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Starting To Unit Test: Not As Hard As You Think

A practical, example-driven guide to using, automating, and integrating JavaScript Unit tests for the busy and conscientious JavaScript developer striving for excellence and success. JavaScript Unit Testing is a must have guide for every web developer, designer, architect, and JavaScript coder seeking to ensure the highest quality of

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their web applications and JS code. Knowledge of JavaScript is assumed. Capitalist Nigger is an explosive and jarring indictment of the black race. The book asserts that the Negroid race, as naturally endowed as any other, is culpably a non-productive race, a consumer race that depends on other communities for its culture, its language, its feeding and its clothing. Despite enormous natural resources, blacks are economic slaves because they lack the 'devil-may-care' attitude

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and the 'killer instinct' of the Caucasian, as well as the spider web mentality of the Asian. A Capitalist Nigger must embody ruthlessness in pursuit of excellence in his drive towards achieving the goal of becoming an economic warrior. In putting forward the idea of the Capitalist Nigger, Chika Onyeani charts a road to success whereby black economic warriors employ the 'Spider Web Doctrine' – discipline, self-reliance, ruthlessness – to escape from their

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victim mentality. Born in Nigeria, Chika Onyeani is a journalist, editor and former diplomat.

Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of

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knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum

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*creativity Reap the
benefits of collaborative
development Apply
defensive programming
techniques to reduce and
flush out errors Exploit
opportunities to
refactor—or evolve—code,
and do it safely Use
construction practices
that are right-weight for
your project Debug
problems quickly and
effectively Resolve
critical construction
issues early and correctly
Build quality into the
beginning, middle, and end
of your project
Summary The Art of Unit*

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Testing, Second Edition guides you step by step from writing your first simple tests to developing robust test sets that are maintainable, readable, and trustworthy. You'll master the foundational ideas and quickly move to high-value subjects like mocks, stubs, and isolation, including frameworks such as Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, working with legacy code, and even "untestable" code. Along the way, you'll learn

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about integration testing and techniques and tools for testing databases and other technologies. About this Book You know you should be unit testing, so why aren't you doing it? If you're new to unit testing, if you find unit testing tedious, or if you're just not getting enough payoff for the effort you put into it, keep reading. The Art of Unit Testing, Second Edition guides you step by step from writing your first simple unit tests to building complete test sets that are

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maintainable, readable, and trustworthy. You'll move quickly to more complicated subjects like mocks and stubs, while learning to use isolation (mocking) frameworks like Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, refactor code applications, and learn how to test "untestable" code. Along the way, you'll learn about integration testing and techniques for testing with databases. The examples in the book use C#, but will benefit

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anyone using a statically typed language such as Java or C++. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

What's Inside Create readable, maintainable, trustworthy tests Fakes, stubs, mock objects, and isolation (mocking) frameworks Simple dependency injection techniques Refactoring legacy code About the Author Roy Osherove has been coding for over 15 years, and he consults and trains teams worldwide on

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the gentle art of unit testing and test-driven development. His blog is at ArtOfUnitTesting.com.

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PART 4 DESIGN AND PROCESS

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*Integrating unit testing into the organization
Working with legacy code
Design and testability
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*

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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 of testing, from how to name your test case

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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!

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Capitalist Nigger

A guide for Java developers

A hands-on guide to creating clean web applications with code examples in Java

Testing Vue.js

Applications

Obey the Testing Goat: Using Django, Selenium, and JavaScript

Testable JavaScript

Thought-provoking and accessible in approach, this updated and expanded second edition of the Starting to Unit Test: Not as Hard as You Think provides a user-friendly introduction to the subject,

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Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for advanced graduate-level students. We hope you find this book useful in shaping your future career. Feel free to send us your enquiries related to our publications to info@risepress.pw Rise Press

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Another day without Test-Driven Development means more time wasted chasing bugs and watching your code deteriorate. You thought TDD was for someone else, but it's not! It's for you, the embedded C programmer. TDD helps you prevent defects and build software with a long useful life. This is the first book to teach the hows and whys of TDD for C programmers. TDD is a modern programming practice C developers need to know. It's a different way to program---unit tests are written in a tight feedback loop with the production code,

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assuring your code does what you think. You get valuable feedback every few minutes. You find mistakes before they become bugs. You get early warning of design problems. You get immediate notification of side effect defects. You get to spend more time adding valuable features to your product. James is one of the few experts in applying TDD to embedded C. With his 1.5 decades of training, coaching, and practicing TDD in C, C++, Java, and C# he will lead you from being a novice in TDD to using the techniques that few have mastered. This book is

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full of code written for embedded C programmers. You don't just see the end product, you see code and tests evolve. James leads you through the thought process and decisions made each step of the way. You'll learn techniques for test-driving code right next to the hardware, and you'll learn design principles and how to apply them to C to keep your code clean and flexible. To run the examples in this book, you will need a C/C++ development environment on your machine, and the GNU GCC tool chain or Microsoft Visual Studio for

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C++ (some project conversion may be needed).

It's been said that software is eating the planet. The modern economy—the world itself—relies on technology.

Demand for the people who can produce it far outweighs the supply. So why do developers occupy largely subordinate roles in the corporate structure?

Developer Hegemony explores the past, present, and future of the corporation and what it means for developers. While it outlines problems with the modern corporate structure, it's ultimately a play-by-play

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of how to leave the corporate carnival and control your own destiny. And it's an emboldening, specific vision of what software development looks like in the world of developer hegemony—one where developers band together into partner firms of "efficiencers," finally able to command the pay, respect, and freedom that's earned by solving problems no one else can. Developers, if you grow tired of being treated like geeks who can only be trusted to take orders and churn out code, consider this your call to arms. Bring about the

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autonomous future that's rightfully yours. It's time for developer hegemony.

Unit testing. You've heard the term. Probably a lot. You know you should probably figure out how it works, since everyone's always talking about it and a lot of companies require developers to know it. But you don't really know it and you're worried that you'll look uninformed if you cop to not knowing it. Well, relax. This book assumes you have absolutely no idea how it works and walks you through the practice from the very beginning. You'll learn the

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basics, but more importantly, you'll learn the business value, the path to walk not to get frustrated, what's testable and what isn't, and, and everything else that a practical unit testing newbie could possibly want to know.

How do successful agile teams deliver bug-free, maintainable software—iteration after iteration? The answer is: By seamlessly combining development and testing. On such teams, the developers write testable code that enables them to verify it using various types of automated

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tests. This approach keeps regressions at bay and prevents “testing crunches”—which otherwise may occur near the end of an iteration—from ever happening. Writing testable code, however, is often difficult, because it requires knowledge and skills that cut across multiple disciplines. In *Developer Testing*, leading test expert and mentor Alexander Tarlinder presents concise, focused guidance for making new and legacy code far more testable. Tarlinder helps you answer questions like: When have I tested this

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enough? How many tests do I need to write? What should my tests verify? You'll learn how to design for testability and utilize techniques like refactoring, dependency breaking, unit testing, data-driven testing, and test-driven development to achieve the highest possible confidence in your software. Through practical examples in Java, C#, Groovy, and Ruby, you'll discover what works—and what doesn't. You can quickly begin using Tarlinder's technology-agnostic insights with most languages and toolsets while not getting

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buried in specialist details. The author helps you adapt your current programming style for testability, make a testing mindset “second nature,” improve your code, and enrich your day-to-day experience as a software professional. With this guide, you will Understand the discipline and vocabulary of testing from the developer’s standpoint Base developer tests on well-established testing techniques and best practices Recognize code constructs that impact testability Effectively name, organize, and execute unit

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tests Master the essentials of classic and “mockist-style” TDD Leverage test doubles with or without mocking frameworks Capture the benefits of programming by contract, even without runtime support for contracts Take control of dependencies between classes, components, layers, and tiers Handle combinatorial explosions of test cases, or scenarios requiring many similar tests Manage code duplication when it can't be eliminated Actively maintain and improve your test suites Perform more advanced tests at the

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integration, system, and end-to-end levels Develop an understanding for how the organizational context influences quality assurance Establish well-balanced and effective testing strategies suitable for agile teams

Agile Testing

Starting to Unit Test

WORK EFFECT LEG CODE

_p1

Refactoring Test Code

Building Quality into Software

JavaScript Unit Testing

* Treats LISP as a language for commercial applications, not a language for academic AI concerns. This could be

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considered to be a secondary text for the Lisp course that most schools teach . This would appeal to students who sat through a LISP course in college without quite getting it – so a "nostalgia" approach, as in "wow-lisp can be practical..." * Discusses the Lisp programming model and environment. Contains an introduction to the language and gives a thorough overview of all of Common Lisp's main features. * Designed for experienced programmers no matter what languages they may be coming from and written for a modern audience—programmers who are familiar with languages like Java, Python, and Perl. * Includes several examples of working code that actually does something

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useful like Web programming and database access.

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

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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

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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.

Design and build Web APIs for a broad range of clients—including browsers and mobile

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devices—that can adapt to change over time. This practical, hands-on guide takes you through the theory and tools you need to build evolvable HTTP services with Microsoft's ASP.NET Web API framework. In the process, you'll learn how design and implement a real-world Web API. Ideal for experienced .NET developers, this book's sections on basic Web API theory and design also apply to developers who work with other development stacks such as Java, Ruby, PHP, and Node. Dig into HTTP essentials, as well as API development concepts and styles

Learn ASP.NET Web API fundamentals, including the lifecycle of a request as it travels through the framework Design the Issue Tracker API example,

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exploring topics such as hypermedia support with collection+json Use behavioral-driven development with ASP.NET Web API to implement and enhance the application Explore techniques for building clients that are resilient to change, and make it easy to consume hypermedia APIs Get a comprehensive reference on how ASP.NET Web API works under the hood, including security and testability

Finest heroic poem in Old English celebrates the exploits of Beowulf, a young nobleman of southern Sweden. Combines myth, Christian and pagan elements, and history into a powerful narrative. Genealogies. Test Driven brings under one

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cover practical TDD techniques distilled from several years of community experience. With examples in Java and the Java EE environment, it explores both the techniques and the mindset of TDD and ATDD.

Test Driven: Practical Test Driven Development And Acceptance

Tdd For Java Developers

Practical Common Lisp

Developer Hegemony

Unit Testing Principles, Practices, and Patterns

Beowulf

The Future of Labor

Summary Go Web Programming teaches you how to build scalable, high-performance web applications in Go using modern design principles.

Purchase of the print book

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includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Go language handles the demands of scalable, high-performance web applications by providing clean and fast compiled code, garbage collection, a simple concurrency model, and a fantastic standard library. It's perfect for writing microservices or building scalable, maintainable systems. About the Book Go Web Programming teaches you how to build web applications in Go using modern design principles. You'll learn how to

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implement the dependency injection design pattern for writing test doubles, use concurrency in web applications, and create and consume JSON and XML in web services. Along the way, you'll discover how to minimize your dependence on external frameworks, and you'll pick up valuable productivity techniques for testing and deploying your applications. What's Inside

Basics Testing and benchmarking Using concurrency Deploying to standalone servers, PaaS, and Docker Dozens of tips, tricks, and techniques About the Reader This book assumes you're familiar with Go

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language basics and the general concepts of web development. About the Author Sau Sheong Chang is Managing Director of Digital Technology at Singapore Power and an active contributor to the Ruby and Go communities. Table of Contents PART 1 GO AND WEB APPLICATIONS Go and web applications Go ChitChat PART 2 BASIC WEB APPLICATIONS Handling requests Processing requests Displaying content Storing data PART 3 BEING REAL Go web services Testing your application Leveraging Go concurrency Deploying Go Fearlessly change the design of your iOS code with solid

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unit tests. Use Xcode's built-in test framework XCTest and Swift to get rapid feedback on all your code - including legacy code. Learn the tricks and techniques of testing all iOS code, especially view controllers (UITableViewController), which are critical to iOS apps. Learn to isolate and replace dependencies in legacy code written without tests. Practice safe refactoring that makes these tests possible, and watch all your changes get verified quickly and automatically. Make even the boldest code changes with complete confidence. Manual code and UI testing

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get slower the deeper your navigation hierarchy goes. It can take several taps just to reach a particular screen, never mind the actual workflow tests. Automatic unit testing offers such rapid feedback that it can change the rules of development. Bring testing to iOS development, even for legacy code. Use XCTest to write unit tests in Swift for all your code. iOS developers typically reserve unit tests for their model classes alone. But that approach skips most of the code common to iOS apps, especially with UIViewControllers. Learn how to unit test these view

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controllers to expand your unit testing possibilities. Since good unit tests form the bedrock for safe refactoring, you're empowered to make bold changes. Learn how to avoid the most common mistakes Swift programmers make with the XCTest framework. Use code coverage to find holes in your test suites. Learn how to identify hard dependencies. Reshape the design of your code quickly, with less risk and less fear.

Learn how to improve your C# coding skills using unit testing. Despite it's name, unit testing is really a coding technique, not a

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testing technique. Unit testing is done by programmers, for programmers. It's primarily for our benefit: we get improved confidence in our code, better ability to make deadlines, less time spent in the debugger, and less time beating on the code to make it work correctly. This book shows how to write tests, but more importantly, it goes where other books fear to tread and gives you concrete advice and examples of what to test--the common things that go wrong in all of our programs. Discover the tricky hiding places where bugs breed, and how to catch them using the freely

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available NUnit framework. It's easy to learn how to think of all the things in your code that are likely to break. We'll show you how with helpful mnemonics, summarized in a handy tip sheet (also available from our www.pragmaticprogrammer.com website). With this book you will: Write better code, and take less time to write it Discover the tricky places where bugs breed Learn how to think of all the things that could go wrong Test individual pieces of code without having to include the whole project Test effectively with the whole team We'll also cover how to

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use Mock Objects for testing, how to write high quality test code, and how to use unit testing to improve your design skills. We'll show you frequent "gotchas"--along with the fixes--to save you time when problems come up. But the best part is that you don't need a sweeping mandate to change your whole team or your whole company. You don't need to adopt Extreme Programming, or Test-Driven Development, or change your development process in order to reap the proven benefits of unit testing. You can start unit testing, the pragmatic way, right away. One skill that's essential

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for any professional JavaScript developer is the ability to write testable code. This book shows you what writing and maintaining testable JavaScript for the client- or server-side actually entails, whether you're creating a new application or rewriting legacy code. From methods to reduce code complexity to unit testing, code coverage, debugging, and automation, you'll learn a holistic approach for writing JavaScript code that you and your colleagues can easily fix and maintain going forward. Testing JavaScript code is complicated. This book helps experienced

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JavaScript developers simply the process considerably. Get an overview of Agile, test-driven development, and behavior-driven development Use patterns from static languages and standards-based JavaScript to reduce code complexity Learn the advantages of event-based architectures, including modularity, loose coupling, and reusability Explore tools for writing and running unit tests at the functional and application level Generate code coverage to measure the scope and effectiveness of your tests Conduct integration, performance, and load testing, using Selenium or

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CasperJS Use tools for in-browser, Node.js, mobile, and production debugging
Understand what, when, and how to automate your development processes
Users can dramatically improve the design, performance, and manageability of object-oriented code without altering its interfaces or behavior. "Refactoring" shows users exactly how to spot the best opportunities for refactoring and exactly how to do it, step by step.
Test Driven Development for Embedded C
How Computer Programming Is Changing Writing
Ios Unit Testing by Example

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Think

Java Extreme Programming

Cookbook

Go Web Programming

Practical Methods for

Programmer Testing

**Starting to Unit Test Not
as Hard as You**

ThinkBlogIntoBook.com

**Most people who write
software have at least**

some experience with

unit testing-even if

they don't call it that.

If you have ever written

a few lines of throwaway

code just to try

something out, you've

built a unit test. On

the other end of the

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software spectrum, many large-scale applications have huge batteries of test cases that are repeatedly run and added to throughout the development process.

What are unit test frameworks and how are they used? Simply stated, they are software tools to support writing and running unit tests, including a foundation on which to build tests and the functionality to execute the tests and report their results.

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They are not solely tools for testing; they can also be used as development tools on a par with preprocessors and debuggers. Unit test frameworks can contribute to almost every stage of software development and are key tools for doing Agile Development and building big-free code. Unit Test Frameworks covers the usage, philosophy, and architecture of unit test frameworks. Tutorials and example code are platform-

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independent and compatible with Windows, Mac OS X, Unix, and Linux. The companion CD includes complete versions of JUnit, CppUnit, NUnit, and XMLUnit, as well as the complete set of code examples.

Explore the tools and techniques to build scalable and secured RESTful web services and web applications using C# 8 and ASP. NET Core 3.1 Key Features Delve into MVC patterns, configuration, routing,

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and deployment to build professional-grade applications Learn how to integrate ASP applications with the JavaScript frameworks React, Vue, and Angular Improve the performance of applications and the development team by implementing advanced ASP.NET Core concepts Book Description ASP.NET has been the preferred choice of web developers for a long time. With ASP.NET Core 3, Microsoft has made

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internal changes to the framework along with introducing new additions that will change the way you approach web development. This second edition has been thoroughly updated to help you make the most of the latest features in the framework, right from gRPC and conventions to Blazor, which has a new chapter dedicated to it. You'll begin with an overview of the essential topics, exploring the Model-View-

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**Controller (MVC)
pattern, various
platforms, dependencies,
and frameworks. Next,
you'll learn how to set
up and configure the MVC
environment, before
delving into advanced
routing options. As you
advance, you'll get to
grips with controllers
and actions to process
requests, and later
understand how to create
HTML inputs for models.
Moving on, you'll
discover the essential
aspects of syntax and
processes when working**

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with Razor. You'll also get up to speed with client-side development and explore the testing, logging, scalability, and security aspects of ASP.NET Core. Finally, you'll learn how to deploy ASP.NET Core to several environments, such as Azure, Amazon Web Services (AWS), and Docker. By the end of the book, you'll be well versed in development in ASP.NET Core and will have a deep understanding of how to interact with the

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**framework and work cross-
platform. What you will
learnUnderstand the new
capabilities of ASP.NET
Core 3.1Become well
versed in how to
configure ASP.NET Core
to use it to its full
potentialCreate
controllers and action
methods, and understand
how to maintain
stateImplement and
validate forms and
retrieve information
from themImprove
productivity by
enforcing reuse, process
forms, and effective**

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security measures
Delve
into the new Blazor
development model
Deploy
ASP.NET Core
applications to new
environments, such as
Microsoft Azure, AWS,
and Docker
Who this book
is for
If you are a
developer with basic
knowledge of ASP.NET MVC
and want to build
powerful applications,
then this book is for
you. Developers who want
to explore the latest
changes in ASP.NET Core
3.1 to build
professional-level

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applications will also find this book useful. Familiarity with C#, ASP.NET Core, HTML, and CSS is expected to get the most out of this book.

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

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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

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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

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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

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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
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testing anti-patterns
Get more out of your
legacy systems: more
performance,
functionality,
reliability, and
manageability Is your

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code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his

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renowned Object Mentor
seminars: techniques
Michael has used in
mentoring to help
hundreds of developers,
technical managers, and
testers bring their
legacy systems under
control. The topics
covered include
Understanding the
mechanics of software
change: adding features,
fixing bugs, improving
design, optimizing
performance Getting
legacy code into a test
harness Writing tests
that protect you against

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introducing new problems
Techniques that can be
used with any language
or platform—with
examples in Java, C++,
C, and C# Accurately
identifying where code
changes need to be made
Coping with legacy
systems that aren't
object-oriented Handling
applications that don't
seem to have any
structure This book also
includes a catalog of
twenty-four dependency-
breaking techniques that
help you work with
program elements in

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**isolation and make safer
changes.**

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Techniques Using Swift
The Art of Unit Testing
Android Test-Driven
Development by Tutorials
(Second Edition)**

**Test-driven Development
An end to end guide
covering the latest
features of Visual
Studio 2019, Blazor and
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**Tools for High-Quality
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By taking you through the
development of a real web

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application from beginning to end, the second edition of this hands-on guide demonstrates the practical advantages of test-driven development (TDD) with Python. You'll learn how to write and run tests before building each part of your app, and then develop the minimum amount of code required to pass those tests. The result? Clean code that works. In the process, you'll learn the basics of Django, Selenium, Git, jQuery, and Mock, along with current web development techniques. If you're ready to take your Python skills to the next level, this book—updated for Python 3.6—clearly demonstrates how

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TDD encourages simple designs and inspires confidence. Dive into the TDD workflow, including the unit test/code cycle and refactoring Use unit tests for classes and functions, and functional tests for user interactions within the browser Learn when and how to use mock objects, and the pros and cons of isolated vs. integrated tests Test and automate your deployments with a staging server Apply tests to the third-party plugins you integrate into your site Run tests automatically by using a Continuous Integration environment Use TDD to build a REST API with a front-end Ajax interface

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Brimming with over 100 "recipes" for getting down to business and actually doing XP, the Java Extreme Programming Cookbook doesn't try to "sell" you on XP; it succinctly documents the most important features of popular open source tools for XP in Java--including Ant, Junit, Http'nit, Cactus, Tomcat, XDoclet--and then digs right in, providing recipes for implementing the tools in real-world environments.

Summary Get Programming with F#: A guide for .NET developers teaches F# through 43 example-based lessons with built-in exercises so you can learn the only way that really works: by

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practicing. The book upgrades your .NET skills with a touch of functional programming in F#. You'll pick up core FP principles and learn techniques for iron-clad reliability and crystal clarity. You'll discover productivity techniques for coding F# in Visual Studio, functional design, and integrating functional and OO code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Your .NET applications need to be good for the long haul. F#'s unique blend of functional and imperative programming is perfect for writing code that performs

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flawlessly now and keeps running as your needs grow and change. It takes a little practice to master F#'s functional-first style, so you may as well get programming! What's Inside

- Learn how to write bug-free programs
- Turn tedious common tasks into quick and easy ones
- Use minimal code to work with JSON, CSV, XML, and HTML data
- Integrate F# with your existing C# and VB.NET applications
- Create web-enabled applications

About the Reader Written for intermediate C# and Visual Basic .NET developers. No experience with F# is assumed. Table of Contents

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How the theoretical tools of
literacy help us understand
programming in its historical,
social and conceptual contexts.
The message from educators,
the tech community, and even
politicians is clear: everyone
should learn to code. To
emphasize the universality and
importance of computer
programming, promoters of

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coding for everyone often invoke the concept of “literacy,” drawing parallels between reading and writing code and reading and writing text. In this book, Annette Vee examines the coding-as-literacy analogy and argues that it can be an apt rhetorical frame. The theoretical tools of literacy help us understand programming beyond a technical level, and in its historical, social, and conceptual contexts. Viewing programming from the perspective of literacy and literacy from the perspective of programming, she argues, shifts our understandings of both. Computer programming

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becomes part of an array of communication skills important in everyday life, and literacy, augmented by programming, becomes more capacious. Vee examines the ways that programming is linked with literacy in coding literacy campaigns, considering the ideologies that accompany this coupling, and she looks at how both writing and programming encode and distribute information. She explores historical parallels between writing and programming, using the evolution of mass textual literacy to shed light on the trajectory of code from military and government infrastructure to

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large-scale businesses to personal use. Writing and coding were institutionalized, domesticated, and then established as a basis for literacy. Just as societies demonstrated a “literate mentality” regardless of the literate status of individuals, Vee argues, a “computational mentality” is now emerging even though coding is still a specialized skill.

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and refactoring...using test hooks, presubmit scripts, queues, continuous builds, and more. With these techniques, you can transform testing from a bottleneck into an accelerator—and make your whole organization more productive!

Effective Unit Testing

Unit Test Frameworks

Test-Driven Development with Python

How Google Tests Software

A Practical Guide

A guide for .NET developers

Summary Testing Vue.js Applications

is a comprehensive guide to testing

Vue components, methods, events,

and output. Author Edd Yerburgh,

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creator of the Vue testing utility, explains the best testing practices in Vue along with an evergreen methodology that applies to any web dev process. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Web developers who use the Vue framework love its reliability, speed, small footprint, and versatility. Vue's component-based approach and use of DOM methods require you to adapt your app-testing practices. Learning Vue-specific testing tools and strategies will ensure your apps run like they should. About the Book With Testing Vue.js Applications, you'll discover effective testing methods for Vue applications. You'll enjoy author Edd Yerburgh's engaging style and fun real-world examples as you learn to

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use the Jest framework to run tests for a Hacker News application built with Vue, Vuex, and Vue Router. This comprehensive guide teaches the best testing practices in Vue along with an evergreen methodology that applies to any web dev process. What's inside

- Unit tests
- snapshot tests
- and end-to-end tests

Writing unit tests for Vue components

Writing tests for Vue mixins, Vuex, and Vue Router

Advanced testing techniques, like mocking

About the Reader

Written for Vue developers at any level.

About the Author

Edd Yerburgh is a JavaScript developer and Vue core team member. He's the main author of the Vue Test Utils library and is passionate about open source tooling for testing component-based applications.

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Introduction to testing Vue applications

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techniques based on real-world scenarios and code walkthroughs Who This Book Is For No matter what your specific background as a Java developer, whether you're simply interested in building up a safety net to reduce regressions of your desktop application or in improving your server-side reliability based on robust and reusable components, unit testing is the way to go. This book provides you with a comprehensive but concise entrance advancing your knowledge step-wise to a professional level. What You Will Learn Organize your test infrastructure and resources reasonably Understand and write well structured tests Decompose your requirements into small and independently testable units Increase your testing efficiency with on-the-fly generated stand-in components and

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deal with the particularities of exceptional flow Employ runners to adjust to specific test demands Use rules to increase testing safety and reduce boilerplate Use third party supplements to improve the expressiveness of your verification statements In Detail JUnit has matured to become the most important tool when it comes to automated developer tests in Java. Supported by all IDEs and build systems, it empowers programmers to deliver software features reliably and efficiently. However, writing good unit tests is a skill that needs to be learned; otherwise it's all too easy to end up in gridlocked development due to messed up production and testing code. Acquiring the best practices for unit testing will help you to prevent such problems and lead your projects

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to success with respect to quality and costs. This book explains JUnit concepts and best practices applied to the test first approach, a foundation for high quality Java components delivered in time and budget. From the beginning you'll be guided continuously through a practically relevant example and pick up background knowledge and development techniques step by step. Starting with the basics of tests organization you'll soon comprehend the necessity of well structured tests and delve into the relationship of requirement decomposition and the many-faceted world of test double usage. In conjunction with third-party tools you'll be trained in writing your tests efficiently, adapt your test case environment to particular demands and increase the expressiveness of

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your verification statements. Finally, you'll experience continuous integration as the perfect complement to support short feedback cycles and quality related reports for your whole team. The tutorial gives a profound entry point in the essentials of unit testing with JUnit and prepares you for test-related daily work challenges.

Style and approach This is an intelligible tutorial based on an ongoing and non-trivial development example. Profound introductions of concepts and techniques are provided stepwise as the programming challenges evolve. This allows you to reproduce and practice the individual skills thoroughly.

Summary Effective Unit Testing is written to show how to write good tests—tests that are concise and to the point, expressive, useful, and

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maintainable. Inspired by Roy Osherove's bestselling *The Art of Unit Testing*, this book focuses on tools and practices specific to the Java world. It introduces you to emerging techniques like behavior-driven development and specification by example, and shows you how to add robust practices into your toolkit. About Testing Test the components before you assemble them into a full application, and you'll get better software. For Java developers, there's now a decade of experience with well-crafted tests that anticipate problems, identify known and unknown dependencies in the code, and allow you to test components both in isolation and in the context of a full application. About this Book *Effective Unit Testing* teaches Java developers how to write unit tests that are concise,

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expressive, useful, and maintainable. Offering crisp explanations and easy-to-absorb examples, it introduces emerging techniques like behavior-driven development and specification by example. Programmers who are already unit testing will learn the current state of the art. Those who are new to the game will learn practices that will serve them well for the rest of their career. 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. About the Author Lasse Koskela is a coach, trainer, consultant, and programmer. He hacks on open source projects, helps companies improve their productivity, and speaks frequently at conferences around the world. Lasse is the author of Test Driven, also published by Manning.

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What's Inside A thorough introduction to unit testing Choosing best-of-breed tools Writing tests using dynamic languages Efficient test automation Table of Contents PART 1

FOUNDATIONS The promise of good tests In search of good Test doubles

PART 2 CATALOG Readability Maintainability Trustworthiness PART

3 DIVERSIONS Testable design Writing tests in other JVM languages Speeding up test execution

Automated testing is a cornerstone of agile development. An effective testing strategy will deliver new functionality more aggressively, accelerate user feedback, and improve quality.

However, for many developers, creating effective automated tests is a unique and unfamiliar challenge. xUnit Test Patterns is the definitive guide to writing automated tests using xUnit,

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the most popular unit testing framework in use today. Agile coach and test automation expert Gerard Meszaros describes 68 proven patterns for making tests easier to write, understand, and maintain. He then shows you how to make them more robust and repeatable--and far more cost-effective. Loaded with information, this book feels like three books in one. The first part is a detailed tutorial on test automation that covers everything from test strategy to in-depth test coding. The second part, a catalog of 18 frequently encountered "test smells," provides trouble-shooting guidelines to help you determine the root cause of problems and the most applicable patterns. The third part contains detailed descriptions of each pattern, including refactoring instructions illustrated by extensive

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code samples in multiple programming languages.

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Working Effectively with Unit Tests
Not as Hard as You Think

The Road To Success – A Spider Web
Doctrine

Modern Web Development with
ASP.NET Core 3

Improving the Design of Existing Code
This book details Jay Fields' strong opinions on the best way to test, while acknowledging alternative styles and various contexts in which tests are written. Whether you prefer Jay Fields' style or not, this book will help you write better

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Unit Tests. From the Preface: Over a dozen years ago I read Refactoring for the first time; it immediately became my bible. While Refactoring isn't about testing, it explicitly states: If you want to refactor, the essential precondition is having solid tests. At that time, if Refactoring deemed it necessary, I unquestionably complied. That was the beginning of my quest to create productive unit tests. Throughout the 12+ years that followed reading Refactoring I made many mistakes, learned countless lessons, and developed a set of guidelines that I believe make unit testing a productive use of programmer time. This book provides a single place to examine those mistakes, pass on the lessons learned, and

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provide direction for those that want to test in a way that I've found to be the most productive. The book does touch on some theory and definition, but the main purpose is to show you how to take tests that are causing you pain and turn them into tests that you're happy to work with.

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.

Presents a guide to unit testing with the NUnit library in C# along with providing information on writing code, detecting and fixing problems, testing pieces of code, and testing with a team.

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This guide for programmers teaches how to practice Test Driven Development (TDD), also called Test First Development. Contrary to the accepted approach to testing, when you practice TDD you write tests for code before you write the code being tested. This text provides examples in Java. Gain insight into how hexagonal architecture can help to keep the cost of development low over the complete lifetime of an application

Key Features Explore ways to make your software flexible, extensible, and adaptable

Learn new concepts that you can easily blend with your own software development style

Develop the mindset of building maintainable solutions instead of taking shortcuts

Book Description We would all like to

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build software architecture that yields adaptable and flexible software with low development costs. But, unreasonable deadlines and shortcuts make it very hard to create such an architecture. Get Your Hands Dirty on Clean Architecture starts with a discussion about the conventional layered architecture style and its disadvantages. It also talks about the advantages of the domain-centric architecture styles of Robert C. Martin's Clean Architecture and Alistair Cockburn's Hexagonal Architecture. Then, the book dives into hands-on chapters that show you how to manifest a hexagonal architecture in actual code. You'll learn in detail about different mapping strategies between the

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layers of a hexagonal architecture and see how to assemble the architecture elements into an application. The later chapters demonstrate how to enforce architecture boundaries. You'll also learn what shortcuts produce what types of technical debt and how, sometimes, it is a good idea to willingly take on those debts. After reading this book, you'll have all the knowledge you need to create applications using the hexagonal architecture style of web development. What you will learn

Identify potential shortcomings of using a layered architecture
Apply methods to enforce architecture boundaries
Find out how potential shortcuts can affect the software architecture
Produce arguments for

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when to use which style of architecture
Structure your code according to the architecture
Apply various types of tests that will cover each element of the architecture
Who this book is for
This book is for you if you care about the architecture of the software you are building. To get the most out of this book, you must have some experience with web development. The code examples in this book are in Java. If you are not a Java programmer but can read object-oriented code in other languages, you will be fine. In the few places where Java or framework specifics are needed, they are thoroughly explained.
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models with parameter values of their choosing, customize visualizations, and much more. Hadley Wickham from RStudio shows data scientists, data analysts, statisticians, and scientific researchers with no knowledge of HTML, CSS, or JavaScript how to create rich web apps from R. This in-depth guide provides a learning path that you can follow with confidence, as you go from a Shiny beginner to

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Refactoring

By Example