Integration Testing From The Trenches

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Integration Testing From The Trenches ***2021-06-01***

ZIMMERMAN KIERA

Test Driven Addison-Wesley
2012 Jolt Award finalist! Pioneering the Future of Software Test Do you need to get it right, too? Then, learn from Google. Legendary testing expert James Whittaker, until recently a Google testing leader, and two top Google experts reveal exactly how Google tests software, offering brand-new best practices you can use even if you’re not quite Google’s size…yet! Breakthrough Techniques You Can Actually Use Discover 100% practical, amazingly scalable techniques for analyzing risk and planning tests…thinking like real users…implementing exploratory, black box, white box, and acceptance testing…getting usable feedback…tracking issues…choosing and creating tools…testing “Docs & Mocks,” interfaces, classes, modules, libraries, binaries, services, and infrastructure…reviewing code and refactoring…using test hooks, presubmit scripts, queues, continuous builds, and more. With these techniques, you can transform testing from a bottleneck into an accelerator–and make your whole organization more productive!
Agile ALM Pragmatic Bookshelf
Stephens and Rosenberg examine XP in the context of existing methodologies and processes such as RUP, ICONIX, Spiral, RAD, DSDM, etc – and show how XP goals can be achieved using these existing processes.
A Software Architect's Guide to Optimizing Development and Operations Pragmatic Bookshelf
You know the Agile and Lean development buzzwords, you've read the books. But when systems need a serious overhaul, you need to see how it works in real life, with real situations and people. Lean from the Trenches is all about actual practice. Every key point is illustrated with a photo or diagram, and anecdotes bring you inside the project as you discover why and how one organization modernized its workplace in record time. Lean from the Trenches is all about actual practice. Find out how the Swedish police combined XP, Scrum, and Kanban in a 60-person project. From start to finish, you'll see how to deliver a successful product using Lean principles. We start with an organization in desperate need of a new way of doing things and finish with a group of sixty, all working in sync to develop a scalable, complex system. You'll walk through the project step by step, from customer engagement, to the daily "cocktail party," version control, bug tracking, and release. In this honest look at what works--and what doesn't--you'll find out how to: Make quality everyone's business, not just the testers. Keep everyone moving in the same direction without micromanagement. Use simple and powerful metrics to aid in planning and process improvement. Balance between low-level feature focus and high-level system focus. You'll be ready to jump into the trenches and streamline your own development process.
Final Environmental Impact Statement : MX, Milestone II Taylor & Francis
Summary Agile ALM is a guide for Java developers who want to integrate flexible agile practices and lightweight tooling along all phases of the software development process. The book introduces a new vision for managing change in requirements and process more efficiently and flexibly. It synthesizes technical and functional elements to provide a comprehensive approach to software development. About the Technology Agile Application Lifecycle Management (Agile ALM) combines flexible processes with lightweight tools in a comprehensive and practical approach to building, testing, integrating, and deploying software. Taking an agile approach to ALM improves product quality, reduces time to market, and makes for happier developers. About the Book Agile ALM is a guide for Java developers, testers, and release engineers. By following dozens of experience-driven examples, you'll learn to see the whole application lifecycle as a set of defined tasks, and then master the tools and practices you need to accomplish those tasks effectively. The book introduces state-of-the-art, lightweight tools that can radically improve the speed and fluidity of development and shows you how to integrate them into your processes. The tools and examples are Java-based, but the Agile ALM principles apply to all development platforms. 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. What's Inside A thorough introduction to Agile ALM Build an integrated Java-based Agile ALM toolchain Use Scrum for release management Reviewed by a team of 20 Agile ALM experts ========== ======= Table of Contents PART 1 INTRODUCTION TO AGILE ALM Getting started with Agile ALM ALM and Agile strategiesPART 2 FUNCTIONAL AGILE ALM Using Scrum for release management Task-based developmentPART 3 INTEGRATION AND RELEASE MANAGEMENT Integration and release management Creating a productive development environment Advanced CI tools and recipesPART 4 OUTSIDE-IN AND BARRIER-FREE DEVELOPMENT Requirements and test management Collaborative and barrier-free development with Groovy and Scala
Tales from the Trenches CRC Press
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.

Proceedings of the First International Symposium on Very Large Scale Integration Science and Technology Monsieur Nicolas Frankel
Test-Driven Infrastructure with Chef demonstrates a radical approach to developing web infrastructure that combines the powerful Chef configuration management framework with Cucumber, the leading Behavior-driven development (BDD) tool. Learn how to deliver real business value by developing infrastructure code test-first. Infrastructure consultant Stephen Nelson-Smith shows you how this unique approach allows you to make significant changes without the fear of unexpected side effects—a great benefit when you're developing code to control your production infrastructures. By using the test-first approach introduced in this book, you gain increased security, code quality, and peace of mind. Learn the core principles behind the infrastructure-as-code approach, including modularity, cooperation, extensibility, and flexibility Take a high-level tour of the Chef framework, tool, and API, as well as the community behind the project Set up a workstation to interact with the Chef API Get an overview of Cucumber and learn the principles of BDD Start using Cucumber-Chef, the open source infrastructure testing platform Explore test-driven infrastructure development with a hands-on tutorial
An Introduction to Processes, Tools, and Techniques Addison-Wesley Professional
Summary Spring Integration in Action is a hands-on guide to Spring-based messaging and integration. After addressing the core messaging patterns, such as those used in transformation and routing, the book turns to the adapters that enable integration with external systems. Readers will explore real-world enterprise integration scenarios using JMS, Web Services, file systems, and email. They will also learn about Spring Integration's support for working with XML. The book concludes with a practical guide to advanced topics such as concurrency, performance, system-management, and monitoring. The book features a foreword by Rod Johnson, Founder of the Spring Network. About the Technology Spring Integration extends the Spring Framework to support the patterns described in Gregor Hohpe and Bobby Woolf's Enterprise Integration Patterns. Like the Spring Framework itself, it focuses on developer productivity, making it easier to build, test, and maintain enterprise integration solutions. About the Book Spring Integration in Action is an introduction and guide to enterprise integration and messaging using the Spring Integration framework. The book starts off by reviewing core messaging patterns, such as those used in transformation and routing. It then drills down into real-world enterprise integration scenarios using JMS, Web Services, filesystems, email, and more. You'll find an emphasis on testing, along with practical coverage of topics like concurrency, scheduling, system management, and monitoring. This book is accessible to developers who know Java. Experience with Spring and EIP is helpful but not assumed. 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. What's Inside Realistic examples Expert advice from Spring Integration creators Detailed coverage of Spring Integration 2 features About the Authors Mark Fisher is the Spring Integration founder and project lead. Jonas Partner, Marius Bogoevici, and Iwein Fuld have all been project committers and are recognized experts on Spring and Spring Integration. Table of Contents PART 1 BACKGROUND Introduction to Spring Integration Enterprise integration fundamentals 24 PART 2 MESSAGING Messages and channels Message Endpoints Getting down to business Go beyond sequential processing: routing and filtering Splitting and aggregating messages PART 3 INTEGRATING SYSTEMS Handling messages with XML payloads Spring Integration and the Java Message Service Email-based integration Filesystem integration Spring Integration and web services Chatting and tweeting PART 4 ADVANCED TOPICS Monitoring and management Managing scheduling and concurrency Batch applications and enterprise integration Scaling messaging applications with OSGi Testing
Novel Applications of Distributed Fiber-optic Sensing in Geotechnical Engineering Prentice Hall Professional
Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions
Unit Testing Principles, Practices, and Patterns Simon and Schuster
This third edition to the award-winning book is a straightforward view of a clinical data warehouse development project, from inception through implementation and follow-up. Through first-hand experiences from individuals charged with such an implementation, this book offers guidance and multiple perspectives on the data warehouse development process – from the initial vision to system-wide release. The book provides valuable lessons learned during a data warehouse implementation at King Faisal Specialist Hospital and Research Center (KFSH&RC) in Riyadh, Saudi Arabia – a large, modern, tertiary-care hospital with an IT environment that parallels a typical U.S. hospital. This book also examines the value of the data warehouse from the perspectives of a large healthcare system in the U.S. and a corporate health services business unit. Special features of the book include a sample RFP, data warehouse project plan, and information analysis template. A helpful glossary and acronyms list are included.
Building Web Applications with ADO.NET and XML Web Services Newnes
When you hit a rough spot in software development, it's nice to know that someone has been there before. The domain experts at ThoughtWorks share what they've learned in this anthology, bringing together the best field-tested insights in IT and software development. You'll benefit from their experience in areas from testing to information visualization, from object oriented to functional programming, from incremental development to driving innovation in delivery. You'll find yourself referring to this collection of solved problems whenever you need an expert's insight. This new collection of essays from the experts at ThoughtWorks offers practical

insight and advice on a range of challenges faced daily by software developers and IT professionals. It covers a broad spectrum of software development topics, from tuning agile methodologies to hard-core language geekery. This anthology captures the wide-ranging intellect and diversity of ThoughtWorks, reflected through practical and timely topics. In it, you'll find from-the-trenches advice on topics such as continuous integration, testing, and improving the software delivery process. See how people use functional programming techniques in object-oriented languages, modern Java web applications, and deal with current problems in JavaScript development. Scan an overview of the most interesting programming languages today and the current state of information visualization. And it's all field-tested insight, because it comes from the practical perspective of ThoughtWorks experts. Each essay focuses on extending your skills and enlarging your toolkit. And each is drawn from practical experience gained in the field. You'll benefit from this book if you are involved in developing, deploying, or testing software, either as a manager or developer.

The Leverage Principle Routledge

In test driven development, you first write an executable test ofwhat your application code must do. Only then do you write thecode itself and, with the test spurring you on, you improve yourdesign. In acceptance test driven development (ATDD), you usethe same technique to implement product features, benefiting fromiterative development, rapid feedback cycles, and better-definedrequirements. TDD and its supporting tools and techniques leadto better software faster. Test Driven brings under one cover practical TDD techniquesdistilled from several years of community experience. With examplesin Java and the Java EE environment, it explores both the techniquesand the mindset of TDD and ATDD. It uses carefully chosen examplesto illustrate TDD tools and design patterns, not in the abstractbut concretely in the context of the technologies you face at work.It is accessible to TDD beginners, and it offers effective and less wellknown techniques to older TDD hands. 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. What's Inside Learn hands-on to test drive Java code How to avoid common TDD adoption pitfalls Acceptance test driven development and the Fit framework How to test Java EE components-Servlets, JSPs, and SpringControllers Tough issues like multithreaded programs and data access code

Site Characterization Progress Report HIMSS

Printed in full color. Faced with a software project of epic proportions? Tired of over-committing and under-delivering? Enter the dojo of the agile samurai, where agile expert Jonathan Rasmusson shows you how to kick-start, execute, and deliver your agile projects. Combining cutting-edge tools with classic agile practices, The Agile Samurai gives you everything you need to deliver something of value every week and make rolling your software into production a non-event. Get ready to kick some software project butt. By learning the ways of the agile samurai you will discover: how to create plans and schedules your customer and your team can believe in what characteristics make a good agile team and how to form your own how to gather requirements in a fraction of the time using agile user stories what to do when you discover your schedule is wrong, and how to look like a pro correcting it how to execute fiercely by leveraging the power of agile software engineering practices By the end of this book you will know everything you need to set up, execute, and successfully deliver agile projects, and have fun along the way. If you're a project lead, this book gives you the tools to set up and lead your agile project from start to finish. If you are an analyst, programmer, tester, usability designer, or project manager, this book gives you the insight and foundation necessary to become a valuable agile team member. The Agile Samurai slices away the fluff and theory that make other books less-than-agile. It's packed with best practices, war stories, plenty of humor and hands-on tutorial exercises that will get you doing the right things, the right way. This book will make a difference.

Developing a Data Warehouse for the Healthcare Enterprise: Lessons from the Trenches John Wiley & Sons

Famed author Jack Ganssle has selected the very best embedded systems design material from the Newnes portfolio and compiled into this volume. The result is a book covering the gamut of embedded design—from hardware to software to integrated embedded systems—with a strong pragmatic emphasis. In addition to specific design techniques and practices, this book also discusses various approaches to solving embedded design problems and how to successfully apply theory to actual design tasks. The material has been selected for its timelessness as well as for its relevance to contemporary embedded design issues. This book will be an essential working reference for anyone involved in embedded system design! Table of Contents: Chapter 1. Motors - Stuart Ball Chapter 2. Testing – Arnold S. Berger Chapter 3. System-Level Design – Keith E. Curtis Chapter 4. Some Example Sensor, Actuator and Control Applications and Circuits (Hard Tasks) – Lewin ARW Edwards Chapter 5. Installing and Using a Version Control System – Chris Keydel and Olaf Meding Chapter 6. Embedded State Machine Implementation - Martin Gomez Chapter 7. Firmware Musings – Jack Ganssle Chapter 8. Hardware Musings – Jack Ganssle Chapter 9. Closed Loop Controls, Rabbits, and Hounds - John M. Holland Chapter 10. Application Examples David J. Katz and Rick Gentile Chapter 11. Analog I/Os – Jean LaBrosse Chapter 12. Optimizing DSP Software – Robert Oshana Chapter 13. Embedded Processors – Peter Wilson *Hand-picked content selected by embedded systems luminary Jack Ganssle *Real-world best design practices including chapters on FPGAs, DSPs, and microcontrollers *Covers both hardware and software aspects of embedded systems

Software Engineering at Google Addison-Wesley Professional

ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization. Summary Fully updated to ASP.NET 5.0, ASP.NET Core in Action, Second Edition is a hands-on primer to building cross-platform web applications with your C# and .NET skills. Even if you've never worked with ASP.NET you'll start creating productive cross-platform web apps fast. And don’t worry about late-breaking changes to ASP.NET Core. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Build full-stack web applications that run anywhere. Developers love ASP.NET Core for its libraries and pre-built components that maximize productivity. Version 5.0 offers new features for server-side apps, as well as background services for cross-platform development. About the book ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization. Illustrations and annotated code make learning visual and easy. Master logins, dependency injection, security, and more. This updated edition covers the latest features, including Razor Pages and the new hosting paradigm.

What's inside Developing apps for Windows and non-Windows servers Configuring applications Building custom components Logging, testing, and security About the reader For intermediate C# developers. About the author Andrew Lock is a Microsoft MVP who has worked with ASP.NET Core since before its first release. Table of Contents PART 1 - GETTING STARTED WITH ASP.NET CORE 1 Getting started with ASP.NET Core 2 Your first application 3 Handling requests with the middleware pipeline 4 Creating a website with Razor Pages 5 Mapping URLs to Razor Pages using routing 6 The binding model: Retrieving and validating user input 7 Rendering HTML using Razor views 8 Building forms with Tag Helpers 9 Creating a Web API for mobile and client applications using MVC PART 2 - BUILDING COMPLETE APPLICATIONS 10 Service configuration with dependency injection 11 Configuring an ASP.NET Core application 12 Saving data with Entity Framework Core 13 The MVC and Razor Pages filter pipeline 14 Authentication: Adding users to your application with Identity 15 Authorization: Securing your application 16 Publishing and deploying your application PART 3 - EXTENDING YOUR APPLICATIONS 17 Monitoring and troubleshooting errors with logging 18 Improving your application's security 19 Building custom components 20 Building custom MVC and Razor Pages components 21 Calling remote APIs with IHttpClientFactory 22 Building background tasks and services 23 Testing your application

Russia and Europe Cambridge University Press

Enterprise Java developers must achieve broader, deeper test coverage, going beyond unit testing to implement functional and integration testing with systematic acceptance. Next Generation Java™ Testing introduces breakthrough Java testing techniques and TestNG, a powerful open source Java testing platform. Cédric Beust, TestNG's creator, and leading Java developer Hani Suleiman, present powerful, flexible testing patterns that will work with virtually any testing tool, framework, or language. They show how to leverage key Java platform improvements designed to facilitate effective testing, such as dependency injection and mock objects. They also thoroughly introduce TestNG, demonstrating how it overcomes the limitations of older frameworks and enables new techniques, making it far easier to test today's complex software systems. Pragmatic and results-focused, Next Generation Java™ Testing will help Java developers build more robust code for today's mission-critical environments. This book Illuminates the tradeoffs associated with testing, so you can make better decisions about what and how to test Introduces TestNG, explains its goals and features, and shows how to apply them in real-world environments Shows how to integrate TestNG with your existing code, development frameworks, and software libraries Demonstrates how to test crucial code features, such as encapsulation, state sharing, scopes, and thread safety Shows how to test application elements, including JavaEE APIs, databases, Web pages, and XML files Presents advanced techniques: testing partial failures, factories, dependent testing, remote invocation, cluster-based test farms, and more Walks through installing and using TestNG plug-ins for Eclipse, and IDEA Contains extensive code examples Whether you use TestNG, JUnit, or another testing framework, the testing design patterns presented in this book will show you how to improve your tests by giving you concrete advice on how to make your code and your design more testable.

Story and Simulations for Serious Games ASM International

* Hardware/Software Partitioning * Cross-Platform Development * Firmware Debugging * Performance Analysis * Testing & Integration Get into embedded systems programming with a clear understanding of the development cycle and the specialized aspects of

Brownfield Application Development in .NET Pragmatic Bookshelf

This book aims to give you a head start by providing a detailed down-to-earth account of how one Swedish company implemented Scrum and XP with a team of approximately 40 people and how they continuously improved their process over a year's time. Under the leadership of Henrik Kniberg they experimented with different team sizes, different sprint lengths, different ways of defining "done," different formats for product backlogs and sprint backlogs, different testing strategies, different ways of doing demos, different ways of synchronizing multiple Scrum teams, etc. They also experimented with XP practices - different ways of doing continuous build, pair programming, test driven development, etc, and how to combine this with Scrum. This second edition is an annotated version, a "director's cut" where Henrik reflects upon the content and shares new insights gained since the first version of the book.

Proceedings of the 24Th International Symposium for Testing and Failure Analysis Simon and Schuster

Master BDD to deliver higher-value software more quickly To develop high-value products quickly, software development teams need better ways to collaborate. Agile methods like Scrum and Kanban are helpful, but they're not enough. Teams need better ways to work inside each sprint or work item. Behavior-driven development (BDD) adds just enough structure for product experts, testers, and developers to collaborate more effectively. Drawing on extensive experience helping teams adopt BDD, Richard Lawrence and Paul Rayner show how to explore changes in system behavior with examples through conversations, how to capture your examples in expressive language, and how to flow the results into effective automated testing with Cucumber. Where most BDD resources focus on test automation, this guide goes deep into how BDD changes team collaboration and what that collaboration looks like day to day. Concrete examples and practical advice will prepare you to succeed with BDD, whatever your context or role. · Learn how to collaborate better by using concrete examples of system behavior · Identify your project's meaningful increment of value so you're always working on something important · Begin experimenting with BDD slowly and at low risk · Move smoothly from informal examples to automated tests in Cucumber · Use BDD to deliver more frequently with greater visibility · Make Cucumber scenarios more expressive to ensure you're building the right thing · Grow a Cucumber suite that acts as high-value living documentation · Sustainably work with complex scenario data · Get beyond the "mini-waterfalls" that often arise on Scrum teams

Better Collaboration for Better Software CRC Press

One definition of leverage is using something to maximum advantage. The goal for every software development project should be to utilize every asset - everything you've previously built, everything your team learned about the business needs and domain, and every skill and bit of expertise in a technology platform. Utilize these previous investments rather than creating them new every single time. Not only is it wasteful and expensive to rebuild assets that have already been created, it jeopardizes your company's success. Key questions addressed in The Leverage Principle: - How can I streamline our software development projects and decrease waste? - How can I quantify our technical debt? - How can I manage code

complexity? - What are some effective methods for working with legacy code? - How can DevOps be more effectively managed? - How can I build high performance development teams? The Leverage Principle offers techniques for extending software life, reducing cost, and streamlining project development and operations. The overall approach is pragmatic rather than academic. This book is written by an engineer, rather than a manager, resulting in an "in the trenches" feel. This book assumes familiarity with Agile, Scrum, Test Driven Development, Continuous Integration, Refactoring, Reviews, Incremental Development, Continuous Delivery, Acceptance Testing, Unit Testing, and System Testing.

Spring Integration in Action O'Reilly Media

This book is for everyone who needs to test the web. As a tester, you'll automate your tests. As a developer, you'll build more robust solutions. And as a team, you'll gain a vocabulary and a means to coordinate how to write and organize automated tests for the web. Follow the testing pyramid and level up your skills in user interface testing, integration testing, and unit testing. Your new skills will free you up to do other, more important things while letting the computer do the one thing it's really good at: quickly running thousands of repetitive tasks. This book shows you how to do three things: How to write really good automated tests for the web. How to pick and choose the right ones. * How to explain, coordinate, and share your efforts with others. If you're a traditional software tester who has never written an automated test before, this is the perfect book for getting started. Together, we'll go through everything you'll need to start writing your own tests. If you're a developer, but haven't thought much about testing, this book will show you how to move fast without breaking stuff. You'll test RESTful web services and legacy systems, and see how to organize your tests. And if you're a team lead, this is the Rosetta Stone you've been looking for. This book will help you bridge that testing gap between your developers and your testers by giving your team a model to discuss automated testing, and most importantly, to coordinate their efforts. The Way of the Web Tester is packed with cartoons, graphics, best practices, war stories, plenty of humor, and hands-on tutorial exercises that will get you doing the right things, the right way.