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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. Software Engineering for Science provides an in-depth collection of peer-reviewed chapters that describe experiences with applying software engineering practices to the development of scientific software. It provides a better understanding of how software engineering is and should be practiced, and which software engineering practices are effective for scientific software. The book starts with a detailed overview of the Scientific Software Lifecycle, and a general overview of the scientific software development process. It highlights key issues commonly arising during scientific software development, as well as solutions to these problems. The second part of the book provides examples of the use of testing in scientific software development, including key issues and challenges. The chapters then describe solutions and case studies aimed at applying testing to scientific software development efforts. The final part of the book provides examples of applying software engineering techniques to scientific software, including not only computational modeling, but also software for data management and analysis. The authors describe their experiences and lessons learned from developing complex scientific software in different domains. About the Editors Jeffrey Carver is an Associate Professor in the Department of Computer Science at the University of Alabama. He is one of the primary organizers of the workshop series on Software Engineering for Science (<http://www.SE4Science.org/workshops>). Neil P. Chue Hong is Director of the Software Sustainability Institute at the University of Edinburgh. His research interests include barriers and incentives in research software ecosystems and the role of software as a research object. George K. Thiruvathukal is Professor of Computer Science at Loyola University Chicago and Visiting Faculty at Argonne National Laboratory. His current research is focused on software metrics in open source mathematical and scientific software. Learn the principles of good software design, and how to turn those principles into great code. This book introduces you to software engineering — from

the application of engineering principles to the development of software. You'll see how to run a software development project, examine the different phases of a project, and learn how to design and implement programs that solve specific problems. It's also about code construction — how to write great programs and make them work. Whether you're new to programming or have written hundreds of applications, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. With *Software Development, Design and Coding*, author and professor John Dooley distills his years of teaching and development experience to demonstrate practical techniques for great coding. What You'll Learn Review modern agile methodologies including Scrum and Lean programming Leverage the capabilities of modern computer systems with parallel programming Work with design patterns to exploit application development best practices Use modern tools for development, collaboration, and source code controls Who This Book Is For Early career software developers, or upper-level students in software engineering courses The hardcover teacher's manual contains a reduction of the pupil. Also included are helpful suggestions for extra activities to be done in class or on an individual basis. A guide to unit testing Java applications (including J2EE applications) using the JUnit framework and its extensions, this book provides techniques for solving real-world problems such as unit testing legacy applications, writing real tests for real objects, automating tests, testing in isolation, and unit testing J2EE and database applications. Using a sample-driven approach, various unit testing strategies are covered, such as how to unit test EJBs, database applications, JSPs, and Taglibs. Also addressed are testing strategies using freely available open source frameworks and tools, and how to unit test in isolation with Mock Objects. Testing J2EE applications by running tests from inside the container for performing integration unit tests is discussed, as is how to automate unit testing in automated builds (such as Ant and Maven) for performing continuous integration. 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. 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 Learn how to apply test-driven development (TDD) to machine-learning algorithms—and catch mistakes that could sink your analysis. In this practical guide, author Matthew Kirk takes you through the principles of TDD and machine learning, and shows you how to apply TDD to several machine-learning algorithms, including Naive Bayesian classifiers and Neural Networks. Machine-learning algorithms often have tests baked in, but they can't account for human errors in coding. Rather than blindly rely on machine-learning results as many researchers have, you can mitigate the risk of errors with TDD and write clean, stable machine-learning code. If you're familiar with Ruby 2.1, you're ready to start. Apply TDD to write and run tests before you start coding Learn the best uses and tradeoffs of eight machine

learning algorithms Use real-world examples to test each algorithm through engaging, hands-on exercises Understand the similarities between TDD and the scientific method for validating solutions Be aware of the risks of machine learning, such as underfitting and overfitting data Explore techniques for improving your machine-learning models or data extraction Most people who write software have at least some experience with unit testing—even if they don't call it that. If you have ever written a few lines of throwaway code just to try something out, you've built a unit test. On the other end of the software spectrum, many large-scale applications have huge batteries of test cases that are repeatedly run and added to throughout the development process. What are unit test frameworks and how are they used? Simply stated, they are software tools to support writing and running unit tests, including a foundation on which to build tests and the functionality to execute the tests and report their results. They are not solely tools for testing; they can also be used as development tools on a par with preprocessors and debuggers. Unit test frameworks can contribute to almost every stage of software development and are key tools for doing Agile Development and building big-free code. Unit Test Frameworks covers the usage, philosophy, and architecture of unit test frameworks. Tutorials and example code are platform-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. This course contains 40 lessons, 8 review lessons, and 8 unit tests. It teaches orderly and effective scientific study, anatomy, arthropods, chemistry, sound, earth science, nonflowering plants, and machines and motion. It frequently refers to the Psalms to emphasize that the marvels in science were created by God. The teacher's manual contains a reduced copy of the pupil pages with the answer key beside the pages. Also included are helpful suggestions for extra activities. Other lesson helps, such as the lesson guide and suggestions for class projects, are placed below the reduced pages. Copies of the tests with answers are included too. Test booklet with tear out pages for Grade 7 and 8 science. The 7 unit tests and the final test are bound in a booklet with tear-out sheets. 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! Unit testing. You've heard the term. Probably a lot. You know you should probably figure out how it works, since everyone's always talking about it and a lot of companies require developers to know it. But you don't really know it and you're worried that you'll look uninformed if you cop to not knowing it. Well, relax. This book assumes you have absolutely no idea how it works and walks you through the practice from the very beginning. You'll learn the basics, but more importantly, you'll learn the business value, the path to walk not to get frustrated, what's testable and what isn't, and, and everything else that a practical unit testing newbie could possibly want to know. Quickly learn how to automate unit testing of Python 3 code with Python 3 automation libraries, such as doctest, unittest, nose, nose2, and pytest. This book explores the important concepts in software testing and their implementation in Python 3 and shows you how to automate, organize, and execute unit tests for this language. This knowledge is often acquired by reading source code, manuals, and posting questions on community forums, which tends to be a slow and painful process. Python Unit Test Automation will allow you to quickly ramp up your understanding of unit test libraries for Python 3 through the practical use of code examples and exercises. All of which makes this book a great resource for software developers and testers who want to get started with unit test automation in Python 3 and compare the differences with Python 2. This short work is your must-have quick start guide to mastering the essential concepts of software testing in Python. What You'll Learn: Essential concepts in software testing Various test automation libraries for Python, such as doctest, unittest, nose, nose2, and pytest Test-driven development and best practices for test automation in Python Code examples and exercises Who This Book Is For: Python developers, software testers, open source enthusiasts, and contributors to the Python community 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 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

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