

Bdd In Action Behavior Driven Development For The Whole Software Lifecycle

A guide to XP leads the developer, project manager, and team leader through the software development planning process, offering real world examples and tips for reacting to changing environments quickly and efficiently.

Describes ways to incorporate domain modeling into software development.

Write clean code that works with the help of this groundbreaking software method. Example-driven teaching is the basis of Beck's step-by-step instruction that will have readers using TDD to further their projects.

Master Java 5.0 and TDD Together: Build More Robust, Professional Software Master Java 5.0, object-oriented design, and Test-Driven Development (TDD) by learning them together. Agile Java weaves all three into a single coherent approach to building professional, robust software systems. Jeff Langr shows exactly how Java and TDD integrate throughout the entire development lifecycle, helping you leverage today's fastest, most efficient development techniques from the very outset. Langr writes for every programmer, even those with little or no experience with Java, object-oriented development, or agile methods. He shows how to translate oral requirements into practical tests, and then how to use those tests to create reliable, high-performance Java code that solves real problems. Agile Java doesn't just teach the core features of the Java language: it presents coded test examples for each of them. This TDD-centered approach doesn't just lead to better code: it provides powerful feedback that will help you learn Java far more rapidly. The use of TDD as a learning mechanism is a landmark departure from conventional teaching techniques. Presents an expert overview of TDD and agile programming techniques from the Java developer's perspective Brings together practical best practices for Java, TDD, and OO design Walks through setting up Java 5.0 and writing your first program Covers all the basics, including strings, packages, and more Simplifies object-oriented concepts, including classes, interfaces, polymorphism, and inheritance Contains detailed chapters on exceptions and logging, math, I/O, reflection, multithreading, and Swing Offers seamlessly-integrated explanations of Java 5.0's key innovations, from generics to annotations Shows how TDD impacts system design, and vice versa Complements any agile or traditional methodology, including Extreme Programming (XP)

Writing Great Specifications

Writing Effective Use Cases

Techniques, Practices, and Patterns for Building and Maintaining Effective Software Projects

OAuth 2 in Action

BDD in Action

Behavior-Driven Development for the Whole Software Lifecycle

A Practical Guide to Acceptance Test-Driven Development

This open access book constitutes the proceedings of the 19th International Conference on Agile Software Development, XP 2018, held in Porto, Portugal, in May 2018. XP is the premier agile software development conference combining research and practice, and XP 2018 provided a playful and informal environment to learn and trigger discussions around its main theme – make, inspect, adapt. The 21 papers presented in this volume were carefully reviewed and selected from

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62 submissions. They were organized in topical sections named: agile requirements; agile testing; agile transformation; scaling agile; human-centric agile; and continuous experimentation.

Fundamental testing methodologies applied to the popular Python language Testing Python; Applying Unit Testing, TDD, BDD and Acceptance Testing is the most comprehensive book available on testing for one of the top software programming languages in the world. Python is a natural choice for new and experienced developers, and this hands-on resource is a much needed guide to enterprise-level testing development methodologies. The book will show you why Unit Testing and TDD can lead to cleaner, more flexible programs. Unit Testing and Test-Driven Development (TDD) are increasingly must-have skills for software developers, no matter what language they work in. In enterprise settings, it's critical for developers to ensure they always have working code, and that's what makes testing methodologies so attractive. This book will teach you the most widely used testing strategies and will introduce to you still others, covering performance testing, continuous testing, and more. Learn Unit Testing and TDD—important development methodologies that lie at the heart of Agile development Enhance your ability to work with Python to develop powerful, flexible applications with clean code Draw on the expertise of author David Sale, a leading UK developer and tech commentator Get ahead of the crowd by mastering the underappreciated world of Python testing Knowledge of software testing in Python could set you apart from Python developers using outmoded methodologies. Python is a natural fit for TDD and Testing Python is a must-read text for anyone who wants to develop expertise in Python programming.

*Get past the myths of testing in agile environments - and implement agile testing the RIGHT way. * * For everyone concerned with agile testing: developers, testers, managers, customers, and other stakeholders. * Covers every key issue: Values, practices, organizational and cultural challenges, collaboration, metrics, infrastructure, documentation, tools, and more. * By two of the world's most experienced agile testing practitioners and consultants. Software testing has always been crucial, but it may be even more crucial in agile environments that rely heavily on repeated iterations of software capable of passing tests. There are, however, many myths associated with testing in agile environments. This book helps agile team members overcome those myths -- and implement testing that truly maximizes software quality and value. Long-time agile testers Lisa Crispin and Janet Gregory offer powerful insights for three large, diverse groups of readers: experienced testers who are new to agile; members of newly-created agile teams who aren't sure how to perform testing or work with testers; and test/QA managers whose development teams are implementing agile. Readers will learn specific agile testing practices and techniques that can mean the difference between success and failure; discover how to transition 'traditional' test teams to agile; and learn how to integrate testers smoothly into agile teams. Drawing on extensive experience, the authors illuminate topics ranging from culture to test planning to automated tools. They cover every form of testing: business-facing tests, technology-facing tests, exploratory tests, context-driven and scenario tests, load, stability, and endurance tests, and more. Using this book's techniques, readers can improve the effectiveness and reduce the risks of any agile project or initiative.*

When testing becomes a developer's habit good things tend to happen--good productivity, good code, and good job satisfaction. If you want some of that, there's no better way to start your testing habit, nor to continue feeding it, than with ""JUnit Recipes,"" In this book you will find one hundred and thirty-seven solutions to a range of problems, from simple to complex, selected for you by an experienced developer and master tester. Each recipe follows the same organization giving you the problem and its background before discussing your options in solving it. JUnit - the unit testing framework for Java - is simple to use, but some code can be tricky to test. When you're facing such code you will be glad to have this book. It is a how-to reference full of practical advice on all issues

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of testing, from how to name your test case classes to how to test complicated J2EE applications. Its valuable advice includes side matters that can have a big payoff, like how to organize your test data or how to manage expensive test resources. What's Inside: - Getting started with JUnit - Recipes for: servlets JSPs EJBs Database code much more - Difficult-to-test designs, and how to fix them - How testing saves time - Choose a JUnit extension: HTMLUnit XMLUnit ServletUnit EasyMock and more!

Agile Java™

Discover If a Medical Career Is Right for You and Learn How to Make It Happen

Crafting Test-Driven Software with Python

Test-driven Development

Practical Test-Driven Development Using C# 7

Facts and Fallacies of Software Engineering

Complete Guide to Test Automation

Written by the creator of SpecFlow and the author of The Cucumber for Java Book, this book provides inside information on how to get the most out of the discovery phase of Behaviour Driven Development (BDD). This practical guide demonstrates good collaboration techniques, illustrated by concrete examples. This book is written for everyone involved in the specification and delivery of software (including product owners, business analysts, developers, and testers). The book starts by explaining the reasons BDD exists in the first place and describes techniques for getting the most out of collaboration between business and delivery team members. This is the first in the BDD Books series that will guide you through the entire development process, including specific technical practices needed to successfully drive development using collaboratively-authored specifications and living documentation.

The practice of building software is a “ new kid on the block ” technology. Though it may not seem this way for those who have been in the field for most of their careers, in the overall scheme of professions, software builders are relative “ newbies. ” In the short history of the software field, a lot of facts have been identified, and a lot of fallacies promulgated. Those facts and fallacies are what this book is about. There's a problem with those facts—and, as you might imagine, those fallacies. Many of these fundamentally important facts are learned by a software engineer, but over the short lifespan of the software field, all too many of them have been forgotten. While reading Facts and Fallacies of Software Engineering , you may experience moments of “ Oh, yes, I had forgotten that, ” alongside some “ Is that really true? ” thoughts. The author of this book doesn't shy away from controversy. In fact, each of the facts and fallacies is accompanied by a discussion of whatever controversy envelops it. You may find yourself agreeing with a lot of the facts and fallacies, yet emotionally disturbed by a few of them! Whether you agree or disagree, you will learn why the author has been called “ the premier curmudgeon of software practice. ” These facts and fallacies are fundamental to the software building field—forget or neglect them at your peril!

JUnit in Action, Third Edition has been completely rewritten for this release. The

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book is full of examples that demonstrate JUnit's modern features, including its new architecture; nested, tagged, and dynamic tests; and dependency injection. Summary JUnit is the gold standard for unit testing Java applications. Filled with powerful new features designed to automate software testing, JUnit 5 boosts your productivity and helps avoid debugging nightmares. Whether you're just starting with JUnit or you want to ramp up on the new features, JUnit in Action, Third Edition has you covered. Extensively revised with new code and new chapters, JUnit in Action, Third Edition is an up-to-date guide to smooth software testing. Dozens of hands-on examples illustrate JUnit 5's innovations for dependency injection, nested testing, parameterized tests, and more.

Throughout, you ' ll learn how to use JUnit 5 to automate your testing, for a process that consumes less resources, and gives you more time for developing. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology The JUnit framework is the gold standard for unit testing Java applications—and knowing it is an essential skill for Java developers. The latest version, JUnit 5, is a total overhaul, now supporting modern Java features like Lambdas and Streams. About the book JUnit in Action, Third Edition has been completely rewritten for this release. The book is full of examples that demonstrate JUnit's modern features, including its new architecture; nested, tagged, and dynamic tests; and dependency injection. You'll benefit from author Catalin Tudose's unique "pyramid" testing strategy, which breaks the testing process into layers and sets you on the path to bug-free code creation. What's inside Migrating from JUnit 4 to 5 Effective test automation Test-driven development and behavior-driven development Using mocks for test isolation Connecting JUnit 5 with Maven or Gradle About the reader For intermediate Java developers. About the author Catalin Tudose has a Ph.D. in Computer Science, and over 15 years of experience as a Senior Java Developer and Technical Team Lead. Previous editions were authored by Petar Tahchiev, Felipe Leme, Gary Gregory, and Vincent Massol. Table of Contents PART 1 - JUNIT 1 JUnit jump-start 2 Exploring core JUnit 3 JUnit architecture 4 Migrating from JUnit 4 to JUnit 5 5 Software testing principles PART 2 - DIFFERENT TESTING STRATEGIES 6 Test quality 7 Coarse-grained testing with stubs 8 Testing with mock objects 9 In-container testing PART 3 - WORKING WITH JUNIT 5 AND OTHER TOOLS 10 Running JUnit tests from Maven 3 11 Running JUnit tests from Gradle 6 12 JUnit 5 IDE support 13 Continuous integration with JUnit 5 PART 4 - WORKING WITH MODERN FRAMEWORKS AND JUNIT 5 14 JUnit 5 extension model 15 Presentation-layer testing 16 Testing Spring applications 17 Testing Spring Boot applications 18 Testing a REST API 19 Testing database applications PART 5 - DEVELOPING APPLICATIONS WITH JUNIT 5 20 Test-driven development with JUnit 5 21 Behavior-driven development in JUnit 5 22 Implementing a test pyramid strategy with JUnit 5

Provides information on designing effective interfaces.

Test-Driven Java Development

Explore Behaviour Using Examples

Discovery

Revised Edition of Rails 3 in Action

Test-Driven Java Development, Second Edition

Java Power Tools

Practical Methods for Programmer Testing

This guide will help readers learn how to employ the significant power of use cases to their software development efforts. It provides a practical methodology, presenting key use case concepts.

With Acceptance Test-Driven Development (ATDD), business customers, testers, and developers can collaborate to produce testable requirements that help them build higher quality software more rapidly. However, ATDD is still widely misunderstood by many practitioners. ATDD by Example is the first practical, entry-level, hands-on guide to implementing and successfully applying it. ATDD pioneer Markus Gärtner walks readers step by step through deriving the right systems from business users, and then implementing fully automated, functional tests that accurately reflect business requirements, are intelligible to stakeholders, and promote more effective development.

Through two end-to-end case studies, Gärtner demonstrates how ATDD can be applied using diverse frameworks and languages. Each case study is accompanied by an extensive set of artifacts, including test automation classes, step definitions, and full sample implementations. These realistic examples illuminate ATDD's fundamental principles, show how ATDD fits into the broader development process, highlight tips from Gärtner's extensive experience, and identify crucial pitfalls to avoid. Readers will learn to Master the thought processes associated with successful ATDD implementation Use ATDD with Cucumber to describe software in ways businesspeople can understand Test web pages using ATDD tools Bring ATDD to Java with the FitNesse wiki-based acceptance test framework Use examples more effectively in Behavior-Driven Development (BDD) Specify software collaboratively through innovative workshops Implement more user-friendly and collaborative test automation Test more cleanly, listen to test results, and refactor tests for greater value If you're a tester, analyst, developer, or project manager, this book offers a concrete foundation for achieving real benefits with ATDD now—and it will help you reap even more value as you gain experience.

Summary Specification by Example is an emerging practice for creating software based on realistic examples, bridging the communication gap between business stakeholders and the dev teams building the software. In this book, author Gojko Adzic distills interviews with successful teams worldwide, sharing how they specify, develop, and deliver software, without defects, in short iterative delivery cycles. About the Technology Specification by Example is a collaborative method for specifying requirements and tests. Seven patterns, fully explored in this book, are key to making the method effective. The method has four main benefits: it produces living, reliable documentation; it defines expectations clearly and makes validation efficient; it reduces rework; and, above all, it assures delivery teams and business stakeholders that the software that's built is right for its purpose. About the Book This book distills from the experience of leading teams worldwide effective ways to specify, test, and deliver software in short, iterative delivery cycles. Case studies in this book range from small web startups to large financial

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institutions, working in many processes including XP, Scrum, and Kanban. This book is written for developers, testers, analysts, and business people working together to build great software. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside

Common process patterns How to avoid bad practices Fitting SBE in your process 50+ case studies ===== Table of Contents Part 1 Getting started Part 2 Key process patterns Part 3 Case studies Key benefits Key process patterns Living documentation Initiating the changes Deriving scope from goals Specifying collaboratively Illustrating using examples Refining the specification Automating validation without changing specifications Validating frequently Evolving a documentation system uSwitch RainStor Iowa Student Loan Sabre Airline Solutions ePlan Services Songkick Concluding thoughts

Summary BDD in Action teaches you the Behavior-Driven Development model and shows you how to integrate it into your existing development process. First you'll learn how to apply BDD to requirements analysis to define features that focus your development efforts on underlying business goals. Then, you'll discover how to automate acceptance criteria and use tests to guide and report on the development process. Along the way, you'll apply BDD principles at the coding level to write more maintainable and better documented code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You can't write good software if you don't understand what it's supposed to do. Behavior-Driven Development (BDD) encourages teams to use conversation and concrete examples to build up a shared understanding of how an application should work and which features really matter. With an emerging body of best practices and sophisticated new tools that assist in requirement analysis and test automation, BDD has become a hot, mainstream practice. About the Book BDD in Action teaches you BDD principles and practices and shows you how to integrate them into your existing development process, no matter what language you use. First, you'll apply BDD to requirements analysis so you can focus your development efforts on underlying business goals. Then, you'll discover how to automate acceptance criteria and use tests to guide and report on the development process. Along the way, you'll apply BDD principles at the coding level to write more maintainable and better documented code. No prior experience with BDD is required. What's Inside BDD theory and practice How BDD will affect your team BDD for acceptance, integration, and unit testing Examples in Java, .NET, JavaScript, and more Reporting and living documentation About the Author John Ferguson Smart is a specialist in BDD, automated testing, and software lifecycle development optimization. Table of Contents PART 1: FIRST STEPS Building software that makes a difference BDD—the whirlwind tour PART 2: WHAT DO I WANT? DEFINING REQUIREMENTS USING BDD Understanding the business goals: Feature Injection and related techniques Defining and illustrating features From examples to executable specifications Automating the scenarios PART 3: HOW DO I BUILD IT? CODING THE BDD WAY From executable specifications to rock-solid automated acceptance tests Automating acceptance criteria for the UI layer Automating acceptance criteria for non-UI requirements BDD and unit testing PART 4: TAKING BDD FURTHER Living Documentation: reporting and project management BDD in the build process Modern PHP Domain-driven Design

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Learning Behavior-driven Development with JavaScript

Agile Testing

Crafting Code with Test-Driven Development

The Cucumber Book

A Brief Guide to the Systems Modeling Language

This is the fourth semi-fictional story from the Carnsa Development series. It focuses on Behaviour Driven Development, also known as BDD. It explores how BDD can be used to write effective acceptance criteria and support requirements. The story also includes a look at Test Driven Development (TDD) and Continuous Integration to support test automation. This book might be able to help you or your team with some of the following: Difficulty writing effective acceptance tests to support requirements? Not sure about the difference between BDD and automated testing? Want to understand the ideal mindset to use and practice with Gherkins? Not sure how TDD and its relation to BDD? Not sure how continuous integration relates to testing? The story is set in the life of the quirky Carnsa family, whose family practices are led by the mother and business analyst, Claudia. Granny has no problem voicing her opinion when she encounters some of the initial concepts that she does not agree with. Will you not join the family in exploration of the subjects, with scenarios you can relate to and use to test your knowledge?

Critical introductions to a range of literary topics and genres. Looking back on 20th century British drama from its historical, social and political perspective enables the reader to see each play in a broader context. Contents include a selection of play extracts from well-known authors including Harold Brighouse, John Osborne, Harold Pinter, Tom Stoppard and Timberlake Wertenbaker.

Streamline software development with Jenkins, the popular Java-based open source tool that has revolutionized the way teams think about Continuous Integration (CI). This complete guide shows you how to automate your build, integration, release, and deployment process with Jenkins—and demonstrates how CI can save you time, money, and many headaches. Ideal for developers, software architects, and project managers, Jenkins: The Definitive Guide is both a CI tutorial and a comprehensive Jenkins reference. Through its wealth of best practices and real-world tips, you'll discover how easy it is to set up a CI service with Jenkins. Learn how to install, configure, and secure your Jenkins server Organize and monitor your build general-purpose build jobs Integrate automated tests to verify builds, and set up code quality reporting Establish effective team notification strategies and techniques Configure build pipelines, parameterized jobs, matrix builds, and other advanced jobs Manage a farm of Jenkins servers to run distributed builds Implement automated deployment and continuous delivery

This book will teach the concepts of test driven development in Java so you can build more maintainable and robust code Key Features Explore the most popular TDD tools and frameworks and become more proficient in building applications Create applications with better code design, fewer bugs, and higher test coverage, enabling you to get them to production quickly Implement test-driven programming methods into your development workflows Description Test-driven development (TDD) is a development approach that relies on a first procedure that emphasizes writing a test before writing the necessary code, and then refactoring the code to optimize it. The value of performing TDD with Java, one of the most established programming languages, is to improve the productivity of programmers and the maintainability and performance of code, and develop a deeper understanding of the

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language and how to employ it effectively. Starting with the basics of TDD and understanding why its adoption is beneficial, this book will take you from the first steps of TDD with JUnit until you are confident enough to embrace the practice in your day-to-day routine. You are guided through setting up tools, frameworks, and the environment you need, and we walk you right into hands-on exercises with the goal of mastering one practice, tool, or framework in a short time. You'll learn about the Red-Green-Refactor procedure, how to write unit tests, and how to use them as executable documentation. With this book, you'll also discover how to create simple and easily maintainable code, work with mocks, utilize behavior-driven development to refactor old legacy code, and release a half-finished feature to production with feature toggles. You will finish this book with a deep understanding of the test-driven development methodology and the confidence to apply it to application programming with Java. What you will learn

- Explore the tools and frameworks required for effective TDD development
- Perform the Red-Green-Refactor process efficiently, the pillar around which all other TDD procedures are based
- Master effective unit testing in isolation from the rest of your code
- Design simple and easily maintainable code by implementing different techniques
- Use mocking frameworks and techniques to easily write and quickly execute tests
- Develop an application to implement behavior-driven development in conjunction with unit testing
- Enable and disable features using feature toggles

Who this book is for: If you're an experienced Java developer and want to implement more effective methods of programming systems and applications, then this book is for you.

Agile Processes in Software Engineering and Extreme Programming

JUnit in Action

Testing Python

A Practical Guide for Testers and Agile Teams

Continuous Integration for the Masses

Better Collaboration for Better Software

Rails 4 in Action

Summary Writing Great Specifications is an example-rich tutorial that teaches you how to write good Gherkin specification documents that take advantage of the benefits of specification by example. Foreword written by Gojko Adzic. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The clearest way to communicate a software specification is to provide examples of how it should work. Turning these story-based descriptions into a well-organized dev plan is another matter. Gherkin is a human-friendly, jargon-free language for documenting a suite of examples as an executable specification. It fosters efficient collaboration between business and dev teams, and it's an excellent foundation for the specification by example (SBE) process. About the Book Writing Great Specifications teaches you how to capture executable software designs in Gherkin following the SBE method. Written for both developers and non-technical team

members, this practical book starts with collecting individual feature stories and organizing them into a full, testable spec. You'll learn to choose the best scenarios, write them in a way that anyone can understand, and ensure they can be easily updated by anyone.

management. What's Inside Reading and writing Gherkin Designing story-based test cases Team Collaboration Managing a suite of Gherkin documents About the Reader Primarily written for developers and architects, this book is accessible to any member of a software design team. About the Author Kamil Nicieja is a seasoned engineer, architect, and project manager with deep expertise in Gherkin and SBE. Table of contents

Introduction to specification by example and Gherkin PART 1 - WRITING EXECUTABLE SPECIFICATIONS WITH EXAMPLES The specification layer and the automation layer Mastering the Given-When-Then template The basics of scenario outlines Choosing examples for scenario outlines The life cycle of executable specifications Living documentation PART 2 - MANAGING SPECIFICATION SUITES Organizing scenarios into a specification suite Refactoring features into abilities and business needs Building a domain-driven specification suite Managing large projects with bounded contexts

This book is ideal for any JavaScript developer who is interested in producing well-tested code. If you have no prior experience with testing, Node.js, or any other tool, do not worry, as they will be explained from scratch. Radically improve your testing practice and software quality with new testing styles, good patterns, and reliable automation. Key Features A practical and results-driven approach to unit testing Refine your existing unit tests by implementing modern best practices Learn the four pillars of a good unit test Safely automate your testing process to save time and money Spot which tests need refactoring, and which need to be deleted entirely Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Great testing practices maximize your project quality and delivery speed by identifying bad code early in the development process. Wrong tests will break your code, multiply bugs, and increase time and costs. You owe it to yourself—and your projects—to learn how to do excellent unit testing. Unit Testing Principles, Patterns and Practices teaches you to design and write tests that target

key areas of your code including the domain model. In this clearly written guide, you learn to develop professional-quality tests and test suites and integrate testing throughout the application life cycle. As you adopt a testing mindset, you'll be amazed at how better tests cause you to write better code. What You Will Learn Universal guidelines to assess any unit test Testing to identify and avoid anti-patterns Refactoring tests along with the production code Using integration tests to verify the whole system This Book Is Written For For readers who know the basics of unit testing. Examples are written in C# and can easily be applied to any language. About the Author Vladimir Khorikov is an author, blogger, and Microsoft MVP. He has mentored numerous teams on the ins and outs of unit testing. Table of Contents: PART 1 THE BIGGER PICTURE 1 ; The goal of unit testing 2 ; What is a unit test? 3 ; The anatomy of a unit test PART 2 MAKING YOUR TESTS WORK FOR YOU 4 ; The four pillars of a good unit test 5 ; Mocks and test fragility 6 ; Styles of unit testing 7 ; Refactoring toward valuable unit tests PART 3 INTEGRATION TESTING 8 ; Why integration testing? 9 ; Mocking best practices 10 ; Testing the database PART 4 UNIT TESTING ANTI-PATTERNS 11 ; Unit testing anti-patterns

A life in medicine is something that many dream of but few achieve. The tests students face—both literal and figurative—just to get into medical school are designed to weed out the weak. In *Planning a Life in Medicine*, the experts at The Princeton Review help you succeed in a premedical program, score higher on the MCAT, meet the challenges of medical school, and ultimately flourish in your medical career. More than just a comprehensive plan for getting into medical school, *Planning a Life in Medicine* is a handbook that will help you to cultivate the skills and habits—such as compartmentalizing knowledge and improving concentration—that will help you along your “path of heart” and serve you well throughout your education and medical career.

Interface-oriented Design

Behavior-Driven Development for the whole software lifecycle

for Agile Software Development

SysML Distilled

Unit Testing Principles, Practices, and Patterns

Applying Unit Testing, TDD, BDD and Acceptance Testing By Example

Revised and upgraded with the latest tools and practices, Behaviour Driven Development in Action, Second Edition teaches you how to integrate BDD into your software development process. Almost half of all software projects fail to deliver on key requirements. Behavior-Driven Development (BDD) reduces these costly failures by building a shared understanding of how an application should work. Behavior Driven Development in Action, Second Edition teaches communication skills, collaborative practices, and automation tools that ensure everyone from developers to non-technical stakeholders are in agreement on the goals of a project. Once you've established this collaborative structure, you'll learn how to use automated acceptance criteria to guide and report on the development process. Alongside learning to apply BDD principles at the coding level for more maintainable code, this new edition is expanded with coverage of working with BDD in large-scale Agile systems and as part of DevOps practices. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

PHP is experiencing a renaissance, though it may be difficult to tell with all of the outdated PHP tutorials online. With this practical guide, you'll learn how PHP has become a full-featured, mature language with object-orientation, namespaces, and a growing collection of reusable component libraries. Author Josh Lockhart—creator of PHP The Right Way, a popular initiative to encourage PHP best practices—reveals these new language features in action. You'll learn best practices for application architecture and planning, databases, security, testing, debugging, and deployment. If you have a basic understanding of PHP and want to bolster your skills, this is your book. Learn modern PHP features, such as namespaces, traits, generators, and closures Discover how to find, use, and create PHP components Follow best practices for application security, working with databases, errors and exceptions, and more Learn tools and techniques for deploying, tuning, testing, and profiling your PHP applications Explore Facebook's HVVM and Hack language implementations—and how they affect modern PHP Build a local development environment that closely matches your production server

The Systems Modeling Language (SysML) extends UML with powerful systems engineering capabilities for modeling a wider spectrum of systems and capturing all aspects of a system's design. SysML Distilled is the first clear, concise guide for everyone who wants to start creating effective SysML models. (Drawing on his pioneering experience at Lockheed Martin and NASA, Lenny Delligatti illuminates SysML's core components and provides practical advice to help you create good models and good designs. Delligatti begins with an easy-to-understand overview of Model-Based Systems Engineering (MBSE) and an explanation of how SysML enables effective system specification, analysis, design, optimization, verification, and validation. Next, he shows how to use all nine types of SysML diagrams, even if you have no previous experience with modeling languages. A case study running through the text demonstrates the use of SysML in modeling a complex, real-world sociotechnical system. Modeled after Martin Fowler's classic UML Distilled, Delligatti's indispensable guide quickly teaches you what you need to know to get started and helps you deepen your knowledge incrementally as the need arises. Like SysML itself, the book is method independent and is designed to support whatever processes, procedures, and tools you already use. Coverage Includes Why SysML was created and the business case for using it Quickly putting SysML to practical use What to know before you start a SysML modeling project Essential concepts that apply to all SysML diagrams SysML diagram elements and relationships Diagramming block definitions, internal structures, use cases, activities, interactions, state machines, constraints, requirements, and packages Using allocations to define mappings among elements across a model SysML notation tables, version changes, and sources for more information

Summary Rails 4 in Action is a comprehensive introduction to Rails that guides you hands-on through all you'll need to become a competent and confident Rails developer. In it, you'll master Rails 4 by developing a ticket-tracking application that includes RESTful routing, authentication and authorization, file uploads, email, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Rails is a full-stack, open source web framework powered by Ruby. Now in version 4, Rails is mature and powerful, and to use

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it effectively you need more than a few Google searches. You'll find no substitute for the guru's-eye-view of design, testing, deployment, and other real-world concerns that this book provides. Rails 4 in Action is a hands-on guide to the subject. In this fully revised new edition, you'll master Rails 4 by developing a ticket-tracking application that includes RESTful routing, authentication and authorization, file uploads, email, and more. Learn to design your own APIs and successfully deploy a production-quality application. You'll see test-driven development and behavior-driven development in action throughout the book, just like in a top Rails shop. What's Inside Creating your own APIs Using RSpec and Capybara Emphasis on test-first development Fully updated for Rails 4 About the Reader For readers of this book, a background in Ruby is helpful but not required. No Rails experience is assumed. About the Authors Ryan Bigg, Yehuda Katz, Steve Klabnik, and Rebecca Skinner are contributors to Rails and active members of the Rails community. Table of Contents Ruby on Rails, the framework Testing saves your bacon Developing a real Rails application Oh, CRUD! Nested resources Authentication Basic access control Fine-grained access control File uploading Tracking state Tagging Sending email Deployment Designing an API Rack-based applications Using Specification by Example and Gherkin Invoke TDD principles for end-to-end application development, 2nd Edition Node.js in Action Planning a Life in Medicine Twentieth Century British Drama Tackling Complexity in the Heart of Software BDD in Action, Second Edition

All true craftsmen need the best tools to do their finest work, and programmers are no different. Java Power Tools delivers 30 open source tools designed to improve the development practices of Java developers in any size team or organization. Each chapter includes a series of short articles about one particular tool -- whether it's for build systems, version control, or other aspects of the development process -- giving you the equivalent of 30 short reference books in one package. No matter which development method your team chooses, whether it's Agile, RUP, XP, SCRUM, or one of many others available, Java Power Tools provides practical techniques and tools to help you optimize the process. The book discusses key Java development problem areas and best practices, and focuses on open source tools that can help increase productivity in each area of the development cycle, including: Build tools including Ant and Maven 2 Version control tools such as CVS and Subversion, the two most

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prominent open source tools Quality metrics tools that measure different aspects of code quality, including CheckStyle, PMD, FindBugs and Jupiter Technical documentation tools that can help you generate good technical documentation without spending too much effort writing and maintaining it Unit Testing tools including JUnit 4, TestNG, and the open source coverage tool Cobertura Integration, Load and Performance Testing to integrate performance tests into unit tests, load-test your application, and automatically test web services, Swing interfaces and web interfaces Issue management tools including Bugzilla and Trac Continuous Integration tools such as Continuum, Cruise Control, LintBuild and Hudson If you are a Java developer, these tools can help improve your development practices, and make your life easier in the process. Lead developers, software architects and people interested in the wider picture will be able to gather from these pages some useful ideas about improving your project infrastructure and best practices.

Develop applications for the real world with a thorough software testing approach Key Features Develop a thorough understanding of TDD and how it can help you develop simpler applications with no defects using C# and JavaScript Adapt to the mindset of writing tests before code by incorporating business goals, code manageability, and other factors Make all your software units and modules pass tests by analyzing failed tests and refactoring code as and when required Book Description Test-Driven Development (TDD) is a methodology that helps you to write as little as code as possible to satisfy software requirements, and ensures that what you've written does what it's supposed to do. If you're looking for a practical resource on Test-Driven Development this is the book for you. You've found a practical end-to-end guide that will help you implement Test-Driven Techniques for your software development projects. You will learn from industry standard patterns and practices, and shift from a conventional approach to a modern and efficient software testing approach in C# and JavaScript. This book starts with the basics of TDD and the components of a simple unit test. Then we look at setting up the testing framework so that you can easily run your tests in your development environment. You will then see the importance of defining and testing boundaries, abstracting away third-party code (including the .NET Framework), and working with different types of test double such as spies, mocks, and fakes. Moving on, you will learn how to think like a TDD developer when it comes to application development. Next, you'll focus on writing tests for new/changing requirements and covering newly discovered bugs, along with how to test JavaScript applications and perform integration testing. You'll also learn how to identify code that is inherently un-testable, and identify some of the major problems with legacy applications that weren't written with testability in mind. By the end of the book, you'll have all the TDD skills you'll need and you'll be able to re-enter the world as a TDD expert! What you will learn The core concepts of TDD Testing in action with a real-world case study in C# and JavaScript using React Writing proper Unit Tests and testable code for your application Using different types of test double such as stubs, spies, and mocks Growing an application guided by tests Exploring new developments on a green-field application Mitigating the problems associated with writing tests for legacy applications Modifying a legacy application to make it testable Who this book is for This book is for software developers with a basic knowledge of Test Driven Development (TDD) who want a thorough understanding of how TDD can benefit them and the applications they produce. The examples in this

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book are in C#, and you will need a basic understanding of C# to work through these examples.

Master BDD to deliver higher-value software more quickly To develop high-value products quickly, software development teams need better ways to collaborate. Agile methods like Scrum and Kanban are helpful, but they're not enough. Teams need better ways to work inside each sprint or work item. Behavior-driven development (BDD) adds just enough structure for product experts, testers, and developers to collaborate more effectively. Drawing on extensive experience helping teams adopt BDD, Richard Lawrence and Paul Rayner show how to explore changes in system behavior with examples through conversations, how to capture your examples in expressive language, and how to flow the results into effective automated testing with Cucumber. Where most BDD resources focus on test automation, this guide goes deep into how BDD changes team collaboration and what that collaboration looks like day to day. Concrete examples and practical advice will prepare you to succeed with BDD, whatever your context or role.

- Learn how to collaborate better by using concrete examples of system behavior
- Identify your project's meaningful increment of value so you're always working on something important
- Begin experimenting with BDD slowly and at low risk
- Move smoothly from informal examples to automated tests in Cucumber
- Use BDD to deliver more frequently with greater visibility
- Make Cucumber scenarios more expressive to ensure you're building the right thing
- Grow a Cucumber suite that acts as high-value living documentation
- Sustainably work with complex scenario data
- Get beyond the "mini-waterfalls" that often arise on Scrum teams

Get to grips with essential concepts and step-by-step explanations to apply TDD practices to your Python projects while keeping your test suite under control

Key Features

- Build robust Python applications using TDD and BDD methodologies
- Test Python web applications using WebTest and web frameworks
- Leverage PyTest to implement stringent testing mechanisms to ensure fault-tolerant applications

Description Test-driven development (TDD) is a set of best practices that helps developers to build more scalable software and is used to increase the robustness of software by using automatic tests. This book shows you how to apply TDD practices effectively in Python projects. You'll begin by learning about built-in unit tests and Mocks before covering rich frameworks like PyTest and web-based libraries such as WebTest and Robot Framework, discovering how Python allows you to embrace all modern testing practices with ease. Moving on, you'll find out how to design tests and balance them with new feature development and learn how to create a complete test suite with PyTest. The book helps you adopt a hands-on approach to implementing TDD and associated methodologies that will have you up and running and make you more productive in no time. With the help of step-by-step explanations of essential concepts and practical examples, you'll explore automatic tests and TDD best practices and get to grips with the methodologies and tools available in Python for creating effective and robust applications. By the end of this Python book, you will be able to write reliable test suites in Python to ensure the long-term resilience of your application using the range of libraries offered by Python for testing and development. What you will learn

- Find out how tests can make your life easier as a developer and discover related best practices
- Explore PyTest, the most widespread testing framework for Python
- Get to grips with the most common PyTest plugins, including coverage, flaky, xdist, and picked
- Write

functional tests for WSGI web applications with WebTestRun end-to-end tests for web applications using Robot Framework Understand what test-driven development means and why it is important Discover how to use the range of tools available in Python Build reliable and robust applications Who this book is for This book is for Python developers looking to get started with test-driven development and developers who want to learn about the testing tools available in Python. Developers who want to create web applications with Python and plan to implement TDD methodology with PyTest will find this book useful. Basic knowledge of Python programming is required.

Using Behaviour Driven Development for Acceptance Criteria

JavaScript Testing with Jasmine

Write test suites that scale with your applications' needs and complexity using Python and PyTest

How Successful Teams Deliver the Right Software

Lean Architecture

Jenkins: The Definitive Guide

Behaviour-Driven Development for Testers and Developers

Rely on this robust and thorough guide to build and maintain successful test automation. As the software industry shifts from traditional waterfall paradigms into more agile ones, test automation becomes a highly important tool that allows your development teams to deliver software at an ever-increasing pace without compromising quality. Even though it may seem trivial to automate the repetitive tester's work, using test automation efficiently and properly is not trivial. Many test automation endeavors end up in the "graveyard" of software projects. There are many things that affect the value of test automation, and also its costs. This book aims to cover all of these aspects in great detail so you can make decisions to create the best test automation solution that will not only help your test automation project to succeed, but also allow the entire software project to thrive. One of the most important details that affects the success of the test automation is how easy it is to maintain the automated tests. Complete Guide to Test Automation provides a detailed hands-on guide for writing highly maintainable test code. What You'll Learn Know the real value to be expected from test automation Discover the key traits that will make your test automation project succeed Be aware of the different considerations to take into account when planning automated tests vs. manual tests Determine who should implement the tests and the implications of this decision Architect the test project and fit it to the architecture of the tested application Design and implement highly reliable automated tests Begin gaining value from test automation earlier Integrate test automation into the business processes of the development team Leverage test automation to improve your organization's performance and quality, even without formal authority Understand how different types of automated tests will fit into your testing strategy, including unit testing, load and performance testing, visual testing, and more Who This Book Is For Those involved with software development such as test automation leads, QA managers, test automation developers, and development managers. Some parts of the book assume hands-on experience in writing code in an object-oriented language (mainly C# or Java), although most of the content is

also relevant for nonprogrammers.

Summary Node.js in Action, Second Edition is a thoroughly revised book based on the best-selling first edition. It starts at square one and guides you through all the features, techniques, and concepts you'll need to build production-quality Node applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You already know JavaScript. The trick to mastering Node.js is learning how to build applications that fully exploit its powerful asynchronous event handling and non-blocking I/O features. The Node server radically simplifies event-driven real-time apps like chat, games, and live data analytics, and with its incredibly rich ecosystem of modules, tools, and libraries, it's hard to beat! About the Book Based on the bestselling first edition, **Node.js in Action, Second Edition** is a completely new book. Packed with practical examples, it teaches you how to create high-performance web servers using JavaScript and Node. You'll master key design concepts such as asynchronous programming, state management, and event-driven programming. And you'll learn to put together MVC servers using Express and Connect, design web APIs, and set up the perfect production environment to build, lint, and test. What's Inside Mastering non-blocking I/O The Node event loop Testing and deploying Web application templating About the Reader Written for web developers with intermediate JavaScript skills. About the Authors The Second Edition author team includes Node masters Alex Young, Bradley Meck, Mike Cantelon, and Tim Oxley, along with original authors Marc Harter, T.J. Holowaychuk, and Nathan Rajlich. Table of contents PART 1 - WELCOME TO NODE Welcome to Node.js Node programming fundamentals What is a Node web application? PART 2 - WEB DEVELOPMENT WITH NODE Front-end build systems Server-side frameworks Connect and Express in depth Web application templating Storing application data Testing Node applications Deploying Node applications and maintaining uptime PART 3 - BEYOND WEB DEVELOPMENT Writing command-line applications Conquering the desktop with Electron

Summary OAuth 2 in Action teaches you the practical use and deployment of this HTTP-based protocol from the perspectives of a client, authorization server, and resource server. You'll learn how to confidently and securely build and deploy OAuth on both the client and server sides. Foreword by Ian Glazer. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Think of OAuth 2 as the web version of a valet key. It is an HTTP-based security protocol that allows users of a service to enable applications to use that service on their behalf without handing over full control. And OAuth is used everywhere, from Facebook and Google, to startups and cloud services. About the Book OAuth 2 in Action teaches you practical use and deployment of OAuth 2 from the perspectives of a client, an authorization server, and a resource server. You'll begin with an overview of OAuth and its components and interactions. Next, you'll get hands-on and build an OAuth client, an authorization server, and a protected resource. Then you'll dig into tokens, dynamic client registration, and more advanced topics. By the end, you'll be able to

confidently and securely build and deploy OAuth on both the client and server sides. What's Inside Covers OAuth 2 protocol and design Authorization with OAuth 2 OpenID Connect and User-Managed Access Implementation risks JOSE, introspection, revocation, and registration Protecting and accessing REST APIs About the Reader Readers need basic programming skills and knowledge of HTTP and JSON. About the Author Justin Richer is a systems architect and software engineer. Antonio Sanso is a security software engineer and a security researcher. Both authors contribute to open standards and open source. Table of Contents Part 1 - First steps What is OAuth 2.0 and why should you care? The OAuth dance Part 2 - Building an OAuth 2 environment Building a simple OAuth client Building a simple OAuth protected resource Building a simple OAuth authorization server OAuth 2.0 in the real world Part 3 - OAuth 2 implementation and vulnerabilities Common client vulnerabilities Common protected resources vulnerabilities Common authorization server vulnerabilities Common OAuth token vulnerabilities Part 4 - Taking OAuth further OAuth tokens Dynamic client registration User authentication with OAuth 2.0 Protocols and profiles using OAuth 2.0 Beyond bearer tokens Summary and conclusions

More and more Agile projects are seeking architectural roots as they struggle with complexity and scale - and they're seeking lightweight ways to do it Still seeking? In this book the authors help you to find your own path Taking cues from Lean development, they can help steer your project toward practices with longstanding track records Up-front architecture? Sure. You can deliver an architecture as code that compiles and that concretely guides development without bogging it down in a mass of documents and guesses about the implementation Documentation? Even a whiteboard diagram, or a CRC card, is documentation: the goal isn't to avoid documentation, but to document just the right things in just the right amount Process? This all works within the frameworks of Scrum, XP, and other Agile approaches

ATDD by Example

Planning Extreme Programming

New Features and Good Practices

BDD Confusion

19th International Conference, XP 2018, Porto, Portugal, May 21-25, 2018, Proceedings

JUnit Recipes

Specification by Example

Developers looking to keep their JavaScript code bug-free will want to unit test using Jasmine, one of the most popular unit testing frameworks around. Any project of meaningful size should be automatically tested to help catch bugs as early as possible. Jasmine, a testing framework for JavaScript, makes it easy to test JavaScript projects, from browser-based applications to Node.js. While a quick understanding of Jasmine can be gleaned from the project's homepage, the framework has a lot of details and exciting plugins. This book explores Jasmine in a depth that can't be found elsewhere. This book provides: Exposure to some Jasmine plugins,

to extend Jasmine and allow for more functionality and more thorough testing An Understanding of Jasmine's main features, to allow code to be automatically tested and reduce bugs An Explanation of how to get Jasmine working in different environments (in the browser, in Node.js, through Rails, et cetera), to make Jasmine easier to work with Invoke TDD principles for end-to-end application development with Java About This Book Explore the most popular TDD tools and frameworks and become more proficient in building applications Create applications with better code design, fewer bugs, and higher test coverage, enabling you to get them to market quickly Implement test-driven programming methods into your development workflows Who This Book Is For If you're an experienced Java developer and want to implement more effective methods of programming systems and applications, then this book is for you. What You Will Learn Explore the tools and frameworks required for effective TDD development Perform the Red-Green-Refactor process efficiently, the pillar around which all other TDD procedures are based Master effective unit testing in isolation from the rest of your code Design simple and easily maintainable codes by implementing different techniques Use mocking frameworks and techniques to easily write and quickly execute tests Develop an application to implement behaviour-driven development in conjunction with unit testing Enable and disable features using Feature Toggles In Detail Test-driven development (TDD) is a development approach that relies on a test-first procedure that emphasises writing a test before writing the necessary code, and then refactoring the code to optimize it. The value of performing TDD with Java, one of the most established programming languages, is to improve the productivity of programmers, the maintainability and performance of code, and develop a deeper understanding of the language and how to employ it effectively. Starting with the basics of TDD and reasons why its adoption is beneficial, this book will take you from the first steps of TDD with Java until you are confident enough to embrace the practice in your day-to-day routine. You'll be guided through setting up tools, frameworks, and the environment you need, and will dive right in to hands-on exercises with the goal of mastering one practice, tool, or framework at a time. You'll learn about the Red-Green-Refactor procedure, how to write unit tests, and how to use them as executable documentation. With this book you'll also discover how to design simple and easily maintainable code, work with mocks, utilise behaviour-driven development, refactor old legacy code, and release a half-finished feature to production with feature toggles. You will finish this book with a deep understanding of the test-driven development methodology and the confidence to apply it to application programming with Java. Style and approach An easy-to-follow, hands-on guide to building applications through effective coding practices. This

book covers practical examples by introducing different problems, each one designed as a learning exercise to help you understand each aspect of TDD.

Your customers want rock-solid, bug-free software that does exactly what they expect it to do. Yet they can't always articulate their ideas clearly enough for you to turn them into code. You need Cucumber: a testing, communication, and requirements tool-all rolled into one. All the code in this book is updated for Cucumber 2.4, Rails 5, and RSpec 3.5. Express your customers' wild ideas as a set of clear, executable specifications that everyone on the team can read. Feed those examples into Cucumber and let it guide your development. Build just the right code to keep your customers happy. You can use Cucumber to test almost any system or any platform. Get started by using the core features of Cucumber and working with Cucumber's Gherkin DSL to describe-in plain language-the behavior your customers want from the system. Then write Ruby code that interprets those plain-language specifications and checks them against your application. Next, consolidate the knowledge you've gained with a worked example, where you'll learn more advanced Cucumber techniques, test asynchronous systems, and test systems that use a database.

Recipes highlight some of the most difficult and commonly seen situations the authors have helped teams solve. With these patterns and techniques, test Ajax-heavy web applications with Capybara and Selenium, REST web services, Ruby on Rails applications, command-line applications, legacy applications, and more. Written by the creator of Cucumber and the co-founders of Cucumber Ltd., this authoritative guide will give you and your team all the knowledge you need to start using Cucumber with confidence. What You Need: Windows, Mac OS X (with XCode) or Linux, Ruby 1.9.2 and upwards, Cucumber 2.4, Rails 5, and RSpec 3.5
Behavior-Driven Development with Cucumber