

By Cedric Beust Next Generation Java Testing Testng And Advanced Concepts 1st First Edition

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Practical Unit Testing with JUnit and Mockito - Tomek Kaczanowski 2019-11-25

This book explains in detail how to implement unit tests using two 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 make 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 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 role 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 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' code 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 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.

JavaFX Essentials - Mohamed Taman 2015-06-29

JavaFX is a software platform to create and deliver rich Internet applications (RIAs) that can run across a wide variety of devices. JavaFX Essentials will help you to design and build high performance JavaFX 8-based applications that run on a variety of devices. Starting with the basics of the framework, it will take you all the way through creating your first working application to discovering the core and main JavaFX 8 features, then controlling and monitoring your outside world. The examples provided illustrate different JavaFX and Java SE 8 features. This guide is an invaluable tutorial if you are planning to develop and create JavaFX 8 applications to run on a variety of devices and platforms.

Dependency Injection - Dhananjay Prasanna 2009-07-31

Dependency Injection is an in-depth guide to the current best practices focusing the Dependency Injection pattern-the key concept in Spring and therapidly-growing Google Guice. It explores Dependency Injection, sometimes called Inversion of Control, in fine detail with numerous practical examples. Developers will learn to apply important techniques, focusing on their strengths and limitations, with a particular emphasis on pitfalls, corner-cases, and best practices. This book is written for developers and architects who want to understand Dependency Injection and successfully leverage popular DI technologies such as Spring, Google Guice, PicoContainer, and many others. The book explores many small examples of anchor concepts and unfolds a larger example to show the big picture. Written primarily from a Java point-of-view, this book is appropriate for any developer with a working knowledge of object-oriented programming in Java, Ruby, or C#. 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.

Mastering Behavior-Driven Development Using Cucumber - Pinakin A Chaubal 2021-08-09

Master the skills required to effectively use Cucumber BDD which simplifies Agile development and fast-paced time-to-market KEY

FEATURES ● A step-by-step explanation of each component of the Cucumber framework. ● Expert coverage on speeding up the implementation of the Cucumber framework. ● Includes Parallel Execution, Cloud Testing, Explore Gherkin, and many more. **DESCRIPTION** In this book, readers will learn everything they need to know about Behavior-Driven Development (BDD) and a framework used for automation testing for BDD. The book is divided into three sections. The first section covers the building blocks of Cucumber such as Feature files, Step Definition classes, and Runner classes, among other things. These will serve as the building blocks for becoming more familiar with Cucumber. The second section covers the Page Object design pattern and Page Factories, both of which are useful in developing robust frameworks. The final section demonstrates Cucumber's integration with TestNG and Maven. We will be putting each Maven build in Jenkins and configuring Jenkins to trigger automatically when a development build is completed. After reading this book, the test engineer will understand the concept of incorporating Cucumber as a BDD framework into his testing. As a result, he will be able to streamline the testing and bug detection processes. **WHAT YOU WILL LEARN** ● Understand the fundamentals of Test-Driven Development and Behavior-Driven Development. ● Investigate Cucumber's building blocks such as Feature Files and Step Definition Files. ● Learn the Base Class and inheritance concept within the Page Object Model Framework. ● Create a TestNG XML that calls the test runner class. ● Practice triggering POM xml testing. **WHO THIS BOOK IS FOR** This book is aimed at individuals who have a firm grasp of the fundamentals of Java and are interested in improving their knowledge of the BDD framework. **TABLE OF CONTENTS** Section 1: Understanding the Cucumber framework Chapter 1: Introduction to Behavior-Driven Development Chapter 2: Understanding Feature Files Chapter 3: Understanding Step Definition files Chapter 4: Learning about the TestRunner Section 2: Learning the Page Object Design Pattern Chapter 5: Understanding the Page Object Model and Creating Page Objects Chapter 6: Understanding Page Factories and Creating Page Factories Section 3: Integration with TestNG, Maven, and Jenkins Chapter 7: Configuring the TestNG Framework Chapter 8: Configuring Maven and Learning about POM.xml Chapter 9: POM.xml Execution from Eclipse and Command Line Chapter 10: Configuring POM.xml to Trigger TestNG xml Chapter 11: Configuring the Runner Class for Cucumber Reporter Plugin Chapter 12: Reporting Using Extent Reports Chapter 13: Parallel Execution Using Selenium Grid Chapter 14: Integration with Jenkins

Advanced Topics in Java - Noel Kalicharan 2014-02-28

Java is one of the most widely used programming languages today. It was first released by Sun Microsystems in 1995. Over the years, its popularity has grown to the point where it plays an important role in most of our lives. From laptops to data centers, game consoles to scientific supercomputers, cell phones to the Internet, Java is everywhere! There are tons of applications and heaps of websites that will not work unless you have Java installed, and more are created every day. And, of course, Java is used to power what has become the world's most dominant mobile platform, Android. *Advanced Topics In Java* teaches the algorithms and concepts that any budding software developer should know. You'll delve into topics such as sorting, searching, merging, recursion, random numbers and simulation, among others. You will increase the range of problems you can solve when you learn how to create and manipulate versatile and popular data structures such as binary trees and hash tables. This book assumes you have a working knowledge of basic programming concepts such as variables, constants, assignment, selection (if..else) and looping (while, for). It also

assumes you are comfortable with writing functions and working with arrays. If you study this book carefully and do the exercises conscientiously, you would become a better and more agile software developer, more prepared to code today's applications - no matter the language.

Beyond Java - Bruce Tate 2005-09-22

Bruce Tate, author of the Jolt Award-winning *Better, Faster, Lighter Java* has an intriguing notion about the future of Java, and it's causing some agitation among Java developers. Bruce believes Java is abandoning its base, and conditions are ripe for an alternative to emerge. In *Beyond Java*, Bruce chronicles the rise of the most successful language of all time, and then lays out, in painstaking detail, the compromises the founders had to make to establish success. Then, he describes the characteristics of likely successors to Java. He builds to a rapid and heady climax, presenting alternative languages and frameworks with productivity and innovation unmatched in Java. He closes with an evaluation of the most popular and important programming languages, and their future role in a world beyond Java. If you agree with the book's premise--that Java's reign is coming to an end--then this book will help you start to build your skills accordingly. You can download some of the frameworks discussed and learn a few new languages. This book will teach you what a new language needs to succeed, so when things do change, you'll be more prepared. And even if you think Java is here to stay, you can use the best techniques from frameworks introduced in this book to improve what you're doing in Java today.

Dr. Dobb's Journal - 2007

Basic Mathematics, Books a la Carte Edition - Brian F. Goetz 2010-04

Books à la Carte are unbound, three-hole-punch versions of the textbook. This lower cost option is easy to transport and comes with same access code or media that would be packaged with the bound book. *Basic Mathematics*, by Goetz, Smith, and Tobey, is your on-ramp to success in mathematics! The authors provide generous levels of support and interactivity throughout their text, helping you experience many small successes, one concept at a time. You will take an active role while using this text through making decisions, solving exercises, or answering questions as you read. This interactive structure allows you to get up to speed at your own pace, while also developing the skills necessary to succeed in future mathematics courses. To deepen the interactive nature of the book, Twitter® is used throughout the text, with the authors also providing a tweet for every exercise set of every section, giving you timely hints and suggestions to help with specific exercises.

"Dear Evil Tester" - Alan Richardson 2016-03-04

Are you in charge of your own testing? Do you have the advice you need to advance your test approach? "Dear Evil Tester" contains advice about testing that you won't hear anywhere else. "Dear Evil Tester" is a three pronged publication designed to: -provoke not placate, -make you react rather than relax, -help you laugh not languish. Starting gently with the laugh out loud Agony Uncle answers originally published in 'The Testing Planet'. "Dear Evil Tester" then provides new answers, to never before published questions, that will hit your beliefs where they change. Before presenting you with essays that will help you unleash your own inner Evil Tester. With advice on automating, communication, talking at conferences, psychotherapy for testers, exploratory testing, tools, technical testing, and more. Dear Evil Tester randomly samples the Software Testing stomp ground before walking all over it. "Dear Evil Tester" is a revolutionary testing book for the mind which shows you an alternative approach to testing built on responsibility, control and laughter. Read what our early reviewers had to say: "Wonderful stuff there. Real deep." Rob Sabourin, @RobertASabourin Author of "I Am a Bug" "The more you know about software testing, the more you will find to amuse you." Dot Graham, @dorothygraham Author of "Experiences of Test Automation" "laugh-out-loud episodes" Paul Gerrard, @paul_gerrard Author of "The Tester's Pocketbook" "A great read for every Tester." Andy Glover, @cartoontester Author of "Cartoon Tester"

Computability and Complexity Theory - Steven Homer 2011-12-09

This revised and extensively expanded edition of *Computability and Complexity Theory* comprises essential materials that are core knowledge in the theory of computation. The book is self-contained, with a preliminary chapter describing key mathematical concepts and notations. Subsequent chapters move from the qualitative aspects of classical computability theory to the quantitative aspects of complexity theory. Dedicated chapters on undecidability, NP-completeness, and relative computability focus on the limitations of computability and the

distinctions between feasible and intractable. Substantial new content in this edition includes: a chapter on nonuniformity studying Boolean circuits, advice classes and the important result of Karp–Lipton. a chapter studying properties of the fundamental probabilistic complexity classes a study of the alternating Turing machine and uniform circuit classes. an introduction of counting classes, proving the famous results of Valiant and Vazirani and of Toda a thorough treatment of the proof that IP is identical to PSPACE With its accessibility and well-devised organization, this text/reference is an excellent resource and guide for those looking to develop a solid grounding in the theory of computing. Beginning graduates, advanced undergraduates, and professionals involved in theoretical computer science, complexity theory, and computability will find the book an essential and practical learning tool. Topics and features: Concise, focused materials cover the most fundamental concepts and results in the field of modern complexity theory, including the theory of NP-completeness, NP-hardness, the polynomial hierarchy, and complete problems for other complexity classes Contains information that otherwise exists only in research literature and presents it in a unified, simplified manner Provides key mathematical background information, including sections on logic and number theory and algebra Supported by numerous exercises and supplementary problems for reinforcement and self-study purposes

Der Weg zum Java-Profi - Michael Inden 2020-12-04

Standardwerk in 5. Neuauflage ! Dieses Buch bietet eine umfassende Einführung in die professionelle Java-Entwicklung und vermittelt Ihnen das notwendige Wissen, um stabile und erweiterbare Softwaresysteme auf Java-SE-Basis zu bauen. Praxisnahe Beispiele helfen dabei, das Gelernte rasch umzusetzen. Neben der Praxis wird viel Wert auf das Verständnis zugrunde liegender Konzepte gelegt. Dabei kommen dem Autor Michael Inden seine umfangreichen Schulungs- und Entwicklererfahrungen zugute - und Ihnen als Leser damit ebenso. Diese Neuauflage wurde durchgehend überarbeitet und aktualisiert und berücksichtigt die Java-Versionen 9 bis 15. Ansonsten wurde der bewährte Themenmix der Voraufgaben beibehalten: Grundlagen, Analyse und Design: Professionelle Arbeitsumgebung - Objektorientiertes Design- Lambdas - Java-Grundlagen Bausteine stabiler Java-Applikationen: Collections-Framework - Stream-API - Datumsverarbeitung seit JDK 8 - Applikationsbausteine - Multithreading-Grundlagen - Modern Concurrency - Fortgeschrittene Java-Themen - Basiswissen Internationalisierung Fallstricke und Lösungen: Bad Smells - Refactorings - Entwurfsmuster Qualitätssicherung: Programmierstil und Coding Conventions - Unit Tests - Codereviews - Optimierungen Darüber hinaus thematisiert je ein Kapitel die Neuerungen in Java 12 bis 15 sowie die Modularisierung mit Project Jigsaw. Ergänzt wird das Ganze durch einen Anhang mit einen Überblick über Grundlagen zur Java Virtual Machine. "Es ist wirklich ein gelungenes Buch für Java-Programmierer die ihre Kenntnisse vertiefen und professionalisieren wollen!" (rn-wissen.de) "Vom motivierten Einsteiger bis zum Java-Profi, ein in Breite und Tiefe überzeugendes Werk [...] empfehle ich jedem, der sich ernsthaft mit professioneller Java-Entwicklung auseinandersetzen möchte."

Selenium Python Framework Design in Keyword-Driven Testing - Choubal Pinakin Ashok 2020-04-10

An easy-to-understand guide that will get you acquainted with the core concepts of Selenium WebDriver Key Featuresa- Understand and work with the core concepts of Selenium WebDriver 3.0a- Learn how to design a Keyword driven framework with Database a- Find how to use Build triggers in Jenkins to automate tests DescriptionThe book starts by introducing the Selenium WebDriver 3 and Selenium Server by covering each aspect of it in detail. You will learn different concepts like instances and how instances relate to browser sessions. You will further explore the new features in Java 8 with the help of easy to follow examples. Moving on, you will create a Singleton class for fetching WebDriver instances and then explore the different kinds of waits in Selenium. You will then delve into the advanced WebDriver interactions using the Actions class and the JavascriptExecutor. You will then understand the various database operations which will help you with using the MySQL database to store our framework. Next, you will go through the TestNG framework, followed by parallel execution. Further, you will use Maven as a build tool and Jenkins as a build automation tool. You will go through the working of Selenium Grid along with Mobile automation. Lastly, you will be taken through Selenium 4 and it's AI integrated features.What will you learna- Learn the process of building a Selenium Framework a- Understand the Keyword Driven Framework concept a- Work with Document Object Model to access page elementsa- Integrate

Maven and Jenkins with Selenium WebDriver - Use Selenium Grid to run multiple tests across Who this book is for This book has been designed for Automation developers who would like to build a Keyword Driven framework that fetches keywords from Database. It is also intended for audiences who are interested in understanding Selenium and designing a framework. Table of Contents 1. First look at Selenium WebDriver and Web Elements 2. Looking at the various WebDrivers 3. A brief look at Java 84. Deep dive into Selenium WebDriver 5. Actions class and the JavascriptExecutor 6. WebDriver Events 7. Database Operations 8. Introduction to TestNG framework 9. Parallel Execution 10.

Understanding Maven 11. Jenkins Introduction and Scheduling 12. Selenium grid and executing in the cloud 13. Mobile test automation using Appium 14. A look at Selenium-4 About the Author Pinakin Chhabal, a BE (Computer Science) with 19+ years of experience in the IT area. He has done PMP, ISTQB, HP0-M47 (QTP 11.0 Functional testing expert), and INS-21 (General Insurance). He is working as an Automation Architect at Intellect Design Arena Ltd. (Previously Polaris Consulting). Previously he has worked with companies like Patni, Accenture, ACS International (USA), L&T Infotech (USA & India), Polaris Financial Technology, and SQS. He carries six years of onsite experience in the US and eight months in Hong Kong & China, working closely with the client and getting involved in senior management and stakeholder meetings. The clients that he has worked for are YES Bank, HSBC, Travelers Insurance, Harleysville Insurance, Albertsons retail chain, Bellsouth Telecommunications GE-Fleet Services, and GE-Supply. He is the creator of Youtube channel 'Automation Geek,' which teaches PMP, ISTQB, Test Automation using Selenium and Cucumber, and Performance testing using JMeter 3.0. He is the author of 'Page Object Model using Selenium WebDriver and Java' and 'Selenium WebDriver Quick Start Guide'. He is also the reviewer of the newly released book on Selenium Frameworks - 'Selenium Framework Design in Data-Driven Testing' by Carl Cocchiario. **TestNG Beginner's Guide** - Varun Menon 2013

This book is written in a friendly, beginner's guide style with plenty of step-by-step instructions with appropriate examples. This book is great for developers and testers who are new to TestNG and want to learn how to use TestNG for writing their application as well as functional tests. This book assumes that you have experience in Java and OOPs concepts and have worked with certain IDE.

Steps in Scala - Christos K. K. Loverdos 2010-09-23

Scala is a highly expressive, concise and scalable language. It is also the most prominent method of the new and exciting methodology known as object-functional programming. In this book, the authors show how Scala grows to the needs of the programmer, whether professional or hobbyist. They teach Scala with a step-by-step approach and explain how to exploit the full power of the industry-proven JVM technology. Readers can then dive into specially chosen design challenges and implementation problems, inspired by the trials of real-world software engineering. It also helps readers to embrace the power of static typing and automatic type inference. In addition, the book shows how to use the dual-object and functional-oriented natures combined at Scala's core, and so write code that is less 'boilerplate', giving a genuine increase in productivity.

Java for Testers - MR Alan J Richardson 2015-08-06

This book is for people who want to learn Java. Particularly people on a team that want to learn Java, but who aren't going to be coding the main Java application i.e. Testers, Managers, Business Analysts, Front End Developers, Designers, etc. If you already know Java then this book may not be for you. This book is aimed at beginners. Designed to help the reader get started fast, the book is easy to follow, and has examples related to testing. You can find the companion web site for the book at <http://javafortesters.com> The book covers 'just enough' to get people writing tests and abstraction layers. For example, the book covers the basics of Inheritance, but doesn't really cover Interfaces in detail. We explain the concept of Interfaces, because we need to know it to understand Collections, but not how to write them. Why? Because the book covers enough to get you started, and working. But not overload the reader. Once you are on your way, and have gained some experience. You should have the basic knowledge to understand the additional concepts. Why 'for testers'? Java Developers coding production applications in Java need to learn Java differently from other people on the team. Throughout the author's career, he has written thousands of lines of Java code, but has rarely had to compile the code into an application. Yet, when we learn Java from most books, one of the first things we learn is 'javac' and the 'main' method and working from the command line. And this is confusing. Most of the code the author writes is wrapped up in a JUnit @Test method. The author has trained many

people to write automation in Java, and everytime he has taught Java to testers or other people on the team, we start with a JUnit @Test method and run tests from the IDE. Testers, and other people on the team use Java differently. This book provides a different order and approach to learning Java. You can find the source code for all examples and exercises used in the book over on github: <https://github.com/eviltester/javaForTestersCode>

Programming in Scala - Martin Odersky 2008

Presents an introduction to the new programming language for the Java Platform.

Pro Puppet - James Turnbull 2011-08-18

Pro Puppet is an in-depth guide to installing, using, and developing the popular configuration management tool Puppet. The book is a comprehensive follow-up to the previous title Pulling Strings with Puppet. Puppet provides a way to automate everything from user management to server configuration. You'll learn how to create Puppet recipes, extend Puppet, and use Facter to gather configuration data from your servers. Puppet is a must-have tool for system administrators, and Pro Puppet will teach you how to maximize its capabilities and customize it for your environment. Install and configure Puppet to immediately start automating tasks and create reporting solutions Learn insider tricks and techniques to better manage your infrastructure Become a Puppet expert!

Selenium Framework Design in Data-Driven Testing - Carl Cocchiario 2018-01-23

Take a deep dive into building data-driven test frameworks using Selenium WebDriver Key Features A comprehensive guide to designing data-driven test frameworks using the Selenium 3 WebDriver API, AppiumDriver API, Java-Bindings, and TestNG Learn how to use Selenium Page Object Design Patterns and D.R.Y. (Don't Repeat Yourself) Approaches to software development in automated testing Discover the Selenium Grid Architecture and build your own grid for browser and mobile devices Use third party tools and services like ExtentReports for results processing, reporting, and SauceLabs for cloud-based test services Book Description The Selenium WebDriver 3.x Technology is an open source API available to test both Browser and Mobile applications. It is completely platform independent in that tests built for one browser or mobile device, will also work on all other browsers and mobile devices. Selenium supports all major development languages which allow it to be tied directly into the technology used to develop the applications. This guide will provide a step-by-step approach to designing and building a data-driven test framework using Selenium WebDriver, Java, and TestNG. The book starts off by introducing users to the Selenium Page Object Design Patterns and D.R.Y Approaches to Software Development. In doing so, it covers designing and building a Selenium WebDriver framework that supports both Browser and Mobile Devices. It will lead the user through a journey of architecting their own framework with a scalable driver class, Java utility classes, JSON Data Provider, Data-Driven Test Classes, and support for third party tools and plugins. Users will learn how to design and build a Selenium Grid from scratch to allow the framework to scale and support different browsers, mobile devices, versions, and platforms, and how they can leverage third party grids in the Cloud like SauceLabs. Other topics covered include designing abstract base and sub-classes, inheritance, dual-driver support, parallel testing, testing multi-branded applications, best practices for using locators, and data encapsulation. Finally, you will be presented with a sample fully-functional framework to get them up and running with the Selenium WebDriver for browser testing. By the end of the book, you will be able to design your own automation testing framework and perform data-driven testing with Selenium WebDriver. What you will learn Design the Selenium Driver Class for local, remote, and third party grid support Build Page Object Classes using the Selenium Page Object Model Develop Data-Driven Test Classes using the TestNG framework Encapsulate Data using the JSON Protocol Build a Selenium Grid for RemoteWebDriver Testing Construct Utility Classes for use in Synchronization, File I/O, Reporting and Test Listener Classes Run the sample framework and see the benefits of a live data-driven framework in real-time Who this book is for This book is intended for software quality assurance/testing professionals, software project managers, or software developers with prior experience in using Selenium and Java to test web-based applications. This book is geared towards the quality assurance and development professionals responsible for designing and building enterprise-based testing frameworks. The user should have a working knowledge of the Java, TestNG, and Selenium technologies

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 strategies
PART 2 FUNCTIONAL AGILE ALM Using Scrum for release management
Task-based development
PART 3 INTEGRATION AND RELEASE MANAGEMENT Integration and release management
Creating a productive development environment
Advanced CI tools and recipes
PART 4 OUTSIDE-IN AND BARRIER-FREE DEVELOPMENT Requirements and test management
Collaborative and barrier-free development with Groovy and Scala

Learn Selenium in 1 Day - Krishna Rungta 2017-06-02

Selenium is a the most popular open-source test automation tool. Its widely used in Industry to automate web and mobile projects. Selenium can be used to test across different browsers and platforms. Its flexible enough to allow you to code your automation scripts in languages like Java, C#, Python etc. Selenium primarily has 3 components Selenium Integrated Development Environment (IDE) Selenium WebDriver Selenium Grid This book covers tutorials and training to teach you Selenium 2 as well Selenium 3. The book uses Java as the scripting language. Table Of Contents Chapter 1: Introduction to Selenium Chapter 2: Install Selenium IDE and FireBug Chapter 3: Introduction to Selenium IDE Chapter 4: Creating your First Selenium IDE script Chapter 5: How to use Locators in Selenium IDE Chapter 6: How to enhance a script using Selenium IDE Chapter 7: Introduction to WebDriver & Comparison with Selenium RC Chapter 8: Guide to install Selenium WebDriver Chapter 9: Creating your First Script in Webdriver Chapter 10: Accessing Forms in Webdriver Chapter 11: Accessing Links & Tables using Selenium Webdriver Chapter 12: Keyboard Mouse Events , Uploading Files - Webdriver Chapter 13: How TestNG makes Selenium tests easier Chapter 14: Introduction to Selenium Grid Chapter 15: Parameterization using XML and DataProviders: Selenium Chapter 16: Cross Browser Testing using Selenium Chapter 17: All About Excel in Selenium: POI & JXL Chapter 18: Creating Keyword & Hybrid Frameworks with Selenium Chapter 19: Page Object Model (POM) & Page Factory in Selenium: Ultimate Guide Chapter 20: PDF, Emails and Screenshot of Test Reports in Selenium

Next Generation Java Testing - Cédric Beust 2007-10-15

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.

The Java Language Specification - James Gosling 2000

For nearly five years, one book has served as the definitive reference to Java for all serious developers: The Java Language Specification, by James Gosling, Bill Joy, and Guy Steele. Now, these world-renowned Java authorities (along with new co-author Gilad Bracha) have delivered a monumental update. This completely revised Second Edition covers the Java 2 Platform Standard Edition Version 1.3 with unprecedented depth and precision, offering the invaluable insights of Java's creators to every developer. There is no better source for learning everything about the Syntax and Semantics of the Java programming language. Developers will turn to this book again and again.

Mastering Unit Testing Using Mockito and JUnit - Sujoy Acharya 2014-07-15

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

Testing Java Microservices - Jason Porter 2018-08-03

Summary Testing Java Microservices teaches you to implement unit and integration tests for microservice systems running on the JVM. You'll work with a microservice environment built using Java EE, WildFly Swarm, and Docker. You'll learn how to increase your test coverage and productivity, and gain confidence that your system will work as you expect. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Microservice applications present special testing challenges. Even simple services need to handle unpredictable loads, and distributed message-based designs pose unique security and performance concerns. These challenges increase when you throw in asynchronous communication and containers. About the Book Testing Java Microservices teaches you to implement unit and integration tests for microservice systems running on the JVM. You'll work with a microservice environment built using Java EE, WildFly Swarm, and Docker. You'll advance from writing simple unit tests for individual services to more-advanced practices like chaos or integration tests. As you move towards a continuous-delivery pipeline, you'll also master live system testing using technologies like the Arquillian, Wiremock, and Mockito frameworks, along with techniques like contract testing and over-the-wire service virtualization. Master these microservice-specific practices and tools and you'll greatly increase your test coverage and productivity, and gain confidence that your system will work as you expect. What's Inside Test automation Integration testing microservice systems Testing container-centric systems Service virtualization About the Reader Written for Java developers familiar with Java EE, EE4J, Spring, or Spring Boot. About the Authors Alex Soto Bueno and Jason Porter are Arquillian team members. Andy Gumbrecht is an Apache TomEE developer and PMC. They all have extensive enterprise-testing experience. Table of Contents An introduction to microservices Application under test Unit-testing microservices Component-testing microservices Integration-testing microservices Contract tests End-to-end testing Docker and testing Service virtualization Continuous delivery in microservices

Selenium Testing Tools Cookbook - Unmesh Gundecha 2012-11-23

This is a cookbook packed with code examples and step-by-step instructions to ease your learning curve. This book is intended for software quality assurance/testing professionals, software project managers, or software developers with prior experience in using Selenium and Java for testing web-based applications. This book also provides examples for C#, Python, and Ruby users.

Approximation Algorithms - Vijay V. Vazirani 2013-03-14

Covering the basic techniques used in the latest research work, the author consolidates progress made so far, including some very recent and promising results, and conveys the beauty and excitement of work in

the field. He gives clear, lucid explanations of key results and ideas, with intuitive proofs, and provides critical examples and numerous illustrations to help elucidate the algorithms. Many of the results presented have been simplified and new insights provided. Of interest to theoretical computer scientists, operations researchers, and discrete mathematicians.

ScalaCheck - Rickard Nilsson 2014-08-30

"ScalaCheck is a library that facilitates automated specification-based testing of Scala or Java software applications, originally inspired by the QuickCheck library of Haskell. ScalaCheck: The Definitive Guide explains the big ideas behind ScalaCheck, and shows how to use it effectively to write tests at the higher level of property specifications." --

The Java Module System - Nicolai Parlog 2019-06-26

Summary Java's much-awaited "Project Jigsaw" is finally here! Java 11 includes a built-in modularity framework, and The Java Module System is your guide to discovering it. In this new book, you'll learn how the module system improves reliability and maintainability, and how it can be used to reduce tight coupling of system components. Foreword by Kevlin Henney. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. You'll find registration instructions inside the print book. About the Technology Packaging code into neat, well-defined units makes it easier to deliver safe and reliable applications. The Java Platform Module System is a language standard for creating these units. With modules, you can closely control how JARs interact and easily identify any missing dependencies at startup. This shift in design is so fundamental that starting with Java 9, all core Java APIs are distributed as modules, and libraries, frameworks, and applications will benefit from doing the same. About the Book The Java Module System is your in-depth guide to creating and using Java modules. With detailed examples and easy-to-understand diagrams, you'll learn the anatomy of a modular Java application. Along the way, you'll master best practices for designing with modules, debugging your modular app, and deploying to production. What's inside The anatomy of a modular Java app Building modules from source to JAR Migrating to modular Java Decoupling dependencies and refining APIs Handling reflection and versioning Customizing runtime images Updated for Java 11 About the Reader Perfect for developers with some Java experience. About the Author Nicolai Parlog is a developer, author, speaker, and trainer. His home is codefx.org. Table of Contents PART 1 - Hello, modules First piece of the puzzle Anatomy of a modular application Defining modules and their properties Building modules from source to JAR Running and debugging modular applications PART 2 - Adapting real-world projects Compatibility challenges when moving to Java 9 or later Recurring challenges when running on Java 9 or later Incremental modularization of existing projects Migration and modularization strategies PART 3 - Advanced module system features Using services to decouple modules Refining dependencies and APIs Reflection in a modular world Module versions: What's possible and what's not Customizing runtime images with jlink Putting the pieces together

The British National Bibliography - Arthur James Wells 2009

Secrets of the Rock Star Programmers: Riding the IT Crest - Ed Burns 2008

With the rise of blogging, many of the world's most talented programmers have become celebrities in the field of IT. This work offers a unique collection of revealing interviews with highly skilled programmers and centers on the themes of staying ahead of the curve and riding the crest of software development.

Implementing Automated Software Testing - Elfriede Dustin 2009-03-04

"This book fills a huge gap in our knowledge of software testing. It does an excellent job describing how test automation differs from other test activities, and clearly lays out what kind of skills and knowledge are needed to automate tests. The book is essential reading for students of testing and a bible for practitioners." --Jeff Offutt, Professor of Software Engineering, George Mason University "This new book naturally expands upon its predecessor, Automated Software Testing, and is the perfect reference for software practitioners applying automated software testing to their development efforts. Mandatory reading for software testing professionals!" --Jeff Rashka, PMP, Coauthor of Automated Software Testing and Quality Web Systems Testing accounts for an increasingly large percentage of the time and cost of new software development. Using automated software testing (AST), developers and software testers can optimize the software testing lifecycle and thus reduce cost. As

technologies and development grow increasingly complex, AST becomes even more indispensable. This book builds on some of the proven practices and the automated testing lifecycle methodology (ATLM) described in Automated Software Testing and provides a renewed practical, start-to-finish guide to implementing AST successfully. In Implementing Automated Software Testing, three leading experts explain AST in detail, systematically reviewing its components, capabilities, and limitations. Drawing on their experience deploying AST in both defense and commercial industry, they walk you through the entire implementation process—identifying best practices, crucial success factors, and key pitfalls along with solutions for avoiding them. You will learn how to: Make a realistic business case for AST, and use it to drive your initiative Clarify your testing requirements and develop an automation strategy that reflects them Build efficient test environments and choose the right automation tools and techniques for your environment Use proven metrics to continuously track your progress and adjust accordingly Whether you're a test professional, QA specialist, project manager, or developer, this book can help you bring unprecedented efficiency to testing—and then use AST to improve your entire development lifecycle.

Functional Programming in Java - Venkat Subramaniam 2014-02-19

Intermediate level, for programmers fairly familiar with Java, but new to the functional style of programming and lambda expressions. Get ready to program in a whole new way. Functional Programming in Java will help you quickly get on top of the new, essential Java 8 language features and the functional style that will change and improve your code. This short, targeted book will help you make the paradigm shift from the old imperative way to a less error-prone, more elegant, and concise coding style that's also a breeze to parallelize. You'll explore the syntax and semantics of lambda expressions, method and constructor references, and functional interfaces. You'll design and write applications better using the new standards in Java 8 and the JDK. Lambda expressions are lightweight, highly concise anonymous methods backed by functional interfaces in Java 8. You can use them to leap forward into a whole new world of programming in Java. With functional programming capabilities, which have been around for decades in other languages, you can now write elegant, concise, less error-prone code using standard Java. This book will guide you through the paradigm change, offer the essential details about the new features, and show you how to transition from your old way of coding to an improved style. In this book you'll see popular design patterns, such as decorator, builder, and strategy, come to life to solve common design problems, but with little ceremony and effort. With these new capabilities in hand, Functional Programming in Java will help you pick up techniques to implement designs that were beyond easy reach in earlier versions of Java. You'll see how you can reap the benefits of tail call optimization, memoization, and effortless parallelization techniques. Java 8 will change the way you write applications. If you're eager to take advantage of the new features in the language, this is the book for you. What you need: Java 8 with support for lambda expressions and the JDK is required to make use of the concepts and the examples in this book.

Kotlin in Action - Dmitry Jemerov 2017-02-03

Summary Kotlin in Action guides experienced Java developers from the language basics of Kotlin all the way through building applications to run on the JVM and Android devices. Foreword by Andrey Breslav, Lead Designer of Kotlin. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Developers want to get work done - and the less hassle, the better. Coding with Kotlin means less hassle. The Kotlin programming language offers an expressive syntax, a strong intuitive type system, and great tooling support along with seamless interoperability with existing Java code, libraries, and frameworks. Kotlin can be compiled to Java bytecode, so you can use it everywhere Java is used, including Android. And with an efficient compiler and a small standard library, Kotlin imposes virtually no runtime overhead. About the Book Kotlin in Action teaches you to use the Kotlin language for production-quality applications. Written for experienced Java developers, this example-rich book goes further than most language books, covering interesting topics like building DSLs with natural language syntax. The authors are core Kotlin developers, so you can trust that even the gnarly details are dead accurate. What's Inside Functional programming on the JVM Writing clean and idiomatic code Combining Kotlin and Java Domain-specific languages About the Reader This book is for experienced Java developers. About the Author Dmitry Jemerov and Svetlana Isakova are core Kotlin developers at JetBrains. Table of Contents PART 1 -

INTRODUCING KOTLIN Kotlin: what and why Kotlin basics Defining and calling functions Classes, objects, and interfaces Programming with lambdas The Kotlin type system PART 2 - EMBRACING KOTLIN Operator overloading and other conventions Higher-order functions: lambdas as parameters and return values Generics Annotations and reflection DSL construction