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Take advantage of JavaScript's power to build robust web-scale or enterprise applications that are easy to extend and maintain. By applying the design patterns outlined in this practical book, experienced JavaScript developers will learn how to write flexible and resilient code that's easier—yes, easier—to work with as your code base grows. JavaScript may be the most essential web programming language, but in the real world, JavaScript applications often break when you make changes. With this book, author Eric Elliott shows you how to add client- and server-side features to a large JavaScript application without negatively affecting the rest of your code. Examine the anatomy of a large-scale JavaScript application Build modern web apps with the capabilities of desktop applications Learn best practices for code organization, modularity, and reuse Separate your application into different layers of responsibility Build efficient, self-describing hypermedia APIs with Node.js Test, integrate, and deploy software updates in rapid cycles Control resource access with user authentication and authorization Expand your application's reach through internationalization "This book is an indispensable resource." - Greg Wright, Kainos Software Ltd. Radically improve your testing practice and software quality with new testing styles, good patterns, and reliable automation. Key Features A practical and results-driven approach to unit testing Refine your existing unit tests by implementing modern best practices Learn the four pillars of a good unit

test Safely automate your testing process to save time and money Spot which tests need refactoring, and which need to be deleted entirely Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Great testing practices maximize your project quality and delivery speed by identifying bad code early in the development process. Wrong tests will break your code, multiply bugs, and increase time and costs. You owe it to yourself—and your projects—to learn how to do excellent unit testing. Unit Testing Principles, Patterns and Practices teaches you to design and write tests that target key areas of your code including the domain model. In this clearly written guide, you learn to develop professional-quality tests and test suites and integrate testing throughout the application life cycle. As you adopt a testing mindset, you'll be amazed at how better tests cause you to write better code. What You Will Learn Universal guidelines to assess any unit test Testing to identify and avoid anti-patterns Refactoring tests along with the production code Using integration tests to verify the whole system This Book Is Written For For readers who know the basics of unit testing. Examples are written in C# and can easily be applied to any language. About the Author Vladimir Khorikov is an author, blogger, and Microsoft MVP. He has mentored numerous teams on the ins and outs of unit testing. Table of Contents: PART 1 THE BIGGER PICTURE 1 ; The goal of unit testing 2 ; What is a unit test? 3 ; The anatomy of a unit test PART 2 MAKING YOUR TESTS WORK FOR YOU 4 ; The four pillars of a good unit test 5 ; Mocks and test fragility 6 ; Styles of unit testing 7 ; Refactoring toward valuable unit tests PART 3 INTEGRATION TESTING 8 ; Why integration testing? 9 ; Mocking best practices 10 ; Testing the database PART 4 UNIT TESTING ANTI-PATTERNS 11 ; Unit testing anti-patterns Including numerous examples throughout, this book guides you step-by-step from writing your first simple unit tests to building complete test sets that are maintainable, readable, and trustworthy. -- Unit test frameworks are a key element of popular development methodologies such as eXtreme Programming (XP) and Agile

Development. But unit testing has moved far beyond eXtreme Programming; it is now common in many different types of application development. Unit tests help ensure low-level code correctness, reduce software development cycle time, improve developer productivity, and produce more robust software. Until now, there was little documentation available on unit testing, and most sources addressed specific frameworks and specific languages, rather than explaining the use of unit testing as a language-independent, standalone development methodology. This invaluable new book covers the theory and background of unit test frameworks, offers step-by-step instruction in basic unit test development, provides useful code examples in both Java and C++, and includes details on some of the most commonly used frameworks today from the XUnit family, including JUnit for Java, CppUnit for C++, and NUnit for .NET. Unit Test Frameworks includes clear, concise, and detailed descriptions of:

- The theory and design of unit test frameworks
- Examples of unit tests and frameworks
- Different types of unit tests
- Popular unit test frameworks
- And more

It also includes the complete source code for CppUnit for C++, and NUnit for .NET. Architect your .NET applications by breaking them into really small pieces—microservices—using this practical, example-based guide.

About This Book Start your microservices journey and understand a broader perspective of microservices development. Build, deploy, and test microservices using ASP.Net MVC, Web API, and Microsoft Azure Cloud. Get started with reactive microservices and understand the fundamentals behind it.

Who This Book Is For This book is for .NET Core developers who want to learn and understand microservices architecture and implement it in their .NET Core applications. It's ideal for developers who are completely new to microservices or have just a theoretical understanding of this architectural approach and want to gain a practical perspective in order to better manage application complexity.

What You Will Learn

- Compare microservices with monolithic applications and SOA
- Identify the appropriate service boundaries by mapping them to the relevant bounded contexts
- Define the service interface and

implement the APIs using ASP.NET Web API Integrate the services via synchronous and asynchronous mechanisms Implement microservices security using Azure Active Directory, OpenID Connect, and OAuth 2.0 Understand the operations and scaling of microservices in .NET Core Understand the testing pyramid and implement consumer-driven contract using pact net core Understand what the key features of reactive microservices are and implement them using reactive extension In Detail Microservices is an architectural style that promotes the development of complex applications as a suite of small services based on business capabilities. This book will help you identify the appropriate service boundaries within the business. We'll start by looking at what microservices are, and what the main characteristics are. Moving forward, you will be introduced to real-life application scenarios, and after assessing the current issues, we will begin the journey of transforming this application by splitting it into a suite of microservices. You will identify the service boundaries, split the application into multiple microservices, and define the service contracts. You will find out how to configure, deploy, and monitor microservices, and configure scaling to allow the application to quickly adapt to increased demand in the future. With an introduction to the reactive microservices, you strategically gain further value to keep your code base simple, focusing on what is more important rather than the messy asynchronous calls. Style and approach This guide serves as a stepping stone that helps .NET Core developers in their microservices architecture. This book provides just enough theory to understand the concepts and apply the examples. 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. Get to grips with the fundamental concepts of data engineering, and solve mock interview questions while building a strong resume and a personal brand to attract the right employers Key Features Develop your own brand, projects, and portfolio with expert help to stand out in the

interview round Get a quick refresher on core data engineering topics, such as Python, SQL, ETL, and data modeling Practice with 50 mock questions on SQL, Python, and more to ace the behavioral and technical rounds Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionPreparing for a data engineering interview can often get overwhelming due to the abundance of tools and technologies, leaving you struggling to prioritize which ones to focus on. This hands-on guide provides you with the essential foundational and advanced knowledge needed to simplify your learning journey. The book begins by helping you gain a clear understanding of the nature of data engineering and how it differs from organization to organization. As you progress through the chapters, you'll receive expert advice, practical tips, and real-world insights on everything from creating a resume and cover letter to networking and negotiating your salary. The chapters also offer refresher training on data engineering essentials, including data modeling, database architecture, ETL processes, data warehousing, cloud computing, big data, and machine learning. As you advance, you'll gain a holistic view by exploring continuous integration/continuous development (CI/CD), data security, and privacy. Finally, the book will help you practice case studies, mock interviews, as well as behavioral questions. By the end of this book, you will have a clear understanding of what is required to succeed in an interview for a data engineering role.

What you will learn Create maintainable and scalable code for unit testing Understand the fundamental concepts of core data engineering tasks Prepare with over 100 behavioral and technical interview questions Discover data engineer archetypes and how they can help you prepare for the interview Apply the essential concepts of Python and SQL in data engineering Build your personal brand to noticeably stand out as a candidate Who this book is for If you're an aspiring data engineer looking for guidance on how to land, prepare for, and excel in data engineering interviews, this book is for you. Familiarity with the fundamentals of data engineering, such as data modeling, cloud warehouses,

programming (python and SQL), building data pipelines, scheduling your workflows (Airflow), and APIs, is a prerequisite. 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 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 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. Strengthen your applications by adopting Test-Driven Development (TDD), the OpenAPI Specification, Continuous Integration (CI), and container orchestration. Key Features

- Create production-grade JavaScript applications from scratch
- Build microservices and deploy them to a Docker container for scaling applications
- Test and deploy your code with confidence using Travis CI

Book Description With the over-abundance of tools in the JavaScript ecosystem, it's easy to feel lost. Build tools, package managers, loaders, bundlers, linters, compilers, transpilers, typecheckers - how do you make sense of it all? In this book, we will build a simple API and React application from scratch. We begin by setting up our development environment using Git, yarn, Babel, and ESLint. Then, we will use Express, Elasticsearch and JSON Web Tokens (JWTs) to build a stateless API service. For the front-end,

we will use React, Redux, and Webpack. A central theme in the book is maintaining code quality. As such, we will enforce a Test-Driven Development (TDD) process using Selenium, Cucumber, Mocha, Sinon, and Istanbul. As we progress through the book, the focus will shift towards automation and infrastructure. You will learn to work with Continuous Integration (CI) servers like Jenkins, deploying services inside Docker containers, and run them on Kubernetes. By following this book, you would gain the skills needed to build robust, production-ready applications. What you will learn

Practice Test-Driven Development (TDD) throughout the entire book
Use Cucumber, Mocha and Selenium to write E2E, integration, unit and UI tests
Build stateless APIs using Express and Elasticsearch
Document your API using OpenAPI and Swagger
Build and bundle front-end applications using React, Redux and Webpack
Containerize services using Docker
Deploying scalable microservices using Kubernetes

Who this book is for
If you're a JavaScript developer looking to expand your skillset and become a senior JavaScript developer by building production-ready web applications, then this book is for you.

Make the Grade in AS Biology with Human Biology has been specially written to give students comprehensive exam support for senior secondary level Biology and Human Biology. It is a comprehensive revision guide for students that includes a bank of activities and questions for use throughout the course, with exam questions, including synoptic questions, to help students fully prepare for examinations.

Software testing is indispensable and is one of the most discussed topics in software development today. Many companies address this issue by assigning a dedicated software testing phase towards the end of their development cycle. However, quality cannot be tested into a buggy application. Early and continuous unit testing has been shown to be crucial for high quality software and low defect rates. Yet current books on testing ignore the developer's point of view and give little guidance on how to bring the overwhelming amount of testing theory into practice. Unit Testing in Java represents a practical introduction to unit

testing for software developers. It introduces the basic test-first approach and then discusses a large number of special issues and problem cases. The book instructs developers through each step and motivates them to explore further. Shows how the discovery and avoidance of software errors is a demanding and creative activity in its 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 system. Discusses how testing works with persistency, concurrency, distribution, and web applications. Includes a discussion of testing with C++ and Smalltalk. Are you on a doomed project? Do you really believe that spiffy SEI rating or the latest software engineering fad will save you from working long nights, missing deadlines, or having a nervous breakdown? We've got news for you: your project didn't get that way by accident. It took a lot of careful planning. Want to learn how it's done? In this book we'll teach you the basics of killing a project. Instead of forcing you to rummage through a bunch of dry software engineering texts to identify potentially damaging approaches, we'll equip you with 77 tactics proven on countless projects. Even if you have no experience as a manager, we'll guide you through the confusing maze of possible courses of action and teach you how to virtually guarantee the failure of your project—all under the guise of ensuring quality, improving productivity, and maintaining morale! Do you have your own project horror story? (Who doesn't?) Send it to us via our website:

<http://www.FineBooks.net> Written by a former senior examiner, George Facer, this Edexcel A2 Chemistry Student Unit Guide is the essential study companion for Unit 4: Rates, Equilibria and Further Organic Chemistry. This book includes all you need to know to prepare for your unit exam: clear guidance on the content of the unit, with topic summaries, knowledge check questions and a quick-reference index, examiner's advice throughout, so you will know what to expect in the exam and will be able to demonstrate the skills required and exam-style questions, with graded student responses, so you can see clearly what is required

to get a better grade. With the advent of agile methodologies, testing is becoming the responsibility of more and more team members. In this new book, noted testing expert Dustin imparts the best of her collected wisdom. She presents 50 specific tips for a better testing program. These 50 tips are divided into ten sections, and presented so as to mirror the chronology of a software project. Use the Rust programming language to build fully functional web applications with async Rust to amplify security and boost the performance of your programs

Key Features

- Work with cutting-edge web techniques such as distroless Rust servers, Terraform, and AWS deployment
- Get acquainted with async concepts such as actors and queuing tasks using lower-level frameworks like Tokio
- Build a full web application in Rust with a database, authentication, and frontend

Book Description

Are safety and high performance a big concern for you while developing web applications? With this practical Rust book, you'll discover how you can implement Rust on the web to achieve the desired performance and security as you learn techniques and tooling to build fully operational web apps. In this second edition, you'll get hands-on with implementing emerging Rust web frameworks, including Actix, Rocket, and Hyper. It also features HTTPS configuration on AWS when deploying a web application and introduces you to Terraform for automating the building of web infrastructure on AWS. What's more, this edition also covers advanced async topics. Built on the Tokio async runtime, this explores TCP and framing, implementing async systems with the actor framework, and queuing tasks on Redis to be consumed by a number of worker nodes. Finally, you'll go over best practices for packaging Rust servers in distroless Rust Docker images with database drivers, so your servers are a total size of 50Mb each. By the end of this book, you'll have confidence in your skills to build robust, functional, and scalable web applications from scratch.

What you will learn

- Structure and build scalable Rust web apps by creating a basic to-do list web app
- Manage authentication and databases in Rust web applications
- Get to grips with wrapping web applications in distroless
- Understand the

building blocks of web development such as HTTPS, TCP, and middleware Build app infrastructure on AWS using Terraform with databases, servers, load balancers, HTTPS, and URL routing Build end-to-end tests using Postman Build async systems implementing the actor model using Tokio Who this book is for This Rust programming book is for web developers who want to learn and implement Rust to build web applications. Developers familiar with languages such as Python, Ruby, and JS will be able to use this book to build high performant web apps with Rust. Although no prior experience in Rust is necessary, a solid understanding of web development principles, along with basic knowledge of HTML, CSS, and JavaScript, is necessary to get the most out of this book. Reproduction of the original: State of the Union Addresses by Franklin D. Roosevelt Summary The Art of Unit 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 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 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 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 the gentle art of unit testing and test-driven development. His blog is at ArtOfUnitTesting.com.

Table of Contents PART 1 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 (mocking) frameworks Digging deeper into isolation frameworks PART 3 THE TEST CODE Test hierarchies and organization The pillars of good unit tests PART 4 DESIGN AND PROCESS Integrating unit testing into the organization Working with legacy code Design and testability Offers advice on designing and implementing a software test automation infrastructure, and identifies what current popular testing approaches can and cannot accomplish. Rejecting the automation life cycle model, the authors favor limited automation of unit, integration, and system testing. They also present a control synchronized data-driven framework to help jump-start an automation project. Examples are provided in the Rational suite test studio, and source code is available at a supporting web site. Annotation copyrighted by Book News, Inc., Portland, OR. A software architect's digest of core practices, pragmatically applied Designing effective architecture is your best strategy for managing project complexity—and improving your results. But the principles and practices of software architecting—what the authors call the “science of hard decisions”—have been evolving for cloud, mobile, and other shifts. Now fully revised and updated, this book shares the knowledge and real-world perspectives that enable you to design for success—and deliver more successful solutions. In this fully updated Second Edition, you will: Learn how only a deep

understanding of domain can lead to appropriate architecture
Examine domain-driven design in both theory and
implementation Shift your approach to code first, model
later—including multilayer architecture Capture the benefits
of prioritizing software maintainability See how
readability, testability, and extensibility lead to code
quality Take a user experience (UX) first approach, rather
than designing for data Review patterns for organizing
business logic Use event sourcing and CQRS together to model
complex business domains more effectively Delve inside the
persistence layer, including patterns and implementation. *

Treats LISP as a language for commercial applications, not a
language for academic AI concerns. This could be 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 useful like Web
programming and database access. When testing becomes a
developer's habit good things tend to happen--good
productivity, good code, and good job satisfaction. If you
want some of that, there's no better way to start your
testing habit, nor to continue feeding it, than with"" JUnit
Recipes,"" In this book you will find one hundred and thirty-
seven solutions to a range of problems, from simple to
complex, selected for you by an experienced developer and
master tester. Each recipe follows the same organization
giving you the problem and its background before discussing
your options in solving it. JUnit - the unit testing
framework for Java - is simple to use, but some code can be
tricky to test. When you're facing such code you will be
glad to have this book. It is a how-to reference full of

practical advice on all issues of testing, from how to name your test case classes to how to test complicated J2EE applications. Its valuable advice includes side matters that can have a big payoff, like how to organize your test data or how to manage expensive test resources. What's Inside: - Getting started with JUnit - Recipes for: servlets JSPs EJBs Database code much more - Difficult-to-test designs, and how to fix them - How testing saves time - Choose a JUnit extension: HTMLUnit XMLUnit ServletUnit EasyMock and more! 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. If you're writing one of several applications that call for asynchronous programming, this concise hands-on guide shows you how the async feature in C# 5.0 can make the process much simpler. Along with a clear introduction to asynchronous programming, you get an in-depth look at how the async feature works and why you might want to use it in your application. Written for experienced C# programmers—yet approachable for beginners—this book is packed with code examples that you can extend for your own projects. Write your own asynchronous code, and learn how async saves you from this messy chore Discover new performance possibilities in ASP.NET web server code Explore how async and WinRT work together in Windows 8 applications Learn the importance of the await keyword in async methods Understand which .NET thread is running your code—and at what points in the program Use the Task-based Asynchronous Pattern (TAP) to write asynchronous APIs in .NET Take advantage of parallel computing in modern machines Measure async code performance by comparing it with alternatives Step by step guide to become an expert in Angular DESCRIPTION This book provide all the important aspects required for angular developers looking for brief and useful content for frequently asked Angular Interview questions. You have already worked with

other Modern Web Frameworks like AngularJS 1.x, KnockoutJs, Ember, Backbone and now you are keen to become an expert in Angular including version 2, 4, 5 and 6. You have no framework experience at all but you have a profound understanding of Angular and now you are keen to know how to bring your web apps as well as mobile apps to the next level. This book will give you an idea of the Angular framework (including version 2, 4, 5 and 6) and provide you an excellent understanding of the concepts. Changing job is one of the biggest challenges for any IT professional. When IT professional starts searching job, they realise that they need much more than experience. Working on a project is one thing and cracking an interview is another. This book will give you a bird's eye view of what is needed in an interview. It will help you in doing a quick revision so that you can be ready for the discussion faster.

KEY FEATURES Book provide all the important aspects required for angular developers Learn modern Web Frameworks like AngularJS 1.x, KnockoutJs, Ember, Backbone Book will give you an idea of the Angular framework (including version 2, 4, 5 and 6) and provide you an excellent understanding of the concepts.

WHAT WILL YOU LEARN The Basic Concepts of Angular, its Components, Directives and Modules Angular Form, Elements, Templates, and Validations Dependency Injection (DI), HttpClient Angular Services, Routing and Navigation Angular Compiler, Pipes, Service Workers Server Side Rendering (Angular Universal) Angular Security, Cookies Basic Understanding of Angular Testing and TypeScript

WHO THIS BOOK IS FOR You are new or have some experience in Angular and now want to take the step to become an expert in Angular and want to learn more about how you can apply the new concepts specifically for an Interview or developing robust web apps as well as mobile apps.

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11. Angular Compiler
12. Angular Pipes
13. Service Workers
14. Server

Side Rendering (Angular Universal) 15. Angular Security
16. Angular Cookies 17. Basic Understanding of Angular
Testing 18. Basic Understanding of TypeScript

The Pragmatic Programmers classic is back! Freshly updated for modern software development, *Pragmatic Unit Testing in Java 8 With JUnit* teaches you how to write and run easily maintained unit tests in JUnit with confidence. You'll learn mnemonics to help you know what tests to write, how to remember all the boundary conditions, and what the qualities of a good test are. You'll see how unit tests can pay off by allowing you to keep your system code clean, and you'll learn how to handle the stuff that seems too tough to test. *Pragmatic Unit Testing in Java 8 With JUnit* steps you through all the important unit testing topics. If you've never written a unit test, you'll see screen shots from Eclipse, IntelliJ IDEA, and NetBeans that will help you get past the hard part--getting set up and started. Once past the basics, you'll learn why you want to write unit tests and how to effectively use JUnit. But the meaty part of the book is its collected unit testing wisdom from people who've been there, done that on production systems for at least 15 years: veteran author and developer Jeff Langr, building on the wisdom of *Pragmatic Programmers* Andy Hunt and Dave Thomas. You'll learn: How to craft your unit tests to minimize your effort in maintaining them. How to use unit tests to help keep your system clean. How to test the tough stuff. Memorable mnemonics to help you remember what's important when writing unit tests. How to help your team reap and sustain the benefits of unit testing. You won't just learn about unit testing in theory--you'll work through numerous code examples. When it comes to programming, hands-on is the only way to learn! 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, 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 code samples in multiple programming languages. Endorsed by WJEC and written by experienced examiners David Burtenshaw and Sue Warn, this WJEC A2 Geography Student Unit Guide is the essential study companion for Unit G4: Sustainability. This full-colour book includes all you need to know to prepare for your unit exam: clear guidance on the content of the unit, with topic summaries, knowledge check questions and a quick-reference index exam advice throughout, so you will know what to expect in the exam and will be able to demonstrate the skills required exam-style questions, with graded student responses, so you can see clearly what is required to get a better grade

"Never before, in the entire history of the American theater, has so much of the truth of Black people's lives been seen on the stage," observed James Baldwin shortly before *A Raisin in the Sun* opened on Broadway in 1959. This edition presents the fully restored, uncut version of Hansberry's landmark work with an introduction by Robert Nemiroff. Lorraine Hansberry's award-winning drama about the hopes and aspirations of a struggling, working-class family living on the South Side of Chicago connected profoundly with the psyche of Black America—and changed American theater forever. The play's title comes from a line in Langston Hughes's poem "Harlem," which warns that a dream deferred might "dry up/like a raisin in the sun." "The events of every passing year add resonance to *A Raisin in the Sun*," said *The New York Times*. "It is as if history is

conspiring to make the play a classic." "Until the Rosetta Stone was finally translated and the decoding of hieroglyphic writing made possible, much of Egyptian history was lost. The author has done a masterful job of distilling information, citing the highlights, and fitting it all together in an interesting and enlightening look at a puzzling subject." —H. "The social and intellectual history here are fascinating. A handsome, inspiring book." —K. Notable Children's Books of 1991 (ALA) Notable 1990 Children's Trade Books in Social Studies (NCSS/CBC) Children's Books of 1990 (Library of Congress) 100 Books for Reading and Sharing (NY Public Library) Parenting Honorable Mention, Reading Magic Award Summary

Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to the everyday business of coding. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology Functional programming (FP) is a style of software development emphasizing functions that don't depend on program state. Functional code is easier to test and reuse, simpler to parallelize, and less prone to bugs than other code. Scala is an emerging JVM language that offers strong support for FP. Its familiar syntax and transparent interoperability with Java make Scala a great place to start learning FP.

About the Book Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to their everyday work. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. This book assumes no prior experience with functional programming. Some prior exposure to Scala or Java is helpful.

What's Inside Functional programming concepts The whys and hows of FP How to write multicore programs Exercises and checks for understanding About the Authors

Paul Chiusano and Rúnar Bjarnason are recognized experts in functional programming with Scala and are core contributors to the Scalaz library. Table of Contents PART 1 INTRODUCTION TO FUNCTIONAL PROGRAMMING What is functional programming? Getting started with functional programming in Scala Functional data structures Handling errors without exceptions Strictness and laziness Purely functional state PART 2 FUNCTIONAL DESIGN AND COMBINATOR LIBRARIES Purely functional parallelism Property-based testing Parser combinators PART 3 COMMON STRUCTURES IN FUNCTIONAL DESIGN Monoids Monads Applicative and traversable functors PART 4 EFFECTS AND I/O External effects and I/O Local effects and mutable state Stream processing and incremental I/O Summary

Effective Unit Testing is written to show how to write good tests—tests that are concise and to the point, expressive, useful, and 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, 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. 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 Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your 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 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 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 isolation and make safer changes. 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. Quite simply, test-driven development is meant to eliminate fear in application development. While some fear is healthy (often viewed as a conscience that tells programmers to "be careful!"), the author believes that byproducts of fear include tentative, grumpy, and uncommunicative programmers who are unable to absorb constructive criticism. When programming teams buy into TDD, they immediately see positive results. They eliminate the fear involved in their jobs, and are better equipped to tackle the difficult challenges that face them. TDD eliminates tentative traits, it teaches programmers to communicate, and it encourages team members to seek out criticism. However, even the author admits that grumpiness must be worked out individually! In short, the premise behind TDD is that code should be continually tested and refactored. Kent Beck teaches programmers by example, so they can painlessly and dramatically increase the quality of their work. 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, 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 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 C++ (some project conversion may be needed).

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