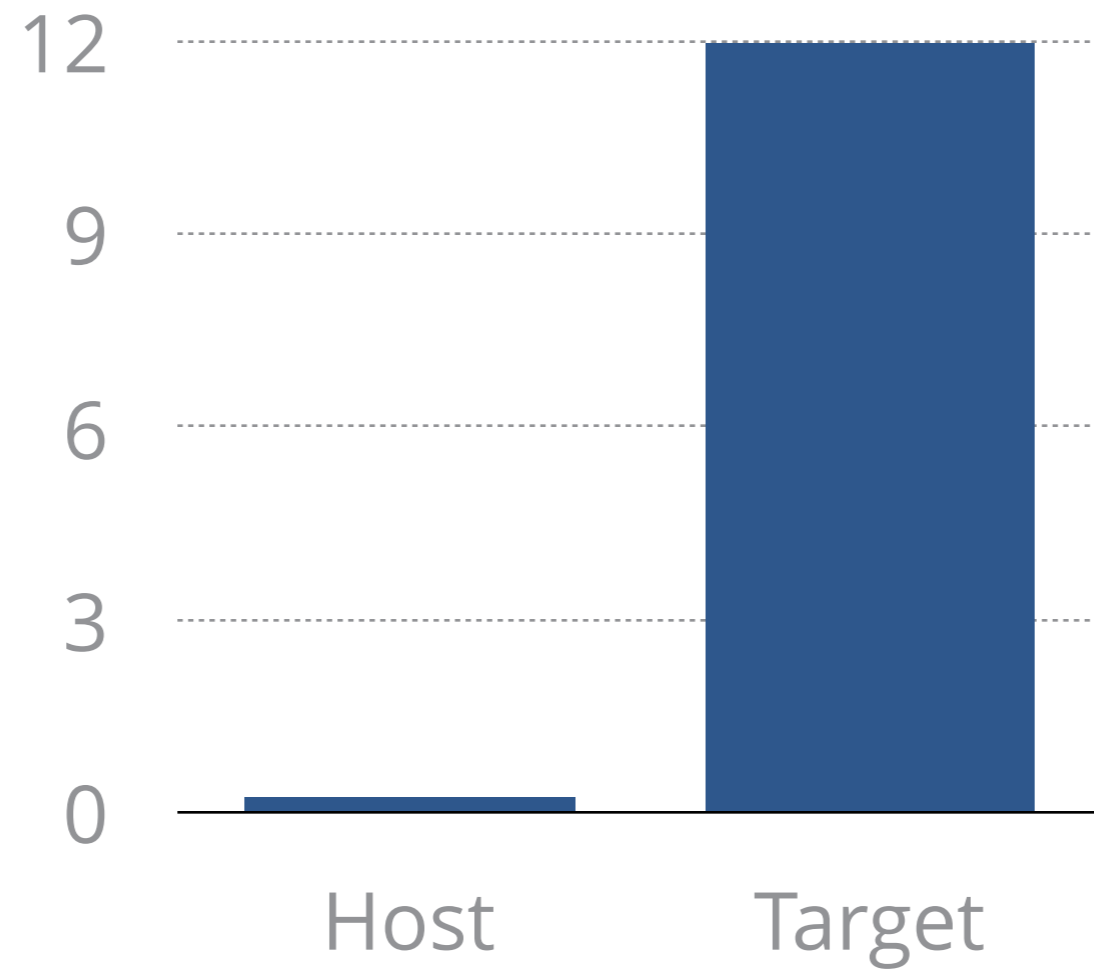


Development environment



Hardware constraints

Long write-run-debug cycle



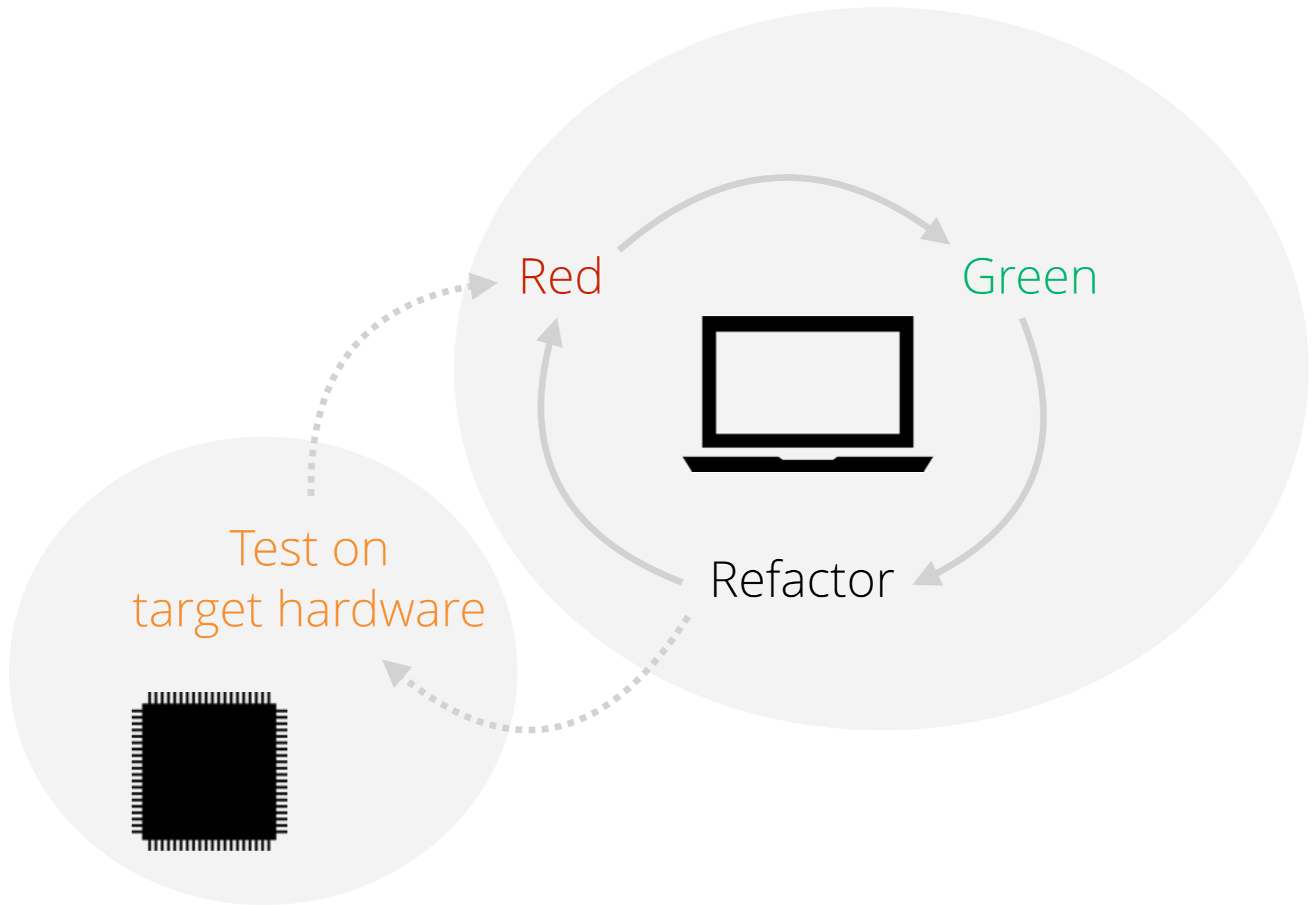
Might not have target hardware

Development and production
environment differences

Hardware constraints

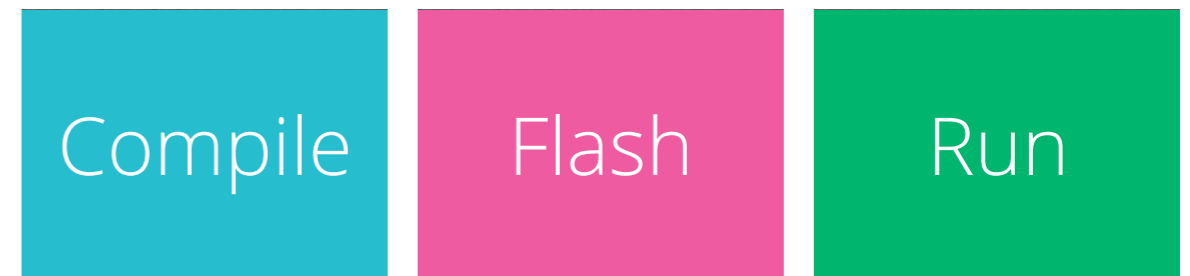
Long write-run-debug cycle

Target hardware availability





First 50% of tests



Second 50% of tests

Lots of low-level interactions with hardware

Avoid direct interactions with hardware
(or: use good abstractions)


```
PINA |= (1 << LED_PIN)
```

or

```
turnOn(LED_PIN)
```

```
expect(PINA & 0x04 == 1)
```

or

```
expect(getState(LED_PIN) == ON)
```

Performance concerns





IT'S A TRAP!

Know what 'good enough' looks like

Know why it's required

Have a repeatable way to measure it

The tests can help you

C and C++



Link-time fakes

Function pointers

Virtual classes

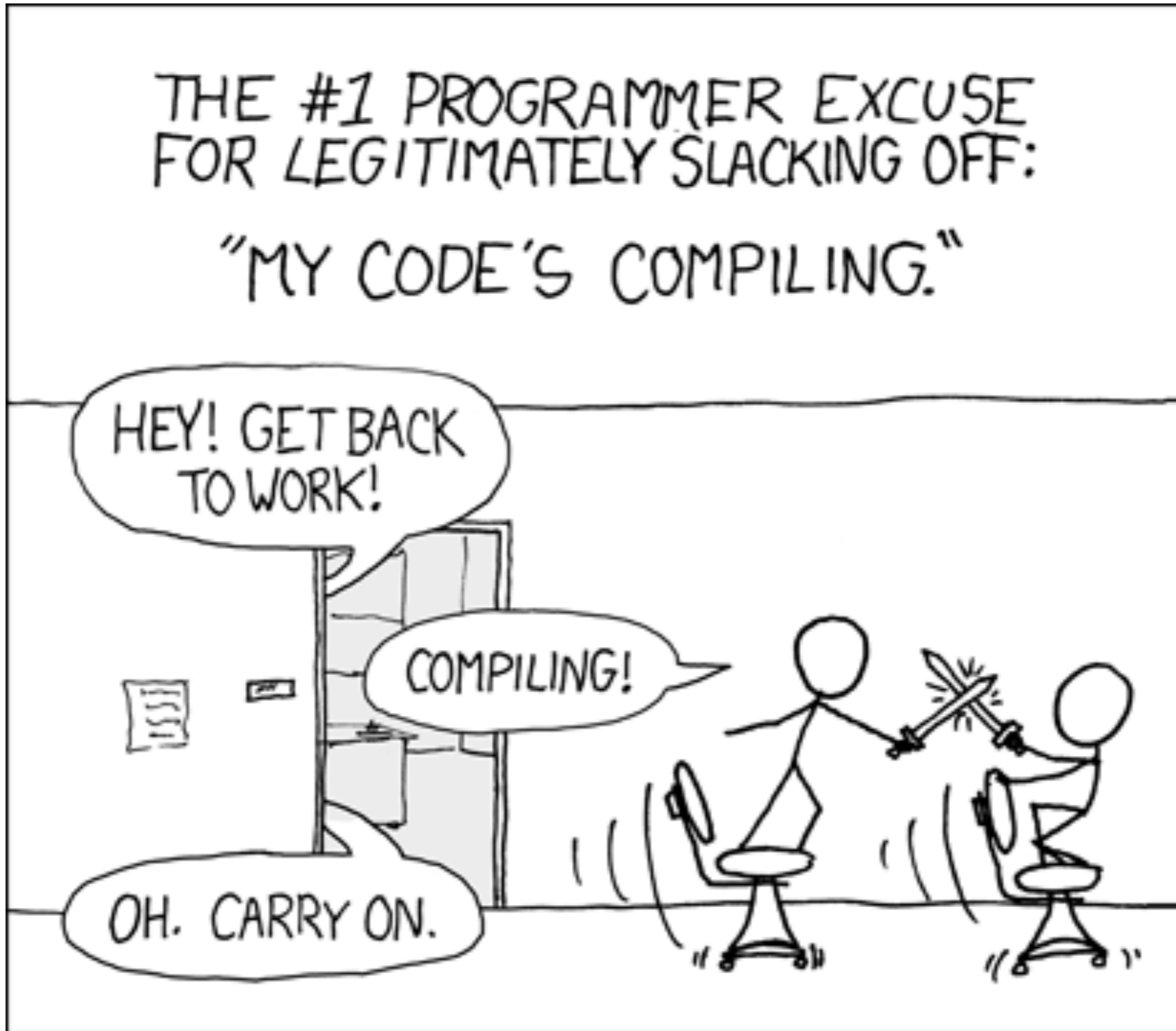
THE #1 PROGRAMMER EXCUSE
FOR LEGITIMATELY SLACKING OFF:

"MY CODE'S COMPILING."

HEY! GET BACK
TO WORK!

COMPILING!

OH. CARRY ON.



Go forth and TDD

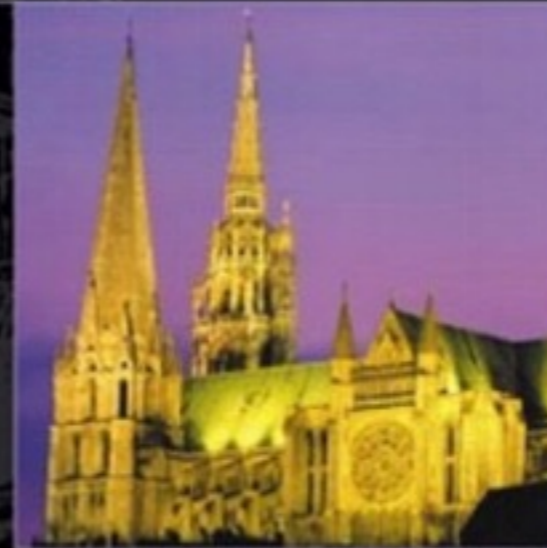
Before I go...

The Addison-Wesley Signature Series

TEST-DRIVEN DEVELOPMENT

BY EXAMPLE

KENT BECK



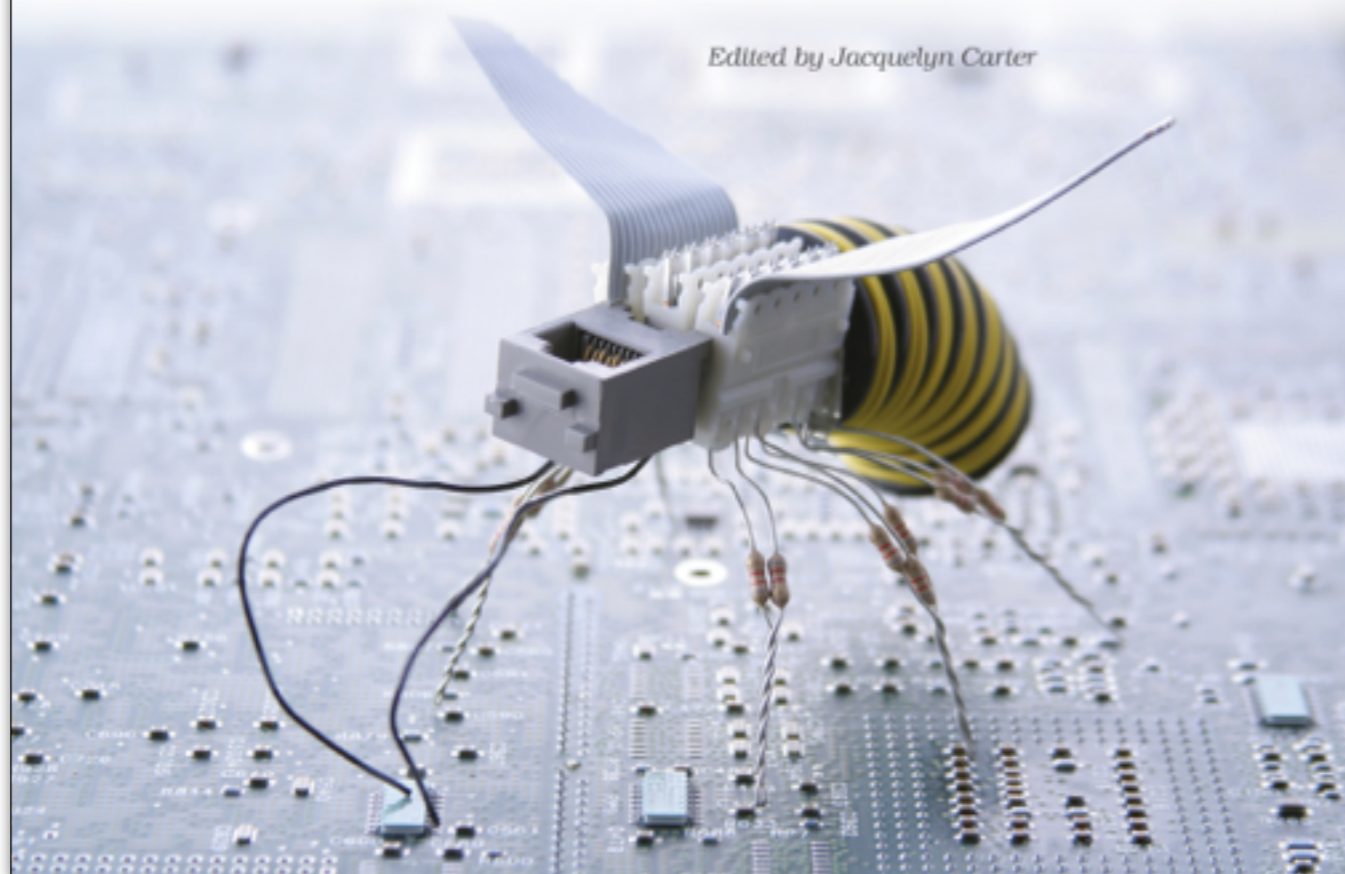
The
Pragmatic
Programmers

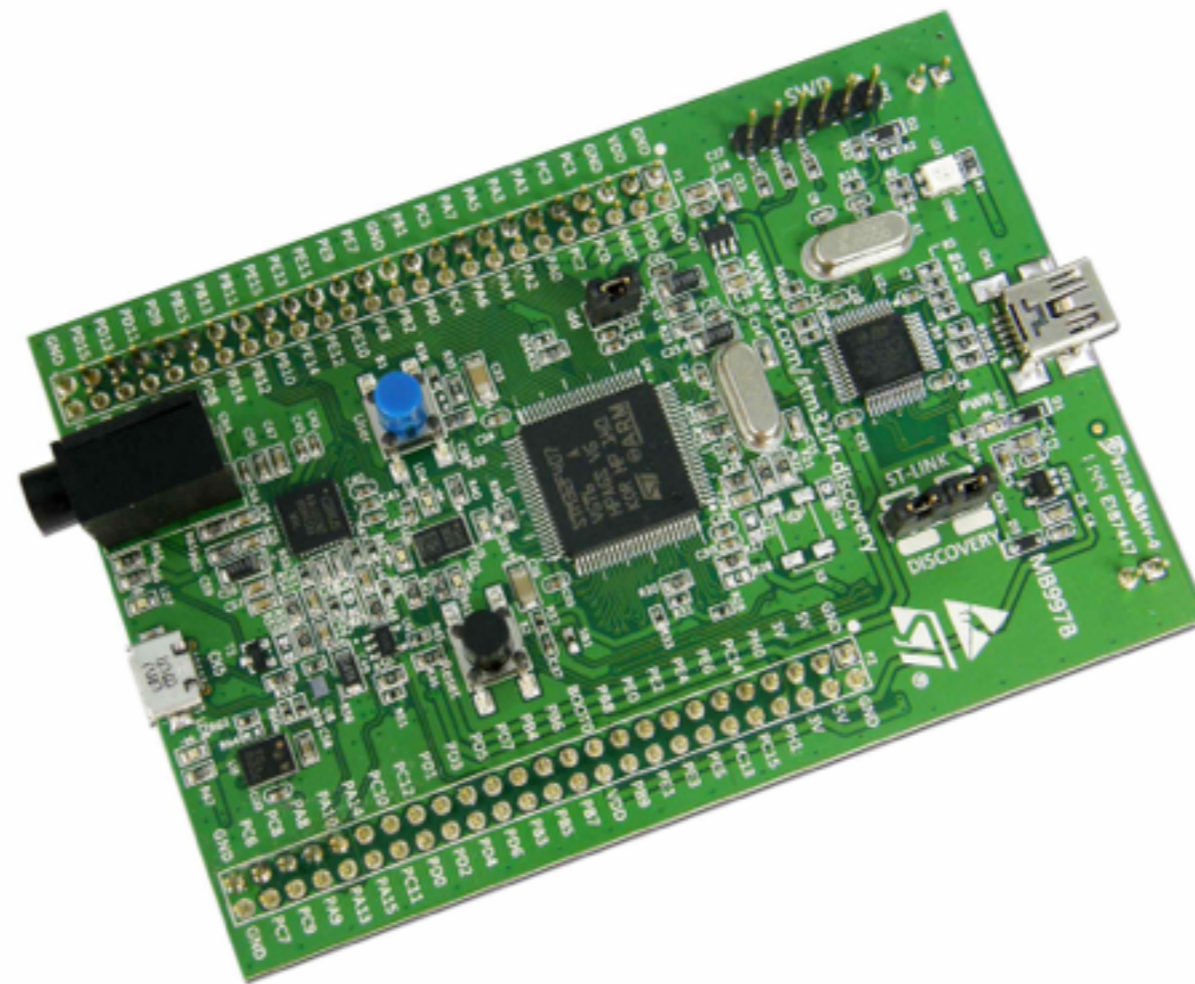
Test-Driven Development for Embedded C

James W. Grenning

Forewords by Jack Ganssle
and Robert C. Martin

Edited by Jacquelyn Carter





<https://github.com/charleskorn/stm32f4-project-template>

TDD for circuit design

THANK YOU

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