

Bdd In Action Behavior Driven Development For The Whole Software Lifecycle

This book constitutes the proceedings of the 6th International IFIP Working Conference on Research and Practical Issues of Enterprise Information Systems (CONFENIS 2012), held in Ghent, Belgium, during September 19–21, 2012. The theme of the conference was "enterprise information systems of the future — evolving toward more performance through transparency and agility," mirroring the trend toward more open and more flexible systems. In all, 53 contributions were submitted and after a rigorous review process 10 full papers and 15 short papers were selected for publication in this book. These 25 papers present a well-balanced mix between the traditional social sciences and the novel design science paradigms in enterprise information systems research, and they also include practitioner-oriented and practice-driven contributions. The topics covered fall into three categories: information management in businesses (e.g., enterprise modeling or business process management), information systems from a management perspective (e.g., service innovation, business intelligence, or decision support systems), and ERP offerings and implementations (e.g., software as a service or ERP case studies).

Shipping imperfect software is like going into debt. When you incur debt, the illusion of doing things faster can lead to exponential growth in the cost of maintaining software.

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Software debt takes five major forms: technical, quality, configuration management, design, and platform experience. In today's rush to market, software debt is inevitable. And that's okay—if you're careful about the debt you incur, and if you quickly pay it back. In *Managing Software Debt*, leading Agile expert Chris Sterling shows how understanding software debt can help you move products to market faster, with a realistic plan for refactoring them based on experience. Writing for all Agile software professionals, Sterling explains why you're going into software debt whether you know it or not—and why the interest on that debt can bring projects to a standstill. Next, he thoroughly explains each form of software debt, showing how to plan for it intelligently and repay it successfully. You'll learn why accepting software debt is not the same as deliberate sloppiness, and you'll learn how to use the software debt concept to systematically improve architectural agility. Coverage includes Managing tensions between speed and perfection and recognizing that you'll inevitably ship some "not quite right" code Planning to minimize interest payments by paying debts quickly Building architectures that respond to change and help enterprises run more smoothly Incorporating emergent architecture concepts into daily activities, using Agile collaboration and refactoring techniques Delivering code and other software internals that reduce the friction of future change Using early, automated testing to move past the "break/fix" mentality Scripting and streamlining both deployment and rollback Implementing team configuration patterns and knowledge sharing

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approaches that make software debt easier to repay
Clearing away technical impediments in existing architectures Using the YAGNI (“you ain’t gonna need it”) approach to strip away unnecessary complexity
Using this book’s techniques, senior software leadership can deliver more business value; managers can organize and support development teams more effectively; and teams and team members can improve their performance throughout the development lifecycle.

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This book constitutes the refereed proceedings of the 19th International Conference on Product-Focused Software Process Improvement, PROFES 2018, held in Wolfsburg, Germany, in November 2018. The 16 revised full papers and 8 short papers presented together with 10 workshop papers and 2 industry talks were carefully reviewed and selected from 65 submissions. The papers are organized in the following topical sections: processes and methods; empirical studies in industry; testing; measurement and monitoring; and global software engineering and scaling. Further relevant topics were added by the events co-located with PROFES 2018, the Second International Workshop on Managing Quality in Agile and Rapid Software Development Processes (QUASD) and the Third Workshop on Hybrid Software and System Development Approaches (HELENA). Janet Gregory and Lisa Crispin pioneered the agile testing discipline with their previous work, Agile Testing. Now, in More Agile Testing, they reflect on all they’ve learned since. They address crucial emerging issues,

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share evolved agile practices, and cover key issues agile testers have asked to learn more about. Packed with new examples from real teams, this insightful guide offers detailed information about adapting agile testing for your environment; learning from experience and continually improving your test processes; scaling agile testing across teams; and overcoming the pitfalls of automated testing. You'll find brand-new coverage of agile testing for the enterprise, distributed teams, mobile/embedded systems, regulated environments, data warehouse/BI systems, and DevOps practices. You'll come away understanding

- How to clarify testing activities within the team
- Ways to collaborate with business experts to identify valuable features and deliver the right capabilities
- How to design automated tests for superior reliability and easier maintenance
- How agile team members can improve and expand their testing skills
- How to plan "just enough," balancing small increments with larger feature sets and the entire system
- How to use testing to identify and mitigate risks associated with your current agile processes and to prevent defects
- How to address challenges within your product or organizational context
- How to perform exploratory testing using "personas" and "tours"

Exploratory testing approaches that engage the whole team, using test charters with session- and thread-based techniques

- How to bring new agile testers up to speed quickly—without overwhelming them

The eBook edition of *More Agile Testing* also is available as part of a two-eBook collection, *The Agile Testing Collection* (9780134190624).

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The ASP.NET MVC 5 Framework is the latest evolution of Microsoft's ASP.NET web platform. It provides a high-productivity programming model that promotes cleaner code architecture, test-driven development, and powerful extensibility, combined with all the benefits of ASP.NET. ASP.NET MVC 5 contains a number of advances over previous versions, including the ability to define routes using C# attributes and the ability to override filters. The user experience of building MVC applications has also been substantially improved. The new, more tightly integrated, Visual Studio 2013 IDE has been created specifically with MVC application development in mind and provides a full suite of tools to improve development times and assist in reporting, debugging and deploying your code. The popular Bootstrap JavaScript library has also now been included natively within MVC 5 providing you, the developer, with a wider range of multi-platform CSS and HTML5 options than ever before without the penalty of having to load-in third party libraries.

This book constitutes the proceedings of the 24th International Working Conference on Requirements Engineering - Foundation for Software Quality, REFSQ 2018, held in Utrecht, The Netherlands, in March 2018. The 23 full and 2 invited talks papers presented in this volume were carefully reviewed and selected from 57 submissions. The papers were organized in topical sections named: RE in Industrial Practice; NLP in Theory and Practice; Empirical Insights into Traceability; Taming Ambiguity; Large-Scale RE; Quality Requirements; User and Job Stories; Requirements Alignment; RE Previews and Visions; Big Data; Mindmapping and Requirements

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Modeling.

This definitive guide examines how to take advantage of the new Agile methodologies offered when using Ruby on Rails (RoR). You'll quickly grasp the RoR methodology by focusing on the RoR development from the point of view of the beginner- to intermediate-level Microsoft developer. Plus, you'll get a reliable roadmap for migrating your applications, skill set, and development processes to the newer, more agile programming platform that RoR offers.

This book constitutes the refereed proceedings of the 14th International Workshop on Enterprise and Organizational Modeling and Simulation, EOMAS 2018, held in Tallinn, Estonia, in June 2018. The main focus of EOMAS is on the role, importance, and application of modeling and simulation within the extended organizational and enterprise context. The 11 full papers presented in this volume were carefully reviewed and selected from 22 submissions. They were organized in topical sections on conceptual modeling, enterprise engineering, and formal methods.

A software architect's digest of core practices, pragmatically applied Designing effective architecture is your best strategy for managing project complexity—and improving your results. But the principles and practices of software architecting—what the authors call the “science of hard decisions”—have been evolving for cloud, mobile, and other shifts. Now fully revised and updated, this book shares the knowledge and real-world perspectives that enable you to design for success—and deliver more successful solutions. In this fully updated Second Edition, you will: Learn how only a deep understanding of domain can lead to appropriate architecture Examine domain-driven design in both theory and implementation Shift your approach to code first, model

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later—including multilayer architecture Capture the benefits of prioritizing software maintainability See how readability, testability, and extensibility lead to code quality Take a user experience (UX) first approach, rather than designing for data Review patterns for organizing business logic Use event sourcing and CQRS together to model complex business domains more effectively Delve inside the persistence layer, including patterns and implementation.

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This book constitutes the refereed proceedings of the 20th International Conference on Formal Engineering Methods, ICFEM 2018, held in Gold Coast, QLD, Australia, in November 2018. The 22 revised full papers presented together with 14 short papers were carefully reviewed and selected from 66 submissions. The conference focuses on all areas related to formal engineering methods, such as verification; network systems; type theory; theorem proving; logic and semantics; refinement and transition systems; and emerging applications of formal methods.

The seven volumes LNCS 12249-12255 constitute the refereed proceedings of the 20th International Conference on Computational Science and Its Applications, ICCSA 2020, held in Cagliari, Italy, in July 2020. Due to COVID-19 pandemic the conference was organized in an online event. Computational Science is the main pillar of most of the present research, industrial and commercial applications, and plays a unique role in exploiting ICT innovative technologies. The 466 full papers and 32 short papers presented were carefully reviewed and selected from 1450 submissions. Apart from the general track, ICCSA 2020 also include 52 workshops, in various areas of computational sciences, ranging from computational science technologies, to specific areas of computational sciences, such as software

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engineering, security, machine learning and artificial intelligence, blockchain technologies, and of applications in many fields.

Studies on software project delivery show that the most common cause of failure is mismanagement of the project's requirements. This book takes a holistic approach to managing requirements to show you how to bridge the gap between requirements and specifications and deliver a successful software project that meets your client's expectations.

You've heard about this amazing web framework called Ruby on Rails that's taken the world by storm, but thought it was way too complex for you? Think again. Foundation Rails 2 takes you through your first steps in Rails, explaining in plain English how to start building dynamic web applications. And there's never been a better time to jump in to the Rails world, as the release of Rails 2 was a major evolutionary leap forward from previous versions. Unlike other Rails books, this book doesn't throw you into the deep end right away in the hopes that you'll learn to swim. Instead, we'll start out with the basics and continually expand your knowledge until, by the end of the book, we're building a Rails application with dynamic features such as user registration, geocoding, filtering results with AJAX, RSS feeds, and an XML interface. Meanwhile, we'll talk about the important issues that other books often leave out such as testing your application's code, securing your application from hackers, optimizing your code for the best performance, and of course, deploying your application. This book takes a focused approach to guiding you through understanding how the pieces of Rails work individually and how they fit together. Instead of emphasizing boring theoretical discussions, Foundation Rails 2 lets you get your hands dirty with the framework and learn the hows and whys of Rails faster than ever. We start with a tour of what

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makes Rails special and why you need to learn it, move into a gentle introduction to the high points of programming in Ruby, and then take a tour of a sample Rails application. Next, we dig deeper into the core components of Rails before building a complete Rails application together. By the end of this book, not only will you know how to build Rails applications but you'll understand the reasons behind what you do.

Author Steven Sanderson has seen the ASP.NET MVC Framework mature from the start, so his experience, combined with comprehensive coverage of all the new features, including those in the official MVC development toolkit, offers the clearest understanding of how this exciting new framework can improve your coding efficiency. With this book, you'll gain invaluable up-to-date knowledge of security, deployment, and interoperability challenges. The ASP.NET MVC 2 Framework introduces a radical high-productivity programming model that promotes cleaner code architecture, test-driven development, and powerful extensibility, combined with all the benefits of ASP.NET 3.5. In this book, the core model-view-controller (MVC) architectural concepts are not simply explained or discussed in isolation, but are demonstrated in action. You'll work through an extended tutorial to create a working e-commerce web application that combines ASP.NET MVC with C# language features and unit-testing best practices. By gaining this invaluable, practical experience, you'll discover MVC's strengths and weaknesses for yourself—and put your best-learned theory into practice.

Over 90 recipes to help you build and run automated tests for your web applications with Selenium WebDriver About This Book Learn to leverage the power of Selenium WebDriver with simple examples that illustrate real-world problems and their workarounds Explains the testing of mobile applications with Appium for mobile platforms such as iOS and Android A

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pragmatic manual with engaging recipes and attractive screenshots to test your web applications efficiently 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 also provides examples for C#, Python and Ruby users. What You Will Learn Understand how the locators work and use various locator methods to build reliable tests Build reliable and maintainable tests with the Selenium WebDriver API Use the PageFactory pattern to build a robust and easy to maintain test framework Build data-driven tests and extend Selenium API to implement custom steps and checks Integrate and use ATDD/BDD tools such as Cucumber, SpecFlow, Capybara, and Behave with the Selenium WebDriver API Set up iPhone/iPad and Android simulators and devices to test your mobile web application with Appium Set up Selenium Grid for faster and parallel running of tests, increasing test coverage and reducing test execution time for cross-browser testing Build extended Selenium WebDriver tests for additional coverage In Detail This book is an incremental guide that will help you learn and use the advanced features of the Selenium toolset including the WebDriver API in various situations to build a reliable test automation. You start off by setting up the test development environment and gain tips on the advanced locator strategy and the effective use of the Selenium WebDriver API. After that, the use of design patterns such as data - driven tests and PageFactory are demonstrated. You will then be familiarised with extending Selenium WebDriver API by implementing custom tasks and setting up your own distributed environment to run tests in parallel for cross-browser testing. Finally, we give you some tips on integrating Selenium WebDriver with other popular tools and testing

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mobile applications. By the end of this book, you will have learned enough to solve complex testing issues on your own. Style and approach This recipe-based guide covers real-life scenarios of testing your web apps with Selenium. Each recipe begins with a short introduction and key concepts along with illustrated examples of use cases, and ends with detailed but informative descriptions of the inner workings of the example.

Agile Practice Guide – First Edition has been developed as a resource to understand, evaluate, and use agile and hybrid agile approaches. This practice guide provides guidance on when, where, and how to apply agile approaches and provides practical tools for practitioners and organizations wanting to increase agility. This practice guide is aligned with other PMI standards, including A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Sixth Edition, and was developed as the result of collaboration between the Project Management Institute and the Agile Alliance.

Since Test-Driven Infrastructure with Chef first appeared in mid-2011, infrastructure testing has begun to flourish in the web ops world. In this revised and expanded edition, author Stephen Nelson-Smith brings you up to date on this rapidly evolving discipline, including the philosophy driving it and a growing array of tools. You'll get a hands-on introduction to the Chef framework, and a recommended toolchain and workflow for developing your own test-driven production infrastructure. Several exercises and examples throughout the book help you gain experience with Chef and the entire infrastructure-testing ecosystem. Learn how this test-first approach provides increased security, code quality, and peace of mind. Explore the underpinning philosophy that infrastructure can and should be treated as code Become familiar with the MASCOT approach to test-driven

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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.

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Agile software development teams are seeking better ways to create business-facing automated tests that support the

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development of the right product. Cucumber is rapidly becoming the most popular tool for accomplishing this objective – but, until now, no book has covered Behavior-Driven Development (BDD) practices and tools in sufficient depth. Teams have been forced to keep reinventing the wheel, or else to hire one of a handful of consultants at great expense. Behavior-Driven Development with Cucumber fills that gap. ¿ Richard Lawrence and Paul Rayner begin by illuminating ATDD's value, and showing how it can help you produce better software with less pain. Next, they present a complete BDD/Cucumber reference and tutorial that provides a common language for software customers and team members alike. Lawrence and Rayner thoroughly explain the role of each team member and stakeholder, with a particularly insightful emphasis on non-developers. Next, they show how to automate functional tests for web, console, native client, legacy, and other applications on the Ruby, Java, and .NET. platforms. To complement the Web's existing Ruby-oriented Cucumber resources, the authors provide even more Java (Cuke4Duke) and C# (Cuke4Nuke) examples. ¿ Throughout, you'll find concrete examples and hands-on exercises based on the authors' extensive experience teaching BDD to software professionals and helping software organizations successfully implement BDD strategies.

This book constitutes the thoroughly refereed proceedings of the 5th International Joint Conference on Knowledge Discovery, Knowledge Engineering and Knowledge Management, IC3K 2013, held in Vilamoura, Portugal, in September 2013. The 27 full papers presented together with two invited papers were carefully reviewed and selected from 239 submissions. The papers are organized in topical sections on knowledge discovery and information retrieval; knowledge engineering and ontology development; knowledge management and information sharing.

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This open access book constitutes the proceedings of the 19th International Conference on Agile Software Development, XP 2018, held in Porto, Portugal, in May 2018. XP is the premier agile software development conference combining research and practice, and XP 2018 provided a playful and informal environment to learn and trigger discussions around its main theme – make, inspect, adapt. The 21 papers presented in this volume were carefully reviewed and selected from 62 submissions. They were organized in topical sections named: agile requirements; agile testing; agile transformation; scaling agile; human-centric agile; and continuous experimentation.

BDD in Action Behavior-Driven Development for the Whole Software Lifecycle Manning Publications

JUnit in Action, Third Edition has been completely rewritten for this release. The book is full of examples that demonstrate JUnit's modern features, including its new architecture; nested, tagged, and dynamic tests; and dependency injection. Summary JUnit is the gold standard for unit testing Java applications. Filled with powerful new features designed to automate software testing, JUnit 5 boosts your productivity and helps avoid debugging nightmares. Whether you're just starting with JUnit or you want to ramp up on the new features, JUnit in Action, Third Edition has you covered. Extensively revised with new code and new chapters, JUnit in

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Action, Third Edition is an up-to-date guide to smooth software testing. Dozens of hands-on examples illustrate JUnit 5's innovations for dependency injection, nested testing, parameterized tests, and more. Throughout, you'll learn how to use JUnit 5 to automate your testing, for a process that consumes less resources, and gives you more time for developing. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology The JUnit framework is the gold standard for unit testing Java applications—and knowing it is an essential skill for Java developers. The latest version, JUnit 5, is a total overhaul, now supporting modern Java features like Lambdas and Streams. About the book JUnit in Action, Third Edition has been completely rewritten for this release. The book is full of examples that demonstrate JUnit's modern features, including its new architecture; nested, tagged, and dynamic tests; and dependency injection. You'll benefit from author Catalin Tudose's unique "pyramid" testing strategy, which breaks the testing process into layers and sets you on the path to bug-free code creation. What's inside Migrating from JUnit 4 to 5 Effective test automation Test-driven development and behavior-driven development Using mocks for test isolation Connecting JUnit 5 with Maven or Gradle About the reader For intermediate Java developers. About the author Catalin Tudose has a Ph.D. in Computer

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Science, and over 15 years of experience as a Senior Java Developer and Technical Team Lead. Previous editions were authored by Petar Tahchiev, Felipe Leme, Gary Gregory, and Vincent Massol.

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The five-volume set LNCS 7971-7975 constitutes the refereed proceedings of the 13th International Conference on Computational Science and Its Applications, ICCSA 2013, held in Ho Chi Minh City, Vietnam in June 2013. The 248 revised papers

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presented in five tracks and 33 special sessions and workshops were carefully reviewed and selected. The 46 papers included in the five general tracks are organized in the following topical sections: computational methods, algorithms and scientific applications; high-performance computing and networks; geometric modeling, graphics and visualization; advanced and emerging applications; and information systems and technologies. The 202 papers presented in special sessions and workshops cover a wide range of topics in computational sciences ranging from computational science technologies to specific areas of computational sciences such as computer graphics and virtual reality.

The book summarizes the main results of the the project ENABLE-S3 covering the following aspects: validation and verification technology bricks (collection and selection of test scenarios, test executions environments incl. respective models, assessment of test results), evaluation of technology bricks in selected use cases and standardization and related initiatives. ENABLE-S3 is an industry-driven EU-project and aspires to substitute today's cost-intensive verification and validation efforts by more advanced and efficient methods. In addition, the book includes articles about complementary international activities in order to highlight the global importance of the topic and to cover the wide range

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of aspects that needs to be covered at a global scale.

Develop testable, modular, and maintainable Ruby software for the real world using RSpec About This Book Explore the concept of testability and how to implement tests that deliver the most value Maximize the quality of your Ruby code through a wide variety of tests Master the real-world tradeoffs of testing through detailed examples supported by in-depth discussion Who This Book Is For This book is aimed at the software engineer who wants to make their code more reliable and their development process easier. It is also aimed at test engineers who need to automate the testing of complex systems.

Knowledge of Ruby is helpful, but even someone new to the language should find it easy to follow the code and tests. What You Will Learn Identify a unit of software for the purposes of testing Manage test states with hooks, fixtures, and mocks Handle external web services in tests using various techniques Configure RSpec flexibly and cleanly using support code and environment variables Interact with rich web apps in tests using Capybara Build the right feature with behavior-driven development Customize matchers and failure messages Verify correct development and production environments In Detail This book will teach you how to use RSpec to write high-value tests for real-world code. We start with the key

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concepts of the unit and testability, followed by hands-on exploration of key features. From the beginning, we learn how to integrate tests into the overall development process to help create high-quality code, avoiding the dangers of testing for its own sake. We build up sample applications and their corresponding tests step by step, from simple beginnings to more sophisticated versions that include databases and external web services. We devote three chapters to web applications with rich JavaScript user interfaces, building one from the ground up using behavior-driven development (BDD) and test-driven development (TDD). The code examples are detailed enough to be realistic while simple enough to be easily understood. Testing concepts, development methodologies, and engineering tradeoffs are discussed in detail as they arise. This approach is designed to foster the reader's ability to make well-informed decisions on their own. Style and approach This comprehensive tutorial is packed with real-world examples of testing with RSpec. The most important features of RSpec are introduced in the early chapters and are used in examples of growing complexity in the following chapters. Concepts and methodologies are discussed in detail.

For many years now Enterprise Information Systems have been critical in helping businesses successfully navigate the global market. The development that

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started with design and implementation of integrated systems has evolved to incorporate a multitude of perspectives and ideas. The Enterprise Information Systems functionality extends from principally an ERP (Enterprise Resource Planning) system to a portfolio of standard systems including CRM (Customer Relationship Management) systems and SCM (Supply Chain Management) systems. Advances in Enterprise Information Systems II is divided into seven thematic sections, each exploring a distinct topic. In “Concepts in Enterprise Information Systems” the authors present new concepts and ideas for the field. “Cases in Enterprise Information Systems” introduces studies of enterprise information systems in an organizational context. “Business Process Management” is one of the major themes within enterprise information systems and “Designing Enterprise Information Systems” discusses new approaches to the design of processes and system and also deals with how design can be taken as a specific perspective. “Enterprise Information Systems in various domains” features generic studies that contribute to advancing the practical knowledge of the field as well as towards “Global issues of Enterprise Information Systems”. Finally, in “Emerging Topics in Enterprise Information Systems”, new technologies and ideas are explored. Cloud computing in particular seems to be setting

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the agenda for future research in enterprise information systems. The book will be invaluable to academics and professionals interested in recent developments in the field of enterprise information systems.

Gain insights into the latest technology and business trends within testing domains About This Book This book covers the latest trends that every Testing and QA professional should keep up-to-date with given the advancements in digital technologies. Master cutting-edge testing techniques for emerging areas such as IOT, Machine Learning, Cognitive. Best practices for Testing and Quality Assurance within several industry domains. Who This Book Is For This book is targeted at those working in the QA and Testing areas. The book does not cover testing basics, which QA professional are already familiar with—for example, writing a test plan or test case, and so on. What You Will Learn Understand the TCOE model, managed services, the structure of testing in Agile/DevOps engagements, factory models, and crowdsourcing Implement testing processes, practices, and automation tools in the Agile/DevOps life cycle Adapt to current technologies in social media, mobile, analytics and the Cloud Leverage cognitive intelligence/machine-learning, robotics, and the Internet of Things in testing How key industries/domains (consumer products and retail, energy and utilities, healthcare,

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telecom, and automotive) adapt to digital transformation Future directions for the QA industry, consulting careers, testing profession, and professionals In Detail The book is based on the author`s experience in leading and transforming large test engagements and architecting solutions for customer testing requirements/bids/problem areas. It targets the testing practitioner population and provides them with a single go-to place to find perspectives, practices, trends, tools, and solutions to test applications as they face the evolving digital world. This book is divided into five parts where each part explores different aspects of testing in the real world. The first module explains the various testing engagement models. You will then learn how to efficiently test code in different life cycles. The book discusses the different aspects of Quality Analysis consideration while testing social media, mobile, analytics, and the Cloud. In the last module, you will learn about futuristic technologies to test software. By the end of the book, you will understand the latest business and IT trends in digital transformation and learn the best practices to adopt for business assurance. Style and approach This book is a compilation of the latest business and IT trends in digital transformation & Tools and Best Practices that QA professionals need to adopt for business assurance.

A developer's guide to designing, testing, and securing

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production-ready modern APIs with the help of practical ideas to improve your application's functionality

Key Features Build resilient software for your enterprises and customers by understanding the complete API development life cycle Overcome the challenges of traditional API design by adapting to a new and evolving culture of modern API development Use Spring and Spring Boot to develop future-proof scalable APIs

Book Description The philosophy of API development has evolved over the years to serve the modern needs of enterprise architecture, and developers need to know how to adapt to these modern API design principles. Apps are now developed with APIs that enable ease of integration for the cloud environment and distributed systems. With this Spring book, you'll discover various kinds of production-ready API implementation using REST APIs and explore async using the reactive paradigm, gRPC, and GraphQL. You'll learn how to design evolving REST-based APIs supported by HATEOAS and ETAGs and develop reactive, async, non-blocking APIs. After that, you'll see how to secure REST APIs using Spring Security and find out how the APIs that you develop are consumed by the app's UI. The book then takes you through the process of testing, deploying, logging, and monitoring your APIs. You'll also explore API development using gRPC and GraphQL and design modern scalable architecture with microservices. The book helps you gain practical knowledge of modern API implementation using a sample e-commerce app. By the end of this Spring book, you'll be able to develop, test, and deploy highly scalable, maintainable, and

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developer-friendly APIs to help your customers to transform their business. What you will learn Understand RESTful API development, its design paradigm, and its best practices Become well versed in Spring's core components for implementing RESTful web services Implement reactive APIs and explore async API development Apply Spring Security for authentication using JWT and authorization of requests Develop a React-based UI to consume APIs Implement gRPC inter-service communication Design GraphQL-based APIs by understanding workflows and tooling Gain insights into how you can secure, test, monitor, and deploy your APIs Who this book is for This book is for inexperienced Java programmers, comp science, or coding boot camp graduates who have knowledge of basic programming constructs, data structures, and algorithms in Java but lack the practical web development skills necessary to start working as a developer. Professionals who've recently joined a startup or a company and are tasked with creating real-world web APIs and services will also find this book helpful. This book is also a good resource for Java developers who are looking for a career move into web development to get started with the basics of web service development.

Summary BDD in Action teaches you the Behavior-Driven Development model and shows you how to integrate it into your existing development process. First you'll learn how to apply BDD to requirements analysis to define features that focus your development efforts on underlying business goals. Then, you'll discover how to automate acceptance criteria and use tests to guide and

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report on the development process. Along the way, you'll apply BDD principles at the coding level to write more maintainable and better documented code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You can't write good software if you don't understand what it's supposed to do. Behavior-Driven Development (BDD) encourages teams to use conversation and concrete examples to build up a shared understanding of how an application should work and which features really matter. With an emerging body of best practices and sophisticated new tools that assist in requirement analysis and test automation, BDD has become a hot, mainstream practice. About the Book BDD in Action teaches you BDD principles and practices and shows you how to integrate them into your existing development process, no matter what language you use. First, you'll apply BDD to requirements analysis so you can focus your development efforts on underlying business goals. Then, you'll discover how to automate acceptance criteria and use tests to guide and report on the development process. Along the way, you'll apply BDD principles at the coding level to write more maintainable and better documented code. No prior experience with BDD is required. What's Inside BDD theory and practice How BDD will affect your team BDD for acceptance, integration, and unit testing Examples in Java, .NET, JavaScript, and more Reporting and living documentation About the Author John Ferguson Smart is a specialist in BDD, automated testing, and software lifecycle development optimization. Table of Contents

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PART 1: FIRST STEPS Building software that makes a difference **BDD—the whirlwind tour** **PART 2: WHAT DO I WANT? DEFINING REQUIREMENTS USING BDD** Understanding the business goals: Feature Injection and related techniques Defining and illustrating features From examples to executable specifications Automating the scenarios **PART 3: HOW DO I BUILD IT? CODING THE BDD WAY** From executable specifications to rock-solid automated acceptance tests Automating acceptance criteria for the UI layer Automating acceptance criteria for non-UI requirements **BDD and unit testing** **PART 4: TAKING BDD FURTHER** Living Documentation: reporting and project management **BDD in the build process**

This book constitutes the refereed proceedings of five workshops symposia, held at the 38th International Conference on Conceptual Modeling, ER 2019, in Salvador, Brazil, in November 2019. The 34 papers promote and disseminate research on theories of concepts underlying conceptual modeling, methods and tools for developing and communicating conceptual models, techniques for transforming conceptual models into effective implementations, and the impact of conceptual modeling techniques on databases, business strategies and information systems. The following workshops are included in this volume: Workshop on Conceptual Modeling, Ontologies and Metadata Management for FAIR Data (FAIR), 6th Workshop on Conceptual Modeling in Requirements Engineering and Business Analysis (MREBA), 2nd International Workshop on Empirical Methods in Conceptual Modeling

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(EmpER), 8th International Workshop on Modeling and Management of Big Data (MoBiD19), and 7th International Workshop on Ontologies and Conceptual Modelling (OntoCom).

The sixteen-volume set comprising the LNCS volumes 11205-11220 constitutes the refereed proceedings of the 15th European Conference on Computer Vision, ECCV 2018, held in Munich, Germany, in September 2018. The 776 revised papers presented were carefully reviewed and selected from 2439 submissions. The papers are organized in topical sections on learning for vision; computational photography; human analysis; human sensing; stereo and reconstruction; optimization; matching and recognition; video attention; and poster sessions.

Automate your mobile app testing About This Book How to automate testing with Appium Apply techniques for creating comprehensive tests How to test on physical devices or emulators Who This Book Is For Are you a mobile developer or a software tester who wishes to use Appium for your test automation? If so, then this is the right book for you .You must have basic Java programming knowledge. You don't need to have prior knowledge of Appium. What You Will Learn Discover Appium and how to set up an automation framework for mobile testing Understand desired capabilities and learn to find element locators Learn to automate gestures and synchronize tests using Appium Take an incremental approach to implement page object pattern Learn to run Appium tests on emulators or physical devices Set up Jenkins to run mobile automation tests by easy to learn

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steps Discover tips and tricks to record video of test execution, inter app automation concepts Learn to run Appium tests in parallel on multiple devices simultaneously In Detail Appium is an open source test automation framework for mobile applications. It allows you to test all three types of mobile applications: native, hybrid, and mobile web. It allows you to run the automated tests on actual devices, emulators, and simulators. Today, when every mobile app is made on at least two platforms, iOS and Android, you need a tool that allows you to test across platforms. Having two different frameworks for the same app increases the cost of the product and time to maintain it as well. Appium helps save this cost. With mobile app growth exploding, mobile app automation is mainstream now. In this book, author Nishant Verma provides you with a firm grounding in the concepts of Appium while diving into how to set up appium & Cucumber-jvm test automation framework, implement page object design pattern, automate gestures, test execution on emulators and physical devices, and implement continuous integration with Jenkins. The mobile app we have referenced in this book is Quikr because of its relatively lower learning curve to understand the application. It's a local classifieds shopping app. Style and approach This book takes a practical, step-by-step approach to testing and automating individual apps such as native, hybrid, and mobile web apps using different examples.

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Ruby on Rails offers the ability to rapidly design and

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write high-quality code with elegance and maintainability. Written by an experienced web application developer, this book explains how to take good Rails code and turn it into beautiful Rails code: simple, effective, reusable, evolvable code. He discusses the very latest in design patterns, programming abstractions, and development methodologies that have emerged for the modern web. With each design technique, you'll discover how to make your own additions to Rails and craft a development environment tailored to your specific needs.

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