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*The Art Of Unit
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**Automated testing is a
cornerstone of agile**

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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.

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xUnit Test Patterns is the definitive guide to writing automated tests using xUnit, the most popular unit testing framework in use today. Agile coach and test automation expert Gerard Meszaros describes 68 proven patterns for making tests

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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

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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

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the most applicable patterns. The third part contains detailed descriptions of each pattern, including refactoring instructions illustrated by extensive code samples in multiple programming languages.

Most people who write software

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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 software spectrum, many large-scale

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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

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tests, including a foundation on which to build tests and the functionality to execute the tests and report their results. They are not solely tools for testing; they can also be used as development tools on a par with preprocessors and debuggers. Unit test

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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

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and example code are platform-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.

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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. As iOS apps become increasingly

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complex and business-critical, iOS developers must ensure consistently superior code quality. This means adopting best practices for creating and testing iOS apps. Test-Driven Development (TDD) is one of the most powerful of these best

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practices. Test-Driven iOS Development is the first book 100% focused on helping you successfully implement TDD and unit testing in an iOS environment. Long-time iOS/Mac developer Graham Lee helps you rapidly integrate TDD into your

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existing processes using Apple's Xcode 4 and the OCUit unit testing framework. He guides you through constructing an entire Objective-C iOS app in a test-driven manner, from initial specification to functional product. Lee also introduces

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powerful patterns for applying TDD in iOS development, and previews powerful automated testing capabilities that will soon arrive on the iOS platform. Coverage includes Understanding the purpose, benefits, and costs of unit testing in iOS

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environments Mastering the principles of TDD, and applying them in areas from app design to refactoring Writing usable, readable, and repeatable iOS unit tests Using OCUit to set up your Xcode project for TDD Using domain analysis to identify the

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classes and interactions your app needs, and designing it accordingly Considering third-party tools for iOS unit testing Building networking code in a test-driven manner Automating testing of view controller code that interacts with users

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Designing to interfaces, not implementations Testing concurrent code that typically runs in the background Applying TDD to existing apps Preparing for Behavior Driven Development (BDD) The only iOS-specific guide to TDD and unit testing, Test-

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Driven iOS Development covers both essential concepts and practical implementation.

Xctest Tips and Techniques Using Swift

The Complete Guide to Software Testing

Unit Test Frameworks

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Refactoring Test Code

Practical Unit Testing with JUnit and Mockito

Effective Unit Testing

This guide for programmers teaches how to practice Test Driven Development (TDD), also called Test First Development. Contrary to the

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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.

This book details Jay Fields' strong opinions on the best way to test, while acknowledging alternative

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styles and various contexts in which tests are written. Whether you prefer Jay Fields' style or not, this book will help you write better 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

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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

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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

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learned, and 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

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with.

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with

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lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and

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objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles

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(inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C#

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language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical

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software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books

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does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid

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base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples.

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This book explains in detail how to implement unit tests using two very popular open source Java technologies: JUnit and Mockito. It presents a range of techniques necessary to write high quality unit tests - e.g. mocks, parametrized tests and matchers. It also discusses trade-

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offs related to the choices we have to make when dealing with some real-life code issues. The book stresses the importance of writing readable and maintainable unit tests, and puts a lot of stress on code quality. It shows how to achieve testable code and to eliminate common mistakes

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by following the Test Driven Development approach. Every topic discussed in the book is illustrated with code examples, and each chapter is accompanied by some exercises. By reading this book you will: Grasp the role and purpose of unit tests Write high-quality,

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readable and maintainable unit tests
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common pitfalls when writing unit
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fix them in no time Develop code
following the Test Driven
Development (TDD) approach Use

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mocks, stubs and test-spies
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your tests using code coverage and
mutation testing Learn how to
improve your tests' code so it is an
asset and not a burden Test
collections, expected exceptions,
time-dependent methods and much

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more Customize test reports so that they show you what you really need to know Master tools and techniques your team members have never even heard of (priceless!):) Nowadays every developer is expected to write unit tests. While simple in theory, in practice writing high-quality unit

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tests can turn out to be a real challenge. This book will help.

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Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to

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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

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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 renowned Object Mentor

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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:

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adding features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or

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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

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This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

2nd edition of the step-by-step guide that helps developers to write

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test sets that are maintainable, readable and trustworthy.

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

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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

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through the practice from the very beginning. You'll learn the 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

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topics in software
development today. Many
companies address this
issue by assigning a
dedicated software**

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**testing phase towards
the end of their
development cycle.
However, quality cannot
be tested into a buggy
application. Early and
continuous unit testing**

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**has been shown to be
crucial for high quality
software and low defect
rates. Yet current books
on testing ignore the
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**on how to bring the
overwhelming amount of
testing theory into
practice. Unit Testing in
Java represents a
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the basic test-first
approach and then
discusses a large number
of special issues and
problem cases. The book
instructs developers**

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motivates them to
explore further. Shows
how the discovery and
avoidance of software
errors is a demanding
and creative activity in its**

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own right and can build confidence early in a project. Demonstrates how automated tests can detect the unwanted effects of small changes in code within the entire

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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

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way Run your tests from
within your IDE Integrate
tests with your build and
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Migrate from JUnit 4 to
JUnit 5 Who This Book Is**

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**Applying Unit Testing,
TDD, BDD and
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WORK EFFECT LEG CODE
_p1

*Write automated unit tests
for the ABAP language. This
book teaches programmers
using simple examples and
metaphors and explains the*

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underlying concepts of writing effective automated unit tests. Many, if not most, ABAP programmers learned their programming and testing skills before the ABAP development

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environment provided an automated unit testing facility. Automated Unit Testing with ABAP: A Practical Approach offers hope and salvation to ABAP programmers who continue

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to toil with antiquated manual unit testing processes, taking them by the hand and lifting them out of that dungeon of despair with a modern and proven alternative. It begins

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by explaining how the xUnit family of automated testing frameworks provides a quick and effective means of insuring high-quality software. It then focuses on the ABAP Unit Testing

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Facility, the xUnit framework applicable specifically to the ABAP language, showing how it can be used to bring ABAP applications under automated testing control,

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from old legacy applications to those newly written.

Whereas xUnit testing has been widely accepted with developers writing in many other programming languages, it is an

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unfortunate fact in the ABAP community that many programmers still are unfamiliar with xUnit concepts and do not know how to begin implementing automated unit testing into

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their development process. This book demonstrates how to refactor programs so they become designed for testability, showing how to use process encapsulation and test isolation to

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facilitate automated testing, including a thorough explanation of test-driven development and the use of test doubles. The book:
Shows how to write automated unit tests for

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ABAP Instills ABAP programmers with the confidence to refactor poorly written code Explains how an automated testing harness facilitates rapid software development

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Teaches how to utilize test-driven development (TDD) with ABAP Offers advice and tips on the best ways to write automated unit tests

What You Will Learn

Become familiar with the

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xUnit approach to testing
Know the ABAP statements that interfere with running automated unit tests and how to accommodate them
Understand what it means to isolate code for testing

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and how this is achieved
Gain the confidence to
refactor poorly written code
Make ABAP programs
designed for testability Reap
the benefits of spending less
time manually unit testing

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ABAP programs Use test-driven development (TDD) with ABAP programming Use configurable test doubles in ABAP Who This Book Is For ABAP programmers who remain

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unfamiliar with the automated unit testing facility and those who already use it but want to improve their skill writing and using automated tests. The book addresses the

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reluctance and trepidation felt by procedural ABAP programmers who need to know some object-oriented concepts to use this facility, expands their horizons, and helps them step through the

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doorway leading to a different approach to program design.

Fearlessly change the design of your iOS code with solid unit tests. Use Xcode's built-in test framework

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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

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(UIViewController), 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

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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 get slower

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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

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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

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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

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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

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design of your code quickly, with less risk and less fear.

"The art of unit testing, second edition guides you step by step from writing your first simple tests to developing robust test sets

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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

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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."--Resource description page.

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project manager? If you are any of these, you will find that leadership, done right, is a very tough job. This book deals with the hard parts. Not with tools, but with people. Here is the

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manifesto that drives this book: For us as team leaders, the goal and the way we measure our work is the overall growth in skills of self-organization and self-maintenance in each

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member of our team and the team as a whole. To that end: We accept that the team's needs from us change continuously based on their skills for handling the current reality of work,

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so we embrace a continuously changing leadership style over a one-style-fits-all leadership approach. We believe in challenging ourselves and our teams to always get

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*better, so: * We create slack time for the team to learn and be challenged. * We embrace taking risks for our team over staying safe. * We embrace fear and discomfort while learning new skills*

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*over keeping people within their comfort zone. * We embrace experimentation as a constant practice over maintaining the status quo: * With people * With tools * With processes * With the*

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*environment * We believe our core practice is leading people, not wielding machines, so: * We embrace spending more time with our team than in meetings. * We embrace treating software*

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*problems as people
problems. * We learn people
skills and communication
techniques. About the notes
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allows a peek into the minds
of some of the best leaders,*

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they would like to teach you if you ever become a team leader, Scrum Master, project manager, or architect.

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Summary Dependency Injection

Page 156/295

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Updated examples illustrating DI

in .NET Core About the Reader

For intermediate OO developers.

About the Authors Mark Seemann

is a programmer, software

architect, and speaker who has

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been working with software since 1995, including six years with Microsoft. Steven van Deursen is a seasoned .NET developer and architect, and the author and maintainer of the Simple Injector DI library.

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PART 1 Putting Dependency

Injection on the map The basics of

Dependency Injection: What, why,

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Write flexible, maintainable, and verifiable code for .NET Core Write testable code using SOLID principles and dependency injections Recognize the characteristics of a good unit test Structure and group your unit test

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Use mock objects to handle dependencies Set up an end-to-end continuous integration process

Who this book is for This book is for .NET developers who would like to build efficient applications by implementing principles of test-

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*driven development. C#
programming and working
knowledge of VS is assumed.
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By Example

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make too. CMakeLists.txt files are provided for each project. Examples provided were built using cmake version 2.8.9. Various freely-available third-party libraries are used as the basis for examples in the book. These include: cURL

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JsonCpp Boost (filesystem, date_time/gregorian, algorithm, assign) Several examples use the boost headers/libraries. Only one example uses cURL and JsonCpp. Radically improve your testing practice and software quality with

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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

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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

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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 |

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Mocking best practices 10 |

Testing the database PART 4 UNIT TESTING ANTI-PATTERNS 11

| Unit testing anti-patterns

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Page 231/295

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Contents PART 1

FOUNDATIONS The promise of
good tests In search of good

Test doubles PART 2

CATALOG Readability
Maintainability

Trustworthiness PART 3

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Writing tests in other JVM
languages Speeding up test
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Hands-on guidance to creating
great test-driven development
practice Test-driven**

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development (TDD) practice helps developers recognize a well-designed application, and encourages writing a test before writing the functionality that needs to be implemented. This hands-on guide provides

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Working Effectively with

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Page 247/295

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JavaScript Unit Testing **The World Book Encyclopedia**

Assembly is a low-level programming language that's one step above a computer's native machine language. Although

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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

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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

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test patterns and organization, working with legacy code, and even "untestable" code. Along the way, you'll learn about integration testing and techniques and tools

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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

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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

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step from writing your first simple unit tests to building complete test sets that are maintainable, readable, and trustworthy. You'll move quickly to more

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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

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organization, refactor code applications, and learn how to test "untestable" code. Along the way, you'll learn about integration testing and techniques for testing

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isolation (mocking)
frameworks Simple
dependency injection
techniques Refactoring
legacy code About the
Author Roy Osherove has
been coding for over 15

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years, and he consults and trains teams worldwide on the gentle art of unit testing and test-driven development. His blog is at ArtOfUnitTesting.com.
Table of Contents PART 1

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GETTING STARTED The basics of unit testing A first unit test PART 2 CORE TECHNIQUES Using stubs to break dependencies Interaction testing using mock objects Isolation

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(mocking) frameworks
Digging deeper into
isolation frameworks PART
3 THE TEST CODE Test
hierarchies and
organization The pillars
of good unit tests PART 4

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DESIGN AND PROCESS

Integrating unit testing
into the organization

Working with legacy code

Design and testability

Including numerous

examples throughout, this

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Teams

A guide for Java
developers

C# and .NET Core Test-
Driven Development

Testing Python

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Unit Testing in Java
Essential Cell Biology