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Solution Architecture with .NET
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[Solution Architecture with .NET](#) Apress

Based on the needs of the educational community, and the software professional, this book takes a unique approach to teaching software testing. It introduces testing concepts that are managerial, technical, and process oriented, using the Testing Maturity Model (TMM) as a guiding framework. The TMM levels and goals support a structured presentation of fundamental and advanced test-related concepts to the reader. In this context, the interrelationships between theoretical, technical, and managerial concepts become more apparent. In addition, relationships between the testing process, maturity goals, and such key players as managers, testers and client groups are introduced. Topics and features: - Process/engineering-oriented text - Promotes the growth and value of software testing as a profession - Introduces both technical and managerial aspects of testing in a clear and precise style - Uses the TMM framework to introduce testing concepts in a systematic, evolutionary way to facilitate understanding - Describes the role of testing tools and measurements, and how to integrate them into the testing process Graduate students and industry professionals will benefit from the book, which is designed for a graduate course in software testing, software quality assurance, or software validation and verification Moreover, the number of universities with graduate courses that cover this material will grow, given the evolution in

software development as an engineering discipline and the creation of degree programs in software engineering.

Tools for High-Quality Software Development "O'Reilly Media, Inc."

The groundbreaking book Design Driven Testing brings sanity back to the software development process by flipping around the concept of Test Driven Development (TDD)—restoring the concept of using testing to verify a design instead of pretending that unit tests are a replacement for design. Anyone who feels that TDD is “Too Damn Difficult” will appreciate this book. Design Driven Testing shows that, by combining a forward-thinking development process with cutting-edge automation, testing can be a finely targeted, business-driven, rewarding effort. In other words, you’ll learn how to test smarter, not harder. Applies a feedback-driven approach to each stage of the project lifecycle. Illustrates a lightweight and effective approach using a core subset of UML. Follows a real-life example project using Java and Flex/ActionScript. Presents bonus chapters for advanced DDTers covering unit-test antipatterns (and their opposite, “test-conscious” design patterns), and showing how to create your own test transformation templates in Enterprise Architect.

[Build production-ready applications using advanced Python concepts and industry best practices](#) IBM Redbooks

Learn about the responsibilities of a .NET solution architect and explore solution architecture principles, DevOps solutions, and design techniques and standards with hands-on examples of design patterns Key Features Find out what are the essential personality traits and responsibilities of a solution architect Become well-versed with architecture principles and modern design patterns with hands-on examples Design modern web solutions and make the most of Azure DevOps to automate your development life cycle Book Description Understanding solution architecture is a must to build and

integrate robust systems to meet your client's needs. This makes it crucial for a professional .NET software engineer to learn the key skills of a .NET solution architect to create a unique digital journey and build solutions for a wide range of industries, from strategy and design to implementation. With this handbook, developers working with the .NET technology will be able to put their knowledge to work. The book takes a hands-on approach to help you become an effective solution architect. You'll start by learning the principles of the software development life cycle (SDLC), the roles and responsibilities of a .NET solution architect, and what makes a great .NET solution architect. As you make progress through the chapters, you'll understand the principles of solution architecture and how to design a solution, and explore designing layers and microservices. You'll complete your learning journey by uncovering modern design patterns and techniques for designing and building digital solutions. By the end of this book, you'll have learned how to architect your modern web solutions with ASP.NET Core and Microsoft Azure and be ready to automate your development life cycle with Azure DevOps. What you will learn Understand the role and core responsibilities of a .NET solution architect Study popular UML (Unified Modeling Language) diagrams for solution architecture Work with modern design patterns with the help of hands-on examples Become familiar with microservices and designing layers Discover how to design modern web solutions Automate your development life cycle with Azure DevOps Who this book is for This book is for intermediate and advanced .NET developers and software engineers who want to advance their careers and expand their knowledge of solution architecture and design principles. Beginner or intermediate-level solution architects looking for tips and tricks to build large-scale .NET solutions will find this book useful.

IBM Redbooks

IBM® Rational® Application Developer for WebSphere® Software v7.5 (Application Developer, for short) is the full function Eclipse 3.4 based development platform for developing Java™ Standard Edition Version 6 (Java SE 6) and Java Enterprise Edition Version 5 (Java EE 5) applications with a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all development roles, including Web developers, Java developers, business analysts, architects, and enterprise programmers. Rational Application Developer is part of the IBM Rational Software Delivery Platform (SDP), which contains products in four life cycle categories: - Architecture management, which includes integrated development environments - Change and release management - Process and portfolio management - Quality management This IBM Redbooks™ publication is a programming guide that highlights the features and tooling included with Rational Application Developer v7.5. Many of the chapters provide working examples that demonstrate how to use the tooling to develop applications, as well as achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V7 Programming Guide, SG24-7501.

A Framework to Improve the Conversation Around Data Corwin Press

“We need better approaches to understanding and managing software requirements, and Dean provides them in this book. He draws ideas from three very useful intellectual pools: classical management practices, Agile methods, and lean product development. By combining the strengths of these three approaches, he has produced something that works better than any one in isolation.” -From the Foreword by Don Reinertsen, President of Reinertsen & Associates; author of *Managing the Design Factory*; and leading expert on rapid product development Effective requirements discovery and analysis is a critical best practice for serious application development. Until now, however, requirements and Agile methods have rarely coexisted peacefully. For many enterprises considering Agile approaches, the absence of effective and scalable Agile requirements processes has been a showstopper for Agile adoption. In *Agile Software Requirements*, Dean Leffingwell shows exactly how to create effective requirements in Agile environments. Part I presents the “big picture” of Agile requirements in the enterprise, and describes an overall process model for Agile requirements at the project team, program, and portfolio levels Part II describes a simple and lightweight, yet comprehensive model that Agile project teams can use to manage requirements Part III shows how to develop Agile requirements for complex systems that require the cooperation of multiple teams Part IV guides enterprises in developing Agile requirements for ever-larger “systems of systems,” application suites, and product portfolios This book will help you leverage the benefits of Agile without sacrificing the value of effective requirements discovery and analysis. You'll find proven solutions you can apply right now—whether you're a software developer or tester, executive, project/program manager, architect, or team leader.

Developing Modern Mobile Apps Educational Technology

Write maintainable, extensible, and durable software with modern C++. This book is a must for every developer, software architect, or team leader who is interested in good C++ code, and thus also wants to save development costs. If you want to teach yourself about writing clean C++, Clean C++ is exactly what you need. It is written to help C++ developers of all skill levels and shows by example how to write understandable, flexible, maintainable, and efficient C++ code. Even if you are a seasoned C++ developer, there are nuggets and data points in this book that you will find useful in your work. If you don't take care with your code, you can produce a large, messy, and unmaintainable beast in any programming language. However, C++ projects in particular are prone to be messy and tend to slip into bad habits. Lots of C++ code that is written today looks as if it was written in the 1980s. It seems that C++ developers have been forgotten by those who preach Software Craftsmanship and Clean Code principles. The Web is full of bad, but apparently very fast and highly optimized C++ code examples, with cruel syntax that completely ignores elementary principles of good design and well-written code. This book will explain how to avoid this scenario and how to get the most out of your C++ code. You'll find your coding becomes more efficient and, importantly, more fun. What You'll Learn Gain sound principles and rules for clean coding in C++ Carry out test driven development (TDD) Discover C++ design patterns and idioms Apply these design patterns Who This Book Is For Any C++ developer and software engineer with an interest in producing better code.

Unit Test Frameworks Jones & Bartlett Learning

Get up to date quickly on the new changes coming with C++17 Professional C++ is the advanced manual for C++ programming. Designed to help experienced developers get more out of the latest release, this book skims over the basics and dives right in to exploiting the full capabilities of C++17. Each feature is explained by example, each including actual code snippets that you can plug into your own applications. Case studies include extensive, working code that has been tested on Windows and Linux, and the author's expert tips, tricks, and workarounds can dramatically enhance your workflow. Even many experienced developers have never fully explored the boundaries of the language's capabilities; this book reveals the

advanced features you never knew about, and drills down to show you how to turn these features into real-world solutions. The C++17 release includes changes that impact the way you work with C++; this new fourth edition covers them all, including nested namespaces, structured bindings, `string_view`, template argument deduction for constructors, parallel algorithms, generalized sum algorithms, Boyer-Moore string searching, string conversion primitives, a filesystem API, clamping values, optional values, the variant type, the any type, and more. Clear explanations and professional-level depth make this book an invaluable resource for any professional needing to get up to date quickly. Maximize C++ capabilities with effective design solutions Master little-known elements and learn what to avoid Adopt new workarounds and testing/debugging best practices Utilize real-world program segments in your own applications C++ is notoriously complex, and whether you use it for gaming or business, maximizing its functionality means keeping up to date with the latest changes. Whether these changes enhance your work or make it harder depends on how well-versed you are in the newest C++ features. Professional C++ gets you up to date quickly, and provides the answers you need for everyday solutions. [Architecture Patterns with Python](#) Apress

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 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 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

Developer Testing John Wiley & Sons

Take your Python skills to the next level to develop scalable, real-world applications for local as well as cloud deployment Key Features All code examples have been tested with Python 3.7 and Python 3.8 and are expected to work with any future 3.x release Learn how to build modular and object-oriented applications in Python Discover how to use advanced Python techniques for the cloud and clusters Book Description Python is a multipurpose language that can be used for multiple use cases. Python for Geeks will teach you how to advance in your career with the help of expert tips and tricks. You'll start by exploring the different ways of using Python optimally, both from the design and implementation point of view. Next, you'll understand the life cycle of a large-scale Python project. As you advance, you'll focus on different ways of creating an elegant design by modularizing a Python project and learn best practices and design patterns for using Python. You'll also discover how to scale out Python beyond a single thread and how to implement multiprocessing and multithreading in Python. In addition to this, you'll understand how you can not only use Python to deploy on a single machine but also use clusters in private as well as in public cloud computing environments. You'll then explore data processing techniques, focus on reusable, scalable data pipelines, and learn how to use these advanced techniques for network automation, serverless functions, and machine learning. Finally, you'll focus on strategizing web development design using the techniques and best practices covered in the book. By the end of this Python book, you'll be able to do some serious Python programming for large-scale complex projects. What you will learn Understand how to design and manage complex Python projects Strategize test-driven development (TDD) in Python Explore multithreading and multiprocessing in Python Use Python for data processing with Apache Spark and Google Cloud Platform (GCP) Deploy serverless programs on public clouds such as GCP Use Python to build web applications and application programming interfaces Apply Python for network automation and serverless functions Get to grips with Python for data analysis and machine learning Who this book is for This book is for intermediate-level Python developers in any field who are looking to build their skills to develop and manage large-scale complex projects. Developers who want to create reusable modules and Python libraries and cloud developers building applications for cloud deployment will also find this book useful. Prior experience with Python will help you get the most out of this book.

Essentials of Software Engineering Charles C Thomas Publisher

Provides instructions for writing and maintaining testable JavaScript code, including reducing code complexity, using Selenium and CasperJS, and production debugging.

Instructional Models for Course Design & Development Packt Publishing Ltd

Get your data team working effectively! Data is a valuable resource for improving education. Unfortunately, many school teams struggle to make sense of new and often overwhelming data. What Does Your Data Team Sound Like? provides an approach that supports teams as they review a range of data sets, and improves their conversation about effectively applying data to instructional decision-making. Written to help teams navigate the world of data analysis for on-going school improvement, this book offers an easy to follow framework that dives deep into data-driven instruction. Readers will find: Easy, step-by-step analysis techniques Case studies that demonstrate different approaches Checklists and flowcharts to help visual

the process Developed by expert authors who have worked with data teams across a wide variety of settings and scenarios, this book will help educators take action to create better learning environments for students.

with examples in C# Simon and Schuster

Front-End Development Projects with Vue.js introduces you to Vue 2 and helps you get started with web application development using this popular framework. You'll master the knowledge and skills needed to become an effective front-end developer and apply them to tackle real-world development challenges.

Learn solution architecture principles and design techniques to build modern .NET solutions Apress

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 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 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. Table of Contents PART 1 - JUNIT 1 JUnit jump-start 2 Exploring core JUnit 3 JUnit architecture 4 Migrating from JUnit 4 to JUnit 5 5 Software testing principles PART 2 - DIFFERENT TESTING STRATEGIES 6 Test quality 7 Coarse-grained testing with stubs 8 Testing with mock objects 9 In-container testing PART 3 - WORKING WITH JUNIT 5 AND OTHER TOOLS 10 Running JUnit tests from Maven 3 11 Running JUnit tests from Gradle 6 12 JUnit 5 IDE support 13 Continuous integration with JUnit 5 PART 4 - WORKING WITH MODERN FRAMEWORKS AND JUNIT 5 14 JUnit 5 extension model 15 Presentation-layer testing 16 Testing Spring applications 17 Testing Spring Boot applications 18 Testing a REST API 19 Testing database applications PART 5 - DEVELOPING APPLICATIONS WITH JUNIT 5 20 Test-driven development with JUnit 5 21 Behavior-driven development in JUnit 5 22 Implementing a test pyramid strategy with JUnit 5 *Enabling Test-Driven Development, Domain-Driven Design, and Event-Driven Microservices* "O'Reilly Media, Inc."

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

Agile Software Requirements Simon and Schuster

Software testing is indispensable and is one of the most discussed topics in software development today. Many companies address this issue by assigning a dedicated software testing phase towards the end of their development cycle. However, quality cannot be tested into a buggy application. Early and continuous unit testing has been shown to be crucial for high quality software and low defect rates. Yet current books on testing ignore the developer's point of view and give little guidance on how to bring the overwhelming amount of testing theory into practice. Unit Testing in Java represents a practical introduction to unit testing for software developers. It introduces the basic test-first approach and then discusses a large number of special issues and problem cases. The book instructs developers through each step and motivates them to explore further. Shows how the discovery and avoidance of software errors is a demanding and creative activity in its own right and can build confidence early in a project. Demonstrates how automated tests can detect the unwanted effects of small changes in code within the entire system. Discusses how testing works with persistency, concurrency, distribution, and web applications. Includes a discussion of testing with C++ and Smalltalk.

Professional C++ Packt Publishing Ltd

Explore the complete process of developing systems based on field-programmable gate arrays (FPGAs), including the design of electronic circuits and

the construction and debugging of prototype embedded devices Key Features Learn the basics of embedded systems and real-time operating systems Understand how FPGAs implement processing algorithms in hardware Design, construct, and debug custom digital systems from scratch using KiCad Book Description Modern digital devices used in homes, cars, and wearables contain highly sophisticated computing capabilities composed of embedded systems that generate, receive, and process digital data streams at rates up to multiple gigabits per second. This book will show you how to use Field Programmable Gate Arrays (FPGAs) and high-speed digital circuit design to create your own cutting-edge digital systems. Architecting High-Performance Embedded Systems takes you through the fundamental concepts of embedded systems, including real-time operation and the Internet of Things (IoT), and the architecture and capabilities of the latest generation of FPGAs. Using powerful free tools for FPGA design and electronic circuit design, you'll learn how to design, build, test, and debug high-performance FPGA-based IoT devices. The book will also help you get up to speed with embedded system design, circuit design, hardware construction, firmware development, and debugging to produce a high-performance embedded device - a network-based digital oscilloscope. You'll explore techniques such as designing four-layer printed circuit boards with high-speed differential signal pairs and assembling the board using surface-mount components. By the end of the book, you'll have a solid understanding of the concepts underlying embedded systems and FPGAs and will be able to design and construct your own sophisticated digital devices. What you will learn Understand the fundamentals of real-time embedded systems and sensors Discover the capabilities of FPGAs and how to use FPGA development tools Learn the principles of digital circuit design and PCB layout with KiCad Construct high-speed circuit board prototypes at low cost Design and develop high-performance algorithms for FPGAs Develop robust, reliable, and efficient firmware in C Thoroughly test and debug embedded device hardware and firmware Who this book is for This book is for software developers, IoT engineers, and anyone who wants to understand the process of developing high-performance embedded systems. You'll also find this book useful if you want to learn about the fundamentals of FPGA development and all aspects of firmware development in C and C++. Familiarity with the C language, digital circuits, and electronic soldering is necessary to get started.

Pro Hadoop Addison-Wesley Professional

Intended for a one-semester, introductory course, Essentials of Software Engineering is a user-friendly, comprehensive introduction to the core fundamental topics and methodologies of software development. The authors, building off their 25 years of experience, present the complete life cycle of a software system, from inception to release and through support. The text is broken into six distinct sections, covering programming concepts, system analysis and design, principles of software engineering, development and support processes, methodologies, and product management. Presenting topics emphasized by the IEEE Computer Society sponsored Software Engineering Body of Knowledge (SWEBOK) and by the Software Engineering 2004 Curriculum Guidelines for Undergraduate Degree Programs in Software Engineering, Essentials of Software Engineering is the ideal text for students entering the world of software development.

Lean Requirements Practices for Teams, Programs, and the Enterprise Pearson Education

Discover how Visual Studio 2019 can improve your development process. Visual Studio is an integral part of the daily life of millions of developers worldwide. Even as this rich integrated development environment approaches two decades, it has never ceased in innovating ways to make developers' work life more productive. Essential Visual Studio 2019 offers explicit guidance for the developer who is already familiar with Visual Studio, but might feel a little lost when it comes to understanding the more recent features and advances of the IDE. Busy developers simply don't have the time to digest and distill what the latest and greatest tools are with each version. As a result, useful process and performance features may be overlooked. This book, by simply focusing on the most recent innovations in Visual Studio and its tangential developer market, is the perfect "go to" for bridging that gap. Be ready to plunge headfirst into key features and advances that have been added, expanded, or improved, and topics such as unit testing, refactoring, Git, debugging, containers, and more. You will procure the basic concepts and value first, before diving into hands-on code that is designed to quickly get you up and running. The goal of this book is to bring the developer up to speed on Visual Studio 2019. It does not focus just on functionality added in Visual Studio 2019, but takes a deep dive into the areas where Visual Studio 2019 changed. That way, even if you're coming from much earlier versions of Visual Studio, you can easily discern how upgrading to Visual Studio 2019 can make you more productive. What You Will Learn Know how the new features and improvements in Visual Studio 2019 can make you more productive Understand the value of modifications and when they can be used to take full advantage of this powerful IDE Review changes to Visual Studio over the last two versions and see where the development process is heading Discover the cloud-based, containerized, dev-ops-aware, and platform-flexible aspects of Visual Studio Gain clarity on the areas that have the greatest impact to you personally Who This Book Is For Developers who use Visual Studio on a daily basis. Familiarity with earlier versions is helpful, as the book is not a soup-to-nuts survey of the IDE and some basic functions will not be covered.

Python for Geeks Packt Publishing Ltd

Master Spring basics and core topics, and share the authors' insights and real-world experiences with remoting, Hibernate, and EJB. Beyond the basics, you'll learn how to leverage the Spring Framework to build the various tiers and parts of an enterprise Java application: transactions, web and presentation tiers, deployment, and much more. A full sample application allows you to apply many of the technologies and techniques covered in Pro Spring 5 and see how they work together. This book updates the perennial bestseller with the latest that the new Spring Framework 5 has to offer. Now in its fifth edition, this popular title is by far the most comprehensive and definitive treatment of Spring available. It covers the new functional web framework and interoperability with Java 9. After reading this definitive book, you'll be armed with the power of Spring to build complex Spring applications, top to bottom. The agile, lightweight, open-source Spring Framework continues to be the de facto leading enterprise Java application development framework for today's Java programmers and developers. It works with other leading open-source, agile, and lightweight Java technologies such as Hibernate, Groovy, MyBatis, and more. Spring now works with Java EE and JPA 2 as well. What You'll Learn Discover what's new in Spring Framework 5 Use the Spring Framework with Java 9 Master data access and transactions Work with the new functional web framework Create microservices and other web services Who This Book Is For Experienced Java and enterprise Java developers and programmers. Some experience with Spring highly recommended.

JUnit in Action Simon and Schuster

A practical and engaging guide to help map out, plan and navigate through the journey to successful CD and DevOps adoption. Key Features Identify and overcome the issues that stifle the delivery of quality software Learn how Continuous Delivery and DevOps work together with other agile tools Real-world examples, tricks and tips that will help the successful adoption of CD & DevOps Book Description Over the past few years, Continuous Delivery (CD) and DevOps have been in the spotlight in tech media, at conferences, and in boardrooms alike. Many articles and books have been written covering the technical aspects of CD and DevOps, yet the vast majority of the industry doesn't fully understand what they actually are and how, if adopted correctly they can help organizations drastically change the way they deliver value. This book will help you figure out how CD and DevOps can help you to optimize, streamline, and improve the way you work to consistently deliver quality software. In this edition, you'll be introduced to modern tools, techniques, and examples to help you understand what the adoption of CD and DevOps entails. It provides clear and concise insights in to what CD and DevOps are all about, how to go about both preparing for and adopting them, and what quantifiable value they

bring. You will be guided through the various stages of adoption, the impact they will have on your business and those working within it, how to overcome common problems, and what to do once CD and DevOps have become truly embedded. Included within this book are some real-world examples, tricks, and tips that will help ease the adoption process and allow you to fully utilize the power of CD and DevOps What you will learn Explore Continuous Delivery and DevOps in depth Discover how CD and DevOps fits in with recent trends such as DataOps, SecOps, pipelines and CI Understand the root causes of the pain points within your existing product delivery process Understand the human elements of CD and DevOps and how intrinsic they are to your success Avoid common traps, pitfalls and hurdles as you implement CD and DevOps Monitor and communicate the relative success of DevOps and CD adoption Extend and reuse CD and DevOps approaches Who this book is for Whether you are a software developer, a system administrator, an agile coach, a product manager, a project manager, a CTO, a VP, a CEO or anyone else involved in software delivery, you will have a common problem which is delivering quality software. This book has been written for anyone and everyone who wants to understand how to regularly deliver quality software to their customers without said pain.

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