



You'll focus on what's important, starting with the minimum viable product but keeping the flexibility to evolve it. What You'll Learn Build microservices with Spring Boot Use event-driven architecture and messaging with RabbitMQ Create RESTful services with Spring Master service discovery with Eureka and load balancing with Ribbon Route requests with Zuul as your API gateway Write end-to-end tests for an event-driven architecture using Cucumber Carry out continuous integration and deployment Who This Book Is For Those with at least some prior experience with Java programming. Some prior exposure to Spring Boot recommended but not required.

Teams working on the JVM can now say goodbye forever to misunderstood requirements, tedious manual acceptance tests, and out-of-date documentation. Cucumber - the popular, open-source tool that helps teams communicate more effectively with their customers - now has a Java version, and our bestselling Cucumber Book has been updated to match. The Cucumber for Java Book has the same great advice about how to deliver rock-solid applications collaboratively, but with all code completely rewritten in Java. New chapters cover features unique to the Java version of Cucumber, and reflect insights from the Cucumber team since the original book was published. Until now it's been difficult for teams developing Java applications to learn how to benefit from Behaviour-Driven Development (BDD). This book changes all that by describing in detail how to use Cucumber to harness the power of plain language specifications in your development process. In part 1, you'll discover how to use Cucumber's Gherkin DSL to describe the behavior your customers want from the system. You'll also learn how to write Java code that interprets those plain language specifications and checks them against your application. Part 2 guides you through a worked example, using Spring, MySQL, and Jetty. Enhanced chapters teach you how to use Selenium to drive your application and handle asynchronous Ajax calls, and new chapters cover Dependency Injection (DI) and advanced techniques to help keep your test suites fast. Part 3 shows you how to integrate Cucumber with your Continuous Integration (CI) system, work with a REST web service, and even use BDD with legacy applications. Written by the creator of Cucumber and two of its most experienced users and contributors, The Cucumber for Java Book is an authoritative guide that will give you and your team all the knowledge you need to start using Cucumber with confidence.

Speak directly to your system. With its simple commands, flags, and parameters, a well-formed command-line application is the quickest way to automate a backup, a build, or a deployment and simplify your life. With this book, you'll learn specific ways to write command-line applications that are easy to use, deploy, and maintain, using a set of clear best practices and the Ruby programming language. This book is designed to make any programmer or system administrator more productive in their job. Now updated for Ruby 2. Writing a command-line application that's self-documenting, robust, adaptable and forever useful is easier than you might think. Ruby is particularly suited to this task, because it combines high-level abstractions with "close to the metal" system interaction wrapped up in a concise, readable syntax. Plus, Ruby has the support of a rich ecosystem of open source tools and libraries. Ten insightful chapters each explain and demonstrate a command-line best practice. You'll see how to use these tools to elevate the lowliest automation script to a maintainable, polished application. You'll learn how to use free, open source parsers to create user-friendly command-line interfaces as well as command suites. You'll see how to use defaults to keep options simple for everyday users, while giving advanced users options for more complex tasks. There's no reason why a command-line application should lack documentation, whether it's part of a help command or a man page; you'll find out when and how to use both. Your journey from command-line novice to pro ends with a look at valuable approaches to testing your apps, and includes some fun techniques for outside-the-box, colorful interfaces that will delight your users. With Ruby, the command line is not dead. Long live the command line.

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

Developing a Blockchain Business Network with Hyperledger Composer using the IBM Blockchain Platform Starter Plan

Bring Behavior-Driven Development to Infrastructure as Code

A Smart Sidekick to Help you prepare for your Product Owner Certification

Requirements Engineering for Software and Systems

Build Awesome Command-Line Applications in Ruby 2

The RSpec Book

Test-Driven Infrastructure with Chef

Automate your mobile app testing About This Book How to automate testing with Appium Apply techniques for creating comprehensive tests How to test on physical devices or emulators Who This Book Is For Are you a mobile developer or a software tester who wishes to use Appium for your test automation? If so, then this is the right book for you. You must have basic Java programming knowledge. You don't need to have prior knowledge of Appium. What You Will Learn Discover Appium and how to set up an automation framework for mobile testing Understand desired capabilities and learn to find element locators Learn to automate gestures and synchronize tests using Appium Take an incremental approach to implement page object pattern Learn to run Appium tests on emulators or physical devices Set up Jenkins to run mobile automation tests by easy to learn steps Discover tips and tricks to record video of test execution. Inter app automation concepts Learn to run Appium tests in parallel on multiple devices simultaneously In Detail Appium is an open source test automation framework for mobile applications. It allows you to test all three types of mobile applications: native, hybrid, and mobile web. It allows you to run the automated tests on actual devices, emulators, and simulators. Today, when every mobile app is made on at least two platforms, iOS and Android, you need a tool that allows you to test across platforms. Having two different frameworks for the same app increases the cost of the product and time to maintain it as well. Appium helps save this cost. With mobile app growth exploding, mobile app automation is mainstream now. In this book, author Nishant Verma provides you with a firm grounding in the concepts of Appium while diving into how to set up appium & Cucumber-jvm test automation framework, implement page object design pattern, automate gestures, test execution on emulators and physical devices, and implement continuous integration with Jenkins. The mobile app we have referenced in this book is Quirk because of its relatively lower learning curve to understand the application. It's a local classifieds shopping app. Style and approach This book takes a practical, step-by-step approach to testing and automating individual apps such as native, hybrid, and mobile web apps using different examples.

Value Chain Analysis for Sea Cucumber in the Philippines

Conquering Product Ownership

A Master Gardener's Guide to Planting, Seed Saving, and Cultural History

IronRuby Unleashed, e-Pub

Web Testing with Cypress

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

A Global Review of Fisheries and Trade