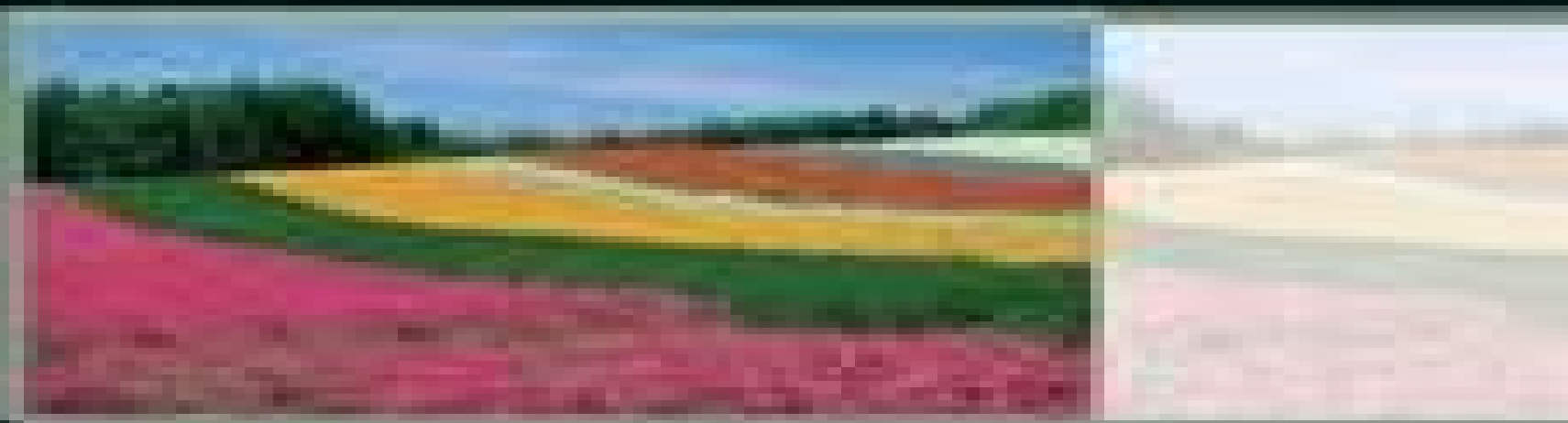


Test Driven Development: Growing Object-Oriented Software Guided by Tests

Growing Object-Oriented Software Guided by Tests



Robert Martin
The Clean Code

Developed by Robert Martin - Published by The Pragmatic



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Valentina Servile



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Growing Object-Oriented Software, Guided by Tests Steve Freeman, Nat Pryce, 2009-10-12 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 development and grow software that is coherent reliable and maintainable Steve Freeman and Nat Pryce describe the processes they use the design principles they strive to achieve and some of the tools that help them get the job done Through an extended worked example you ll learn how TDD works at multiple levels using tests to drive the features and the object oriented structure of the code and using Mock Objects to discover and then describe relationships between objects Along the way the book systematically addresses challenges that development teams encounter with TDD from integrating TDD into your processes to testing your most difficult features Coverage includes Implementing TDD effectively getting started and maintaining your momentum throughout the project Creating cleaner more expressive more sustainable code Using tests to stay relentlessly focused on sustaining quality Understanding how TDD Mock Objects and Object Oriented Design come together in the context of a real software development project Using Mock Objects to guide object oriented designs Succeeding where TDD is difficult managing complex test data and testing persistence and concurrency

Growing Object-Oriented Software, Guided by Tests Steve, Nat Pryce, 2009 *Growing Object-Oriented Software, Guided by Tests* ,2009 **Growing Object-oriented Software** Steve Freeman, Nat Pryce, 2009

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

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Modern Programming: Object Oriented Programming and Best Practices Graham Lee,2019-06-28 Discover the untapped features of object oriented programming and use it with other software tools to code fast efficient applications Key FeaturesExplore the complexities of object oriented programming OOP Discover what OOP can do for youLearn to use the key tools and software engineering practices to support your own programming needsBook Description Your experience and knowledge always influence the approach you take and the tools you use to write your programs With a sound understanding of how to approach your goal and what software paradigms to use you can create high performing applications quickly and efficiently In this two part book you ll discover the untapped features of object oriented programming and use it with other software tools to code fast and efficient applications The first part of the book begins with a discussion on how OOP is used today and moves on to analyze the ideas and problems that OOP doesn t address It continues by deconstructing the complexity of OOP showing you its fundamentally simple core You ll see that by using the distinctive elements of OOP you can learn to build your applications more easily The next part of this book talks about acquiring the skills to become a better programmer You ll get an overview of how various tools such as version control and build management help make your life easier This book also discusses the pros and cons of other programming paradigms such as aspect oriented programming and functional programming and helps to select the correct approach for your projects It ends by talking about the philosophy behind designing software and what it means to be a good developer By the end of this two part book you will have learned that OOP is not always complex and you will know how you can evolve into a better programmer by learning about ethics teamwork and documentation What you will learnUntangle the complexity of object oriented programming by breaking it down to its essential building blocksRealize the full potential of OOP to design efficient maintainable programsUtilize coding best practices including TDD pair programming and code reviews to improve your workUse tools such as source control and IDEs to work more efficientlyLearn how to most productively work with other developersBuild your own software development philosophyWho this book is for This book is ideal for programmers who want to understand the philosophy behind creating software and what it means to be good at designing software Programmers who want to deconstruct the OOP paradigm and see how it can be reconstructed in a clear straightforward way will also find this book useful To understand the ideas expressed in this book you must be an

experienced programmer who wants to evolve their practice *Continuous Deployment* Valentina Servile,2024-07-25

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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

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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

Code That Fits in Your Head Mark Seemann, 2021-11-02 How to Reduce Code Complexity and Develop Software More Sustainably Mark Seemann is well known for explaining complex concepts clearly and thoroughly In this book he condenses his wide ranging software development experience into a set of practical pragmatic techniques for writing sustainable and human friendly code This book will be a must read for every programmer Scott Wlaschin author of *Domain Modeling Made Functional* *Code That Fits in Your Head* offers indispensable practical advice for writing code at a sustainable pace and controlling the complexity that causes projects to spin out of control Reflecting decades of experience helping software teams succeed Mark Seemann guides you from zero no code to deployed features and shows how to maintain a good cruising speed as you add functionality address cross cutting concerns troubleshoot and optimize You'll find valuable ideas practices and processes for key issues ranging from checklists to teamwork encapsulation to decomposition API design to unit testing Seemann illuminates his insights with code examples drawn from a complete sample project Written in C they're designed to be clear and useful to anyone who uses any object oriented language including Java C and Python To facilitate deeper exploration all code and extensive commit messages are available for download Choose mindsets and processes that work and escape bad metaphors that don't Use checklists to liberate yourself improving outcomes with the skills you already have Get past analysis paralysis by creating and deploying a

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software **Software Quality Assurance** Ivan Mistrik, Richard M Soley, Nour Ali, John Grundy, Bedir Tekinerdogan, 2015-10-12 Software Quality Assurance in Large Scale and Complex Software intensive Systems presents novel and high quality research related approaches that relate the quality of software architecture to system requirements system architecture and enterprise architecture or software testing Modern software has become complex and adaptable due to the emergence of globalization and new software technologies devices and networks These changes challenge both traditional software quality assurance techniques and software engineers to ensure software quality when building today and tomorrow s adaptive context sensitive and highly diverse applications This edited volume presents state of the art techniques methodologies tools best practices and guidelines for software quality assurance and offers guidance for future software engineering research and practice Each contributed chapter considers the practical application of the topic through case studies experiments empirical validation or systematic comparisons with other approaches already in practice Topics of interest include but are not limited to quality attributes of system software architectures aligning enterprise system and software architecture from the point of view of total quality design decisions and their influence on the quality of system software architecture methods and processes for evaluating architecture quality quality assessment of legacy systems and third party applications lessons learned and empirical validation of theories and frameworks on architectural quality empirical validation and testing for assessing architecture quality Focused on quality assurance at all levels of software design and development Covers domain specific software quality assurance issues e g for cloud mobile security context sensitive mash up and autonomic systems Explains likely trade offs from design decisions in the context of complex software system engineering and quality assurance Includes practical case studies of software quality assurance for complex adaptive and context critical systems **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

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Introduction to Software Engineering Ronald J. Leach, 2018-09-03 Practical Guidance on the Efficient Development of High Quality Software Introduction to Software Engineering Second Edition equips students with the fundamentals to prepare them for satisfying careers as software engineers regardless of future changes in the field even if the changes are unpredictable or disruptive in nature Retaining the same organization as its predecessor this second edition adds considerable material on open source and agile development models The text helps students understand software development techniques and processes at a reasonably sophisticated level Students acquire practical experience through team software projects Throughout much of the book a relatively large project is used to teach about the requirements design and coding of software In addition a continuing case study of an agile software development project offers a complete picture of how a successful agile project can work The book covers each major phase of the software development life cycle from developing software requirements to software maintenance It also discusses project management and explains how to read software engineering literature Three appendices describe software patents command line arguments and flowcharts

Sustainable Dual-Track Development Todd Sedano, Paul Ralph, 2025-09-19 Every decade or so the software development community reinvents itself to address the dominant problems of the day Agile methods reacted against slow bureaucratic documentation driven development The next big shift reacts against unsustainable development practices This book advances dual track development as a unifying framework for the best way of designing great products user centered design the best way of delivering software efficiently agile methods and strategies for balancing present and future needs sustainable development This book does not just recommend practices It explains how to implement practices and the surprising science behind the practices in an approachable sometimes cheeky style You won't find a Dual track Master telling you that you must do it exactly this way otherwise you're a sellout Rather this book describes a set of sociotechnical tools and gives advice for adapting these tools to your unique context Welcome to the future of software

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