

Growing Object Oriented Software Guided By Tests Steve Freeman

Growing Object-oriented Software Steve Freeman 2009

Software Architecture in Practice Len Bass 2012-09-25 The award-winning and highly influential *Software Architecture in Practice*, Third Edition, has been substantially revised to reflect the latest developments in the field. In a real-world setting, the book once again introduces the concepts and best practices of software architecture—how a software system is structured and how that system’s elements are meant to interact. Distinct from the details of implementation, algorithm, and data representation, an architecture holds the key to achieving system quality, is a reusable asset that can be applied to subsequent systems, and is crucial to a software organization’s business strategy. The authors have structured this edition around the concept of architecture influence cycles. Each cycle shows how architecture influences, and is influenced by, a particular context in which architecture plays a critical role. Contexts include technical environment, the life cycle of a project, an organization’s business profile, and the architect’s professional practices. The authors also have greatly expanded their treatment of quality attributes, which remain central to their architecture philosophy—with an entire chapter devoted to each attribute—and broadened their treatment of architectural patterns. If you design, develop, or manage large software systems (or plan to do so), you will find this book to be a valuable resource for getting up to speed on the state of the art. Totally new material covers Contexts of software architecture: technical, project, business, and professional Architecture competence: what this means both for individuals and organizations The origins of business goals and how this affects architecture Architecturally significant requirements, and how to determine them Architecture in the life cycle, including generate-and-test as a design philosophy; architecture conformance during implementation; architecture and testing; and architecture and agile development Architecture and current technologies, such as the cloud, social networks, and end-user devices

Facilitating Software Architecture Andrew Harmel-Law 2024-11-08 The software architect role is evolving. As systems and their interactions with the teams that build, run, and evolve them become more complex, it's often impossible for those playing the traditional architect roles to be everywhere they need to be. There's simply too much architecture to be done, and the situation has reached a breaking point. There's a better way. Author Andrew Harmel-Law shows you how architects and development teams can collaborate to create and evolve more efficient architectures for their systems. Techniques in this book will help you learn how to create a mindset that allows everyone to practice architecture and build the best systems they've ever experienced. With this book, you will: Understand the new dynamics that affect modern software delivery Learn a methodology that brings software architecture and development together Nurture the fundamental interplay of decisions, advice, architecture, and feedback from running systems Initiate practices that maximize benefits and mitigate risks Create an approach tuned to architecture, everyone's skills, and your organization's culture

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Real-World Solutions for Developing High-Quality PHP

Frameworks and Applications Sebastian Bergmann 2010-12-08 Using real case studies from well-known companies and their PHP experts, the book presents the planning, execution, and automation of tests for the different layers and tiers of a Web software architecture, the measuring of software quality by means of software metrics, as well as establishing successful development processes and methods such as continuous integration, all in real-world scenarios. Different opinions are offered on how problems are solved to give the readers not "one single truth" but provide different approaches to problems and views on issues. There are three types of case study chapters: Enterprise Case Studies (How does company X implement their QA process?) Digg, OXID eSales, studiVZ, swoodoo Open Source Project Case Studies (How does project Y implement their QA process?) Typo3, eZ Components, Symfony, Zend Framework Case Studies that explain the implementation of a certain process or usage of a tool: Unit Testing Bad Practices, Performance Testing, Testing Database Interaction, Continuous Integration with phpUnderControl Experts presenting the case studies include: Brian Shire, Facebook's lead for PHP Internals and a developer for the Alternative PHP Cache Michel Lively, Jr. Lead PHP Developer for Selling

Source, LLC. Robert Lemke and Kaarsten Dambekalns, core developers of TYPO3 and FLOW3 Fabien Potencier, CEO of Sensio and lead developer of Symfony Matthew Weir O'Phinney, Project Lead for the Zend Framework

Complete Guide to Test Automation Arnon Axelrod 2018-09-22 Rely on this robust and thorough guide to build and maintain successful test automation. As the software industry shifts from traditional waterfall paradigms into more agile ones, test automation becomes a highly important tool that allows your development teams to deliver software at an ever-increasing pace without compromising quality. Even though it may seem trivial to automate the repetitive tester’s work, using test automation efficiently and properly is not trivial. Many test automation endeavors end up in the “graveyard” of software projects. There are many things that affect the value of test automation, and also its costs. This book aims to cover all of these aspects in great detail so you can make decisions to create the best test automation solution that will not only help your test automation project to succeed, but also allow the entire software project to thrive. One of the most important details that affects the success of the test automation is how easy it is to maintain the automated tests. Complete Guide to Test Automation provides a detailed hands-on guide for writing highly maintainable test code. What You’ll Learn Know the real value to be expected from test automation Discover the key traits that will make your test automation project succeed Be aware of the different considerations to take into account when planning automated tests vs. manual tests Determine who should implement the tests and the implications of this decision Architect the test project and fit it to the architecture of the tested application Design and implement highly reliable automated tests Begin gaining value from test automation earlier Integrate test automation into the business processes of the development team Leverage test automation to improve your organization's performance and quality, even without formal authority Understand how different types of automated tests will fit into your testing strategy, including unit testing, load and performance testing, visual testing, and more Who This Book Is For Those involved with software development such as test automation leads, QA managers, test automation developers, and development managers. Some parts of the book assume hands-on experience in writing code in an object-oriented language (mainly C# or Java), although most of the content is also relevant for nonprogrammers.

Business Publication Advertising Source 1997-02

MOCKITO COOKBOOK Marcin Grzeszczak 2014-06-24 Key Features Book Description This is a focused guide with lots of practical recipes with presentations of business issues and presentation of the whole test of the system. This book shows the use of Mockito's popular unit testing frameworks such as JUnit, PowerMock, TestNG, and so on. If you are a software developer with no testing experience (especially with Mockito) and you want to start using Mockito in the most efficient way then this book is for you. This book assumes that you have a good knowledge level and understanding of Java-based unit testing frameworks. What you will learn Create beautiful tests using Mockito Create mocks and spies in a number of ways Implement best practices to perform tests with Mockito Extend Mockito with other popular Javabased unit testing frameworks such as JUnit and PowerMock Stub behavior of mocks and spies Verify test doubles with Mockito Write good tests using Mockito Integrate Mockito with DI systems Compare Mockito to other mocking frameworks Verify the behavior of your system under test Who this book is for **Simple Object-Oriented Design** Mauricio Aniche 2024-06-04 Write object-oriented code that’s manageable, maintainable, and future-proof. Keeping your object-oriented designs simple demands a creative approach—and that’s exactly what you’ll find in Simple Object-Oriented Design. This book is full of patterns and principles for reducing complexity, each one proven in author Mauricio Aniche’s 20-year career in software development. You’ll learn how to tackle code’s natural growth in complexity, and adopt a “good enough” approach that means it’s easy to refactor when requirements change. You’ll discover insightful principles for: Making code readable and documented Improving consistency and encapsulation Managing dependencies Designing abstractions Handling infrastructure Effective modularization Learn what constitutes both good and bad object-oriented software design, discover how to make better trade-offs in design decisions, and when to embrace complexity over simpler data structures. With this book as your

vital reference, you'll be ready to write code that will last the test of time, without slowing feature delivery to a crawl. About the technology Even a simple object-oriented application can quickly become complex as it evolves. Each new class, method, or feature means more state and abstractions to manage, which in turn increases complexity, maintenance, and time spent detangling legacy code. It takes effort and skill to keep your codebase simple. This book shows you how. About the book Simple Object-Oriented Design: Create clean, maintainable applications presents practical design principles you can use to keep an object-oriented codebase simple as it grows and changes. Written as a collection of practical techniques you can apply in any OO language, it offers tips for concise code, managing dependencies and modules, and designing flexible abstractions. Illuminating figures, real-world examples, and insightful exercises make each principle stick. What's inside Writing simple, understandable classes Flexible abstractions to extend your designs Reducing the impact of coupling About the reader Readers should be familiar with an object-oriented language like Java, C#, or Python. About the author Maurício Aniche is a software engineer with 20 years of experience. He's also an Assistant Professor in Software Engineering at Delft University of Technology, and the author of Effective Software Testing. Table of Contents 1 It's all about managing complexity 2 Making code small 3 Keeping objects consistent 4 Managing dependencies 5 Designing good abstractions 6 Handling external dependencies and infrastructure 7 Achieving modularization 8 Being pragmatic

Forthcoming Books Rose Arny 1999-08

Books in Print 1991

Effective Software Testing Mauricio Aniche 2022-04-26 Effective Software Testing is a hands-on guide to creating bug-free software. Written for developers, it guides you through all the different types of testing, from single units up to entire components. You'll also learn how to engineer code that facilitates testing and how to write easy-to-maintain test code. Offering a thorough, systematic approach, this book includes annotated source code samples, realistic scenarios, and reasoned explanations.

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The Art of Unit Testing, Third Edition Roy Osherove 2024-03-26 Unit testing is more than just a collection of tools and practices—it's a state of mind! This bestseller reveals the master's secrets for delivering robust, maintainable, and trustworthy code. Thousands of developers have learned to hone their code quality under the tutelage of The Art of Unit Testing. This revised third edition updates an international bestseller to reflect modern development tools and practices, as well as to cover JavaScript. Inside The Art of Unit Testing, Third Edition you will learn how to: Create readable, maintainable, and trustworthy tests Work with fakes, stubs, mock objects, and isolation frameworks Apply simple dependency injection techniques Refactor legacy code with confidence Test both frontend and backend code Effective unit tests streamline your software development process and ensure you deliver consistent high-quality code every time. With practical examples in JavaScript and Node, this hands-on guide takes you from your very first unit tests all the way to comprehensive test suites, naming standards, and refactoring techniques. You'll explore test patterns and organization, working with legacy code and even "untestable" code. The many tool-agnostic examples are presented in JavaScript and carefully designed so that they apply to code written in any language. About the technology The art of unit testing is more than just learning the right collection of tools and practices. It's about understanding what makes great tests tick, finding the right strategy for each unique situation, and knowing what to do when the testing process gets messy. This book delivers insights and advice that will transform the way you test your software. About the book The Art of Unit Testing, Third Edition shows you how to create readable and maintainable tests. It goes well beyond basic test creation into organization-wide test strategies, troubleshooting, working with legacy code, and "merciless" refactoring. You'll love the practical examples and familiar scenarios that make testing come alive as you read. This third edition has been updated with techniques specific to object-oriented, functional, and modular coding styles. The examples use JavaScript. What's inside Deciding on test types and strategies Test Entry & Exit Points Refactoring legacy code Fakes, stubs, mock objects, and isolation frameworks Object-Oriented, Functional, and Modular testing styles About the reader Examples use JavaScript, TypeScript, and Node.js. About the author Roy Osherove is an internationally-recognized expert in unit testing and agile software methodology. Vladimir Khorikov is the author of Manning's Unit Testing Principles, Practices, and Patterns, a

Pluralsight author, and a Microsoft MVP. Table of Contents PART 1 1 The basics of unit testing 2 A first unit test PART 2 3 Breaking dependencies with stubs 4 Interaction testing using mock objects 5 Isolation frameworks 6 Unit testing asynchronous code PART 3 7 Trustworthy tests 8 Maintainability PART 4 9 Readability 10 Developing a testing strategy 11 Integrating unit testing into the organization 12 Working with legacy code Appendix Monkey-patching functions and modules **Growing Object-Oriented Software: Guided by Tests** Freeman Steve 1900 This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. Test-Driven Development (TDD) is now an established technique for delivering better software faster. TDD is based on a simple idea: Write tests for your code before you write the code itself. However, this "simple" idea takes skill and judgment to do well. Now there's a practical guide to TDD that takes you beyond the basic concepts. Drawing on a decade of experience building real-world systems, two TDD pioneers show how to let tests guide your developmen.

Leading Lean Software Development Mary Poppendieck 2010 Building on their breakthrough bestseller "Implementing Lean Software Development," the authors show software leaders how to quickly identify the biggest opportunities for improvement in their development organizations.

Clean Architecture Robert C. Martin 2017-09-12 Practical Software Architecture Solutions from the Legendary Robert C. Martin ("Uncle Bob") By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books Clean Code and The Clean Coder, legendary software craftsman Robert C. Martin ("Uncle Bob") reveals those rules and helps you apply them. Martin's Clean Architecture doesn't merely present options. Drawing on over a half-century of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you've come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you'll face—the ones that will make or break your projects. Learn what software architects need to achieve—and core disciplines and practices for achieving it Master essential software design principles for addressing function, component separation, and data management See how programming paradigms impose discipline by restricting what developers can do Understand what's critically important and what's merely a "detail" Implement optimal, high-level structures for web, database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or fix) these failures Clean Architecture is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager—and for every programmer who must execute someone else's designs. Register your product for convenient access to downloads, updates, and/or corrections as they become available.

Building Microservices Sam Newman 2021-07-24 Distributed systems have become more fine-grained as organizations shift from code-heavy monolithic applications to smaller, self-contained microservices. But developing these systems brings its own set of problems. With lots of examples and practical advice, this expanded second edition takes a holistic view of the topics system architects and administrators must consider when building, managing, and evolving microservices architectures. Author Sam Newman provides you with a firm grounding in the concepts while diving into the latest solutions for modeling, integrating, testing, deploying, and monitoring your own autonomous services. Through real-world examples, you'll learn how organizations worldwide are getting the most out of these architectures. Microservices technologies are moving quickly. This book brings you up to speed. Get new information on user interfaces, container orchestration, and serverless Use microservices to align system design with your organization's goals Explore options for integrating a service with the rest of your system Take an incremental approach when splitting monolithic codebases Deploy individual microservices through continuous integration Examine the complexities of testing and monitoring distributed services Manage security with expanded content around user-to-service and service-to-service models Understand the challenges of scaling microservices architectures.

Backbone.js Testing Ryan Glenn Roemer 2013-07-12 Key Features Book Description This book is packed with the step by step tutorial and instructions in recipe format helping you setup test infrastructure and

gradually advance your skills to plan, develop, and test your backbone applications. If you are a JavaScript developer looking for recipes to create and implement test support for your backbone application, then this book is ideal for you. What you will learn Install and set up a test infrastructure for Backbone applications Run, examine, and understand Mocha test reports Tour the Chai assertion library API with detailed examples Write test suites and specs with the Mocha test framework Fake application behavior in tests using Sinon.JS mocks, spies, and fake servers Who this book is for

Agile Technical Practices Distilled Pedro M. Santos 2019-06-28 Delve deep into the various technical practices, principles, and values of Agile. Key Features Discover the essence of Agile software development and the key principles of software design Explore the fundamental practices of Agile working, including test-driven development (TDD), refactoring, pair programming, and continuous integration Learn and apply the four elements of simple design Book Description The number of popular technical practices has grown exponentially in the last few years. Learning the common fundamental software development practices can help you become a better programmer. This book uses the term Agile as a wide umbrella and covers Agile principles and practices, as well as most methodologies associated with it. You'll begin by discovering how driver-navigator, chess clock, and other techniques used in the pair programming approach introduce discipline while writing code. You'll then learn to safely change the design of your code using refactoring. While learning these techniques, you'll also explore various best practices to write efficient tests. The concluding chapters of the book delve deep into the SOLID principles - the five design principles that you can use to make your software more understandable, flexible and maintainable. By the end of the book, you will have discovered new ideas for improving your software design skills, the relationship within your team, and the way your business works. What you will learn Learn the red, green, refactor cycle of classic TDD and practice the best habits such as the rule of 3, triangulation, object calisthenics, and more Refactor using parallel change and improve legacy code with characterization tests, approval tests, and Golden Master Use code smells as feedback to improve your design Learn the double cycle of ATDD and the outside-in mindset using mocks and stubs correctly in your tests Understand how Coupling, Cohesion, Connascence, SOLID principles, and code smells are all related Improve the understanding of your business domain using BDD and other principles for "doing the right thing, not only the thing right" Who this book is for This book is designed for software developers looking to improve their technical practices. Software coaches may also find it helpful as a teaching reference manual. This is not a beginner's book on how to program. You must be comfortable with at least one programming language and must be able to write unit tests using any unit testing framework.

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