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When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to the standard features of the Java programming language and its platform. You ' ll find helpful

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programming examples, tables, figures, and lists, as well as supplemental information about topics including the Java Scripting API, third-party tools, and the basics of the Unified Modeling Language (UML).

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[Kent Beck] --

JUnit, created by

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Erich Gamma, is an

open source



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### Guide

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For a pocket guide, this is poorly planned book. Much time was rather given to why unit testing than description of the API. The author is the father of the JUnit and related frameworks. But

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this book is just off  
the mark.

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JUnit, created by Kent Beck and Erich Gamma, is an open source framework for test-driven development in any Java-based code. JUnit automates unit testing and reduces the effort required to frequently test code while developing it. While

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There are lots of bits of documentation all over the place, there isn't a go-to-manual that serves as a quick reference for JUnit. This Pocket Guide meets the need, bringing together all the bits of hard to remember information, syntax,

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and rules for working with JUnit, as well as delivering the insight and sage advice that can only come from a technology's creator. Any programmer who has written, or is writing, Java Code will find this book valuable.

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Specifically it will appeal to programmers and developers of any level that use JUnit to do their unit testing in test-driven development under agile methodologies such as Extreme Programming (XP) [another Beck creation].

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Smart web developers will tell you that the sooner you detect your code mistakes, the quicker you can fix them, and the less the project will cost in the long run. Well, the most efficient way to

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Guide

detect your mistakes in PHP is with PHPUnit, an open source framework that automates unit testing by running a battery of tests as you go. The benefits of PHPUnit are significant: a reduction in the effort required to frequently test code

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fewer overall defects added confidence in your code improved relations with your open source teammates The only problem with this popular testing tool was its lack of documentation-until now, that is. For this, O'Reilly went right to the source,



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as Sebastian

Bergmann, the author of PHPUnit Pocket Guide, also happens to be PHPUnit's creator. This little book brings together hard-to-remember information, syntax, and rules for working with PHPUnit. It also delivers the insight

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Guidance and sage advice that can only come from the technology's creator. Coverage of testing under agile methodologies and Extreme Programming (XP) is also included. The latest in O'Reilly's series of handy Pocket Guides, this quick-

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reference book puts all the answers are right at your fingertips. It's an invaluable companion for anyone interested in testing the PHP code they write for web applications.

Master high quality software development driven

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This Book Design  
and implement  
robust system  
components by  
means of the de  
facto unit testing  
standard in Java  
Reduce defect rate  
and maintenance  
effort, plus  
simultaneously  
increase code  
quality and

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development pace  
Follow a step-by-  
step tutorial  
imparting the  
essential techniques  
based on real-world  
scenarios and code  
walkthroughs Who  
This Book Is For  
No matter what  
your specific  
background as a  
Java developer,  
whether you're

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Simply interested in building up a safety net to reduce regressions of your desktop application or in improving your server-side reliability based on robust and reusable components, unit testing is the way to go. This book provides you with a comprehensive but

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**Concise** entrance  
advancing your  
knowledge step-  
wise to a  
professional level.  
What You Will  
Learn Organize  
your test  
infrastructure and  
resources  
reasonably  
Understand and  
write well  
structured tests

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Decompose your requirements into small and independently testable units  
Increase your testing efficiency with on-the-fly generated stand-in components and deal with the particularities of exceptional flow  
Employ runners to



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adjust to specific test demands Use rules to increase testing safety and reduce boilerplate Use third party supplements to improve the expressiveness of your verification statements In Detail JUnit has matured to become the most important tool when

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it comes to automated developer tests in Java. Supported by all IDEs and build systems, it empowers programmers to deliver software features reliably and efficiently. However, writing good unit tests is a skill that needs to

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be learned;  
otherwise it's all  
too easy to end up  
in gridlocked  
development due to  
messed up  
production and  
testing code.

Acquiring the best  
practices for unit  
testing will help you  
to prevent such  
problems and lead  
your projects to

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**Success** with respect to quality and costs. This book explains JUnit concepts and best practices applied to the test first approach, a foundation for high quality Java components delivered in time and budget. From the beginning you'll

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be guided  
continuously  
through a  
practically relevant  
example and pick  
up background  
knowledge and  
development  
techniques step by  
step. Starting with  
the basics of tests  
organization you'll  
soon comprehend  
the necessity of

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well structured tests and delve into the relationship of requirement decomposition and the many-faceted world of test double usage. In conjunction with third-party tools you'll be trained in writing your tests efficiently, adapt your test case

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environment to particular demands and increase the expressiveness of your verification statements. Finally, you'll experience continuous integration as the perfect complement to support short feedback cycles and quality related reports for your

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whole team. The tutorial gives a profound entry point in the essentials of unit testing with JUnit and prepares you for test-related daily work challenges. Style and approach This is an intelligible tutorial based on an ongoing and non-



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trivial development example. Profound introductions of concepts and techniques are provided stepwise as the programming challenges evolve. This allows you to reproduce and practice the individual skills thoroughly.

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you how to write  
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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

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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

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Guide 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

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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

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**Guide** 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

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**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!

Eclipse is the world's most



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popular IDE for Java development. And although there are plenty of large tomes that cover all the nooks and crannies of Eclipse, what you really need is a quick, handy guide to the features that are used over and over again in Java programming. You

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Guide answers to basic questions such as: Where was that menu? What does that command do again? And how can I set my classpath on a per-project basis? This practical pocket guide gets you up to speed quickly with Eclipse. It covers basic

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with tools such as  
Ant and JUnit.

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toolbox full of tips  
and tricks to handle  
common--and  
sometimes  
unexpected--tasks  
that you'll run  
across in your Java  
development cycle.  
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Eclipse IDE Pocket  
Guide has a

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thorough appendix detailing all of Eclipse's important views, menus, and commands. The Eclipse IDE Pocket Guide is just the resource you need for using Eclipse, whether it's on a daily, weekly, or monthly basis. Put it in your back pocket, or just

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Guide  
throw it in your  
backpack. With this  
guide in hand,  
you're ready to  
tackle the Eclipse  
programming  
environment.

A practical and  
easy-to-follow, yet  
comprehensive,  
guide to learning  
advanced JUnit  
testing. Each topic

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is explained and placed in context, and for the more inquisitive, there are more details of the concepts used. This book is for you if you are a developer with some experience in Java application development as well as a basic knowledge of JUnit

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testing. But for those whose skill set is void of any prior experience with JUnit testing, the book also covers basic fundamentals to get you acquainted with the concepts before putting them into practise.

Explore the new

*Page 80/100*



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**Guide** way of building and maintaining test cases with Java test driven development (TDD) using JUnit 5. This book doesn't just talk about the new concepts, it shows you ways of applying them in TDD and Java 8 to continuously deliver code that excels in

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all metrics. Unit testing and test driven development have now become part of every developer's skill set. For Java developers, the most popular testing tool has been JUnit, and JUnit 5 is built using the latest features of Java.

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With Java Unit

Testing with JUnit

5, you'll master

these new features,

including method

parameters,

extensions,

assertions and

assumptions, and

dynamic tests.

You'll also see how

to write clean tests

with less code. This

book is a departure

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Guide using older practices and presents new ways of performing tests, building assertions, and injecting dependencies. What You Will Learn

- Write tests the JUnit 5 way
- Run your tests from within your IDE
- Integrate tests with your build and

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Guide  
static analysis tools  
Migrate from JUnit  
4 to JUnit 5 Who  
This Book Is For  
Java developers  
both with and  
without any prior  
unit testing  
experience.

This book explains  
in detail how to  
implement unit  
tests using two

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Guide  
Very popular open source Java technologies: JUnit and Mockito. It presents a range of techniques necessary to write high quality unit tests - e.g. mocks, parametrized tests and matchers. It also discusses trade-offs related to the choices we have to

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**Guide** when dealing with some real-life code issues. The book stresses the importance of writing readable and maintainable unit tests, and puts a lot of stress on code quality. It shows how to achieve testable code and to eliminate common

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mistakes by following the Test Driven Development approach. Every topic discussed in the book is illustrated with code examples, and each chapter is accompanied by some exercises. By reading this book you will: Grasp the



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**Guide** and purpose of unit tests Write high-quality, readable and maintainable unit tests Learn how to use JUnit and Mockito (but also other useful tools) Avoid common pitfalls when writing unit tests Recognize bad unit tests, and fix them

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in no time Develop  
code following the  
Test Driven  
Development  
(TDD) approach  
Use mocks, stubs  
and test-spies  
intelligently  
Measure the quality  
of your tests using  
code coverage and  
mutation testing  
Learn how to  
improve your tests'

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Guide so it is an  
asset and not a  
burden Test  
collections,  
expected  
exceptions, time-  
dependent methods  
and much more  
Customize test  
reports so that they  
show you what you  
really need to know  
Master tools and  
techniques your

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Guide team members have never even heard of (priceless!): )  
Nowadays every developer is expected to write unit tests. While simple in theory, in practice writing high-quality unit tests can turn out to be a real challenge. This book will help.

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### Extreme

Programming (XP)  
is a radical new  
approach to  
software  
development that  
has been accepted  
quickly because its  
core practices--the  
need for constant  
testing,  
programming in  
pairs, inviting  
customer input, and

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the communal ownership of code--resonate with developers everywhere.

Although many developers feel that XP is rooted in commonsense, its vastly different approach can bring challenges, frustrations, and constant demands

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## Guide

patience. Unless you've got unlimited time (and who does these days?), you can't always stop to thumb through hundreds of pages to find the piece of information you need. The Extreme Programming Pocket Guide is the answer. Concise

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and easy to use,  
this handy pocket  
guide to XP is a  
must-have quick  
reference for  
anyone  
implementing a test-  
driven development  
environment. The  
Extreme  
Programming  
Pocket Guide  
covers XP  
assumptions,



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**Guide** principles, events, artifacts, roles, and resources, and more. It concisely explains the relationships between the XP practices. If you want to adopt XP in stages, the Extreme Programming Pocket Guide will help you choose what to apply and

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