
Growing Object Oriented Software D By Tests

Object-Oriented Software Engineering Using UML, Patterns, and Java: Pearson New International Edition

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Growing Object-Oriented Software, Guided by Tests

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Growing Object-Oriented Software: Guided by Tests

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JACOB WALKER

Object-Oriented Software Engineering Using UML, Patterns, and Java: Pearson New International Edition John Wiley & Sons

Test-Driven Development (TDD) is now an established technique for delivering better software faster. TDD is based on a simple idea: Write tests for your code before you write the code itself. However, this "simple" idea takes skill and judgment to do well. Now there's a practical guide to TDD that takes you beyond the basic concepts. Drawing on a decade of experience building real-world systems, two TDD pioneers show how to let tests guide your development and "grow" software that is coherent, reliable, and maintainable. Steve Freeman and Nat Pryce describe the processes they use, the design principles they strive to achieve, and some of the tools that help them get the job done. Through an extended worked example, you'll learn how TDD works at multiple levels, using tests to drive the features and the object-oriented structure of the code, and using Mock Objects to discover and then describe relationships between objects. Along the way, the book systematically addresses challenges that development teams encounter with TDD—from integrating TDD into your processes to testing your most difficult features. Coverage includes Implementing TDD effectively: getting started, and maintaining your momentum throughout the project Creating cleaner, more expressive, more sustainable code Using tests to stay relentlessly focused on sustaining quality Understanding how TDD, Mock Objects, and Object-Oriented Design come together in the

context of a real software development project Using Mock Objects to guide object-oriented designs Succeeding where TDD is difficult: managing complex test data, and testing persistence and concurrency

xUnit Test Patterns Apress

Radically improve your testing practice and software quality with new testing styles, good patterns, and reliable automation. Key Features A practical and results-driven approach to unit testing Refine your existing unit tests by implementing modern best practices Learn the four pillars of a good unit test Safely automate your testing process to save time and money Spot which tests need refactoring, and which need to be deleted entirely Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Great testing practices maximize your project quality and delivery speed by identifying bad code early in the development process. Wrong tests will break your code, multiply bugs, and increase time and costs. You owe it to yourself—and your projects—to learn how to do excellent unit testing. Unit Testing Principles, Patterns and Practices teaches you to design and write tests that target key areas of your code including the domain model. In this clearly written guide, you learn to develop professional-quality tests and test suites and integrate testing throughout the application life cycle. As you adopt a testing mindset, you'll be amazed at how better tests cause you to write better code. What You Will Learn Universal guidelines to assess any unit test Testing to identify and avoid anti-patterns Refactoring tests along with the production code Using integration tests to verify the whole system This Book Is Written For For readers who know the basics of unit testing. Examples are written in C# and can easily be applied to any language. About the Author Vladimir

Khorikov is an author, blogger, and Microsoft MVP. He has mentored numerous teams on the ins and outs of unit testing. Table of Contents: PART 1 THE BIGGER PICTURE 1 | The goal of unit testing 2 | What is a unit test? 3 | The anatomy of a unit test PART 2 MAKING YOUR TESTS WORK FOR YOU 4 | The four pillars of a good unit test 5 | Mocks and test fragility 6 | Styles of unit testing 7 | Refactoring toward valuable unit tests PART 3 INTEGRATION TESTING 8 | Why integration testing? 9 | Mocking best practices 10 | Testing the database PART 4 UNIT TESTING ANTI-PATTERNS 11 | Unit testing anti-patterns

The Demeter Method with Propagation Patterns "O'Reilly Media, Inc."

This book presents a survey of the state-of-the-art on techniques for dealing with aliasing in object-oriented programming. It marks the 20th anniversary of the paper The Geneva Convention On The Treatment of Object Aliasing by John Hogg, Doug Lea, Alan Wills, Dennis de Champeaux and Richard Holt. The 22 revised papers were carefully reviewed to ensure the highest quality. The contributions are organized in topical sections on the Geneva convention, ownership, concurrency, alias analysis, controlling effects, verification, programming languages, and visions.

A Practical Guide Pearson Education

The object-oriented paradigm supplements traditional software engineering by providing solutions to common problems such as modularity and reusability. Objects can be written for a specific purpose acting as an encapsulated black-box API that can work with other components by forming a complex system. This book provides a comprehensive overview of the many facets of the object-oriented paradigm and how it applies to software engineering. Starting with an in-depth look at objects, the book naturally progresses through the software engineering life cycle and shows how object-oriented concepts enhance each step. Furthermore, it is designed as a roadmap with each chapter, preparing the reader with the skills necessary to advance the project. This book should be used by anyone interested in learning about object-oriented software engineering, including students and seasoned developers. Without overwhelming the reader, this book hopes to provide enough information for the reader to understand the concepts and apply them in their everyday work. After learning about the fundamentals of the object-oriented paradigm and the software engineering life cycle, the reader is introduced to more advanced topics such as web engineering, cloud computing, agile development, and big data. In recent years, these fields have been rapidly growing as many are beginning to realize the benefits of developing on a highly scalable, automated deployment system. Combined with the speed and effectiveness of agile development, legacy systems are beginning to make the transition to a more adaptive environment. Core Features: 1. Provides a thorough exploration of the object-oriented paradigm. 2. Provides a detailed look at each step of the software engineering life cycle. 3. Provides supporting examples and documents. 4. Provides a detailed look at emerging technology and standards in object-oriented software engineering.

Test-driven Development Tata McGraw-Hill Education

Write clean code that works with the help of this groundbreaking software method. Example-driven teaching is the basis of Beck's step-by-step instruction that will have readers using TDD to further their projects.

Test-driven Development Cambridge University Press

For courses in Software Engineering, Software Development, or Object-Oriented Design and Analysis at the Junior/Senior or Graduate level. This text can also be utilized in short technical courses or in short, intensive management courses. Shows students how to use both the principles of software engineering and the practices of various object-oriented tools, processes, and products. Using a step-by-step case study to illustrate the concepts and topics in each chapter, Bruegge and Dutoit emphasize learning object-oriented software engineer through practical experience: students can apply the techniques learned in class by implementing a real-world software project. The third edition addresses new trends, in particular agile project management (Chapter 14 Project Management) and agile methodologies (Chapter 16 Methodologies).

Refactoring Addison-Wesley Professional

Hands-on guidance to creating great test-driven development practice Test-driven development (TDD) practice helps developers recognize a well-designed application, and encourages writing a test before writing the functionality that needs to be implemented. This hands-on guide provides invaluable insight for creating successful test-driven development processes. With source code and examples featured in both C# and .NET, the book walks you through the TDD methodology and shows how it is applied to a real-world application. You'll witness the application built from scratch and details each step that is involved in the development, as well as any problems that were encountered and the solutions that were applied. Clarifies the motivation behind test-driven development (TDD), what it is, and how it works Reviews the various steps involved in developing an application and the testing that is involved prior to implementing the functionality Discusses unit testing and refactoring Professional Test-Driven Development with C# shows you how to create great TDD processes right away.

Object-oriented Software Engineering Prentice Hall

Threads are a fundamental part of the Java platform. As multicore processors become the norm, using concurrency effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for the development of concurrent applications, with improvements to the Java Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In *Java Concurrency in Practice*, the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However, developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. *Java Concurrency in Practice* arms readers with both the theoretical underpinnings and concrete techniques for building reliable, scalable, maintainable concurrent applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models that make it easier to build concurrent programs that are both correct and performant. This book covers: Basic concepts of concurrency and thread safety Techniques for building and composing thread-safe classes Using the concurrency building blocks in java.util.concurrent Performance optimization dos and don'ts Testing concurrent programs Advanced topics such as atomic variables, nonblocking algorithms, and the Java Memory Model

Implementation Patterns McGraw-Hill College

This book covers the essential knowledge and skills needed by a student who is specializing in software engineering. Readers will learn principles of

object orientation, software development, software modeling, software design, requirements analysis, and testing. The use of the Unified Modelling Language to develop software is taught in depth. Many concepts are illustrated using complete examples, with code written in Java.

Building Microservices Lulu.com

Indhold: Succes and failure ; Project expectations ; Selecting and setting up an OO project ; Getting started ; Making corrections ; Advice from hindsight ; Expand to larger project ; Rechecking a case study ; Collected risk-reduction strategies ; Crib sheet

Head First Object-Oriented Analysis and Design Addison-Wesley Professional

The Complete Guide to Writing More Maintainable, Manageable, Pleasing, and Powerful Ruby Applications Ruby's widely admired ease of use has a downside: Too many Ruby and Rails applications have been created without concern for their long-term maintenance or evolution. The Web is awash in Ruby code that is now virtually impossible to change or extend. This text helps you solve that problem by using powerful real-world object-oriented design techniques, which it thoroughly explains using simple and practical Ruby examples. Sandi Metz has distilled a lifetime of conversations and presentations about object-oriented design into a set of Ruby-focused practices for crafting manageable, extensible, and pleasing code. She shows you how to build new applications that can survive success and repair existing applications that have become impossible to change. Each technique is illustrated with extended examples, all downloadable from the companion Web site, poodr.info. The first title to focus squarely on object-oriented Ruby application design, *Practical Object-Oriented Design in Ruby* will guide you to superior outcomes, whatever your previous Ruby experience. Novice Ruby programmers will find specific rules to live by; intermediate Ruby programmers will find valuable principles they can flexibly interpret and apply; and advanced Ruby programmers will find a common language they can use to lead development and guide their colleagues. This guide will help you understand how object-oriented programming can help you craft Ruby code that is easier to maintain and upgrade Decide what belongs in a single Ruby class Avoid entangling objects that should be kept separate Define flexible interfaces among objects Reduce programming overhead costs with duck typing Successfully apply inheritance Build objects via composition Design cost-effective tests Solve common problems associated with poorly designed Ruby code

An Agile Primer Pearson Education

Automated testing is a cornerstone of agile development. An effective testing strategy will deliver new functionality more aggressively, accelerate user feedback, and improve quality. However, for many developers, creating effective automated tests is a unique and unfamiliar challenge. *xUnit Test Patterns* is the definitive guide to writing automated tests using xUnit, the most popular unit testing framework in use today. Agile coach and test automation expert Gerard Meszaros describes 68 proven patterns for making tests easier to write, understand, and maintain. He then shows you how to make them more robust and repeatable--and far more cost-effective. Loaded with information, this book feels like three books in one. The first part is a detailed tutorial on test automation that covers everything from test strategy to in-depth test coding. The second part, a catalog of 18 frequently encountered "test smells," provides trouble-shooting guidelines to help you determine the root cause of problems and the most applicable patterns. The third part contains detailed descriptions of each pattern, including refactoring instructions illustrated by extensive code samples in multiple programming languages.

Practical Object-oriented Design in Ruby Addison-Wesley Professional

Describes ways to incorporate domain modeling into software development.

Applications and Approaches to Object-Oriented Software Design: Emerging Research and Opportunities Pearson Education

Object-Oriented Reengineering Patterns collects and distills successful techniques in planning a reengineering project, reverse-engineering, problem detection, migration strategies and software redesign. This book is made available under the Creative Commons Attribution-ShareAlike 3.0 license. You can either download the PDF for free, or you can buy a softcover copy from lulu.com. Additional material is available from the book's web page at <http://scg.unibe.ch/oorp>

Test-Driven iOS Development Addison-Wesley Professional

In today's modernized environment, a growing number of software companies are changing their traditional engineering approaches in response to the rapid development of computing technologies. As these businesses adopt modern software engineering practices, they face various challenges including the integration of current methodologies and contemporary design models and the refactoring of existing systems using advanced approaches. *Applications and Approaches to Object-Oriented Software Design: Emerging Research and Opportunities* is a pivotal reference source that provides vital research on the development of modern software practices that impact maintenance, design, and developer productivity. While highlighting topics such as augmented reality, distributed computing, and big data processing, this publication explores the current infrastructure of software systems as well as future advancements. This book is ideally designed for software engineers, IT specialists, data scientists, business professionals, developers, researchers, students, and academicians seeking current research on contemporary software engineering methods.

The Mechanistic Myth and Its Consequences Pearson Education India

TL;DR Compound variable names, validators, private static literals, configurable objects, inheritance, annotations, MVC, dependency injection containers, reflection, ORM and even algorithms are our enemies.

Java Concurrency in Practice Growing Object-oriented Software, Guided by Tests

With this book, software engineers, project managers, and tool builders will be able to better understand the role of analysis and design in the object-oriented (OO) software development process. This book presents a minimum set of notions and shows the reader how to use these notions for OO software construction. The emphasis is on development principles and implementation.

Learning Object-Oriented Programming, Design and TDD with Pharo O'Reilly Media

Software Expert Kent Beck Presents a Catalog of Patterns Infinitely Useful for Everyday Programming Great code doesn't just function: it clearly and consistently communicates your intentions, allowing other programmers to understand your code, rely on it, and modify it with confidence. But great code doesn't just happen. It is the outcome of hundreds of small but critical decisions programmers make every single day. Now, legendary software innovator Kent Beck—known worldwide for creating Extreme Programming and pioneering software patterns and test-driven development—focuses

on these critical decisions, unearthing powerful "implementation patterns" for writing programs that are simpler, clearer, better organized, and more cost effective. Beck collects 77 patterns for handling everyday programming tasks and writing more readable code. This new collection of patterns addresses many aspects of development, including class, state, behavior, method, collections, frameworks, and more. He uses diagrams, stories, examples, and essays to engage the reader as he illuminates the patterns. You'll find proven solutions for handling everything from naming variables to checking exceptions.

Elegant Objects Simon and Schuster

This ground-breaking book presents a complete methodology for adaptive programming in any object-oriented programming language. Lieberherr's adaptive method signals a new approach to object-oriented program design that goes beyond object encapsulation and hard-coded navigation paths to achieve more flexible interactions among objects. Programmers using this method work at a higher, schematic level of abstraction; graph notation represents the class structure and a "propagation pattern" language tells how to distribute meaningful methods - including navigation - across the structure. Using this method, programmers can easily adapt and modify programs as they evolve. This book can be used with any object-oriented

programming environment, or with the Demeter Tools Version 5.5, a complete, professional software system for creating and maintaining adaptive programs.

Surviving Object-oriented Projects "O'Reilly Media, Inc."

Apply modern C++17 to the implementations of classic design patterns. As well as covering traditional design patterns, this book fleshes out new patterns and approaches that will be useful to C++ developers. The author presents concepts as a fun investigation of how problems can be solved in different ways, along the way using varying degrees of technical sophistication and explaining different sorts of trade-offs. Design Patterns in Modern C++ also provides a technology demo for modern C++, showcasing how some of its latest features (e.g., coroutines) make difficult problems a lot easier to solve. The examples in this book are all suitable for putting into production, with only a few simplifications made in order to aid readability. What You Will Learn Apply design patterns to modern C++ programming Use creational patterns of builder, factories, prototype and singleton Implement structural patterns such as adapter, bridge, decorator, facade and more Work with the behavioral patterns such as chain of responsibility, command, iterator, mediator and more Apply functional design patterns such as Monad and more Who This Book Is For Those with at least some prior programming experience, especially in C++.

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