IMPROVING SKILLS WITH CYBER-DOJO

Find the podcast series by searching: "Agile Thoughts Cyber-Dojo"

cyber-dojo
a place to **practice** programming

Lancer Agile Thoughts

Kind's

DELIVER
OR DIE !!!

http://AgileNoir.biz/AgileThoughts

ENJOY LISTENING TO THE FOLLOWING EPISODES:

- 193 Introducing the best tool for Running Coding Dojos: Cyber-Dojo
- 194 Tips for training via Cyber-Dojo: repeating the same exercise, DEEP Retrospectives, feedback loops
- 195 Teaching With Cyber-Dojo
- 196 YOU can Contribute to Cyber-Dojo

DECIDE ON THE GOAL

- Select a pre-setup coding exercise or use your own

- Select a programming language

- Decide what kind of class:

  - Individual practice (Kata)

    - ideal for adapting to different paces, can perform cross learning with retrospectives, or even working by one's self

  - Ensemble practice (mob)

    - ideal for building alignment across a group
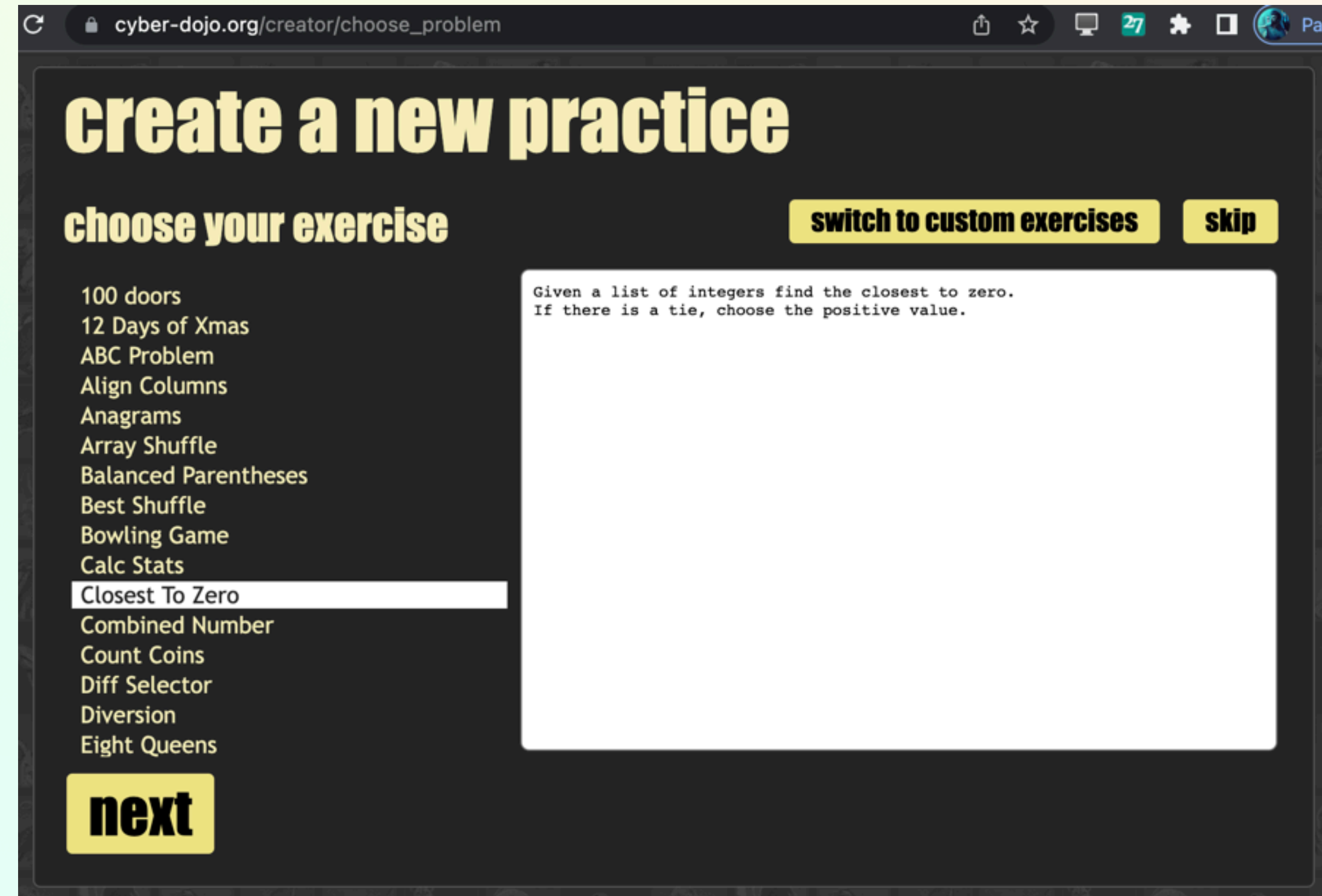
TODAY WE CAN DO A MIX

For those who want a private IDE in a classroom, use this ID: k3zW3p

For those who want to hang has an ensemble, use this ID: ql18kJ

1

cyber-dojo.org/creator/home

cyber-dojo

a place to practice programming

create a new practice

enter an existing practice

2

cyber-dojo.org/creator/enter

enter an existing practice

the ID of your practice is...

?????

3

cyber-dojo.org/creator/enter

enter an existing practice

the ID of your practice is...

k3zW3p

kilo three zulu WHISKEY three pappa

enter group practice as new avatar

join group practice as existing avatar

open group dashboard

version-control

cyber-dojo has built-in version-control.

Each test run creates a new traffic-light:
- 🔴 red   some tests failed
- 🟡 amber   tests did not run
- 🟢 green   all tests passed

Click any traffic-light to:
- **revert** back to its files
- **review** its files
- **fork** a new exercise from its files

In a group practice you can also:
- review other avatars' files!
- make their files your files!

Tests must complete in 10 seconds

---

resume

◀ 🐟 ▶   ◀◀ **3** ▶▶   🔴 ⊘ 🔴 🔴 🟢

revert **fork**

diff ☑️ ?

```
1  public class Hiker
2  {
3      public static int Answer()
4      {
5-         return 6 * 9;
5+         return 2 * 12;
6      }
7  }
```

= readme.txt
! Hiker.cs
= HikerTest.cs
= cyber-dojo.sh

stdout
stderr
status

---

test

predict ⬜

+ **−** **=|**

readme.txt

Hiker.cs

HikerTest.cs

cyber-dojo.sh

download

---

readme.tx

```
1  |:stdc
2  Runt:
3      Os
4      CLI
5
6  Test
7
8
9
10 Erro
11
```

NOTE: WHEN MOBBING

Cyber-Dojo isn't a reactive application, so if someone tries to commit a change (pressing "test" is a commit) from a stale copy of the code, you'll get this message.

Refresh the browser to get the latest code.