Extracted from:

Agile in a Flash

Speed-Learning Agile Software Development

Pragmatic Programmers

Agile in a Flash

Speed-Learning Agile Software Development

Card 1—Why Agile?

The Idea

1 Why Agile?

- Get us all on the same page
- Get product out the door
- Drive down risk
- Learn, adapt, deliver!
- Take pride in your craft
- True transparency
- The joy of building

Agile Cards for Agile Teams

Jeff Langr and
Tim Ottinger
edited by Susannah Pfalzer

FIRST Properties of Unit Tests

- **F**ast
- **I**solated
- **R**epeatable
- **S**elf-verifying
- **T**imely

Fast Tests should be *really* fast. If the entire unit test suite takes a minute, people will be reluctant to run it. Break dependencies to make tests profoundly fast and small.

Isolated When a test fails, it should be for a single, obvious reason. A long, complex test may fail in many places for many reasons. Isolated tests can run alone or in a suite, in any order.

Repeatable Tests can be run in a loop, without intervention. They will continue to fail or succeed until code is changed that breaks them. They do not leave the system in a state that will not allow them to run again.

Self-verifying Unit tests are pass/fail. No interpretation is needed to determine success. If the test fails, it states why it failed.

Timely Unit tests are written with the code, not after the code is completed. In TDD style, tests are written first. Your best results will always come from following the Red/Green/Refactor cycle.

Source: Brett Shuchert, Tim Ottinger

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