

## How To Write Test Cases In Manual Testing

The second edition of the best-selling Python book in the world (over 1 million copies sold!). A fast-paced, no-nonsense guide to programming in Python. Updated and thoroughly revised to reflect the latest in Python code and practices. Python Crash Course is the world's best-selling guide to the Python programming language. This fast-paced, thorough introduction to programming with Python will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn basic programming concepts, such as variables, lists, classes, and loops, and practice writing clean code with exercises for each topic. You'll also learn how to make your programs interactive and test your code safely before adding it to a project. In the second half, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, a set of data visualizations with Python's handy libraries, and a simple web app you can deploy online. As you work through the book, you'll learn how to:

- Use powerful Python libraries and tools, including Pygame, Matplotlib, Plotly, and Django
- Make 2D games that respond to keypresses and mouse clicks, and that increase in difficulty
- Use data to generate interactive visualizations
- Create and customize web apps and deploy them safely online
- Deal with mistakes and errors so you can solve your own programming problems

If you've been thinking about digging into programming, Python Crash Course will get you writing real programs fast. Why wait any longer? Start your engines and code!

Facing the growing complexity of car electronics, carmakers and automotive electronic suppliers are looking for efficient methods to develop, verify and validate electronic modules. In fact, they focus on the software part of these modules since it accounts for more than 80% of the total number of problems detected on these modules. In this context, we achieved our research project with the aim of proposing a global approach able to improve the quality of automotive embedded software. We started with an audit of the software practices currently used in automotive industry and we pinpointed potential levers to improve the global software quality. Based on the results of the audit and the literature review related to software quality, we developed a new Model-Based Testing approach in order to automatically generate test cases for a software product. This approach takes into account most of the automotive software constraints and context. The results of our experiments reveal significant improvement in software quality: more bugs are detected earlier and in less time.

Professional Java Tools for Extreme Programming is a practical, code-intensive guide to the tools that Enterprise Java developers need when using Extreme Programming (XP) methods. It covers the key tools used to automate the most complex parts of the XP process: application integration, testing, and deployment.

Gain an in-depth understanding of software testing management and process issues that are critical for delivering high-quality software on time and within budget. Written by leading experts in the field, this book offers those involved in building and maintaining complex, mission-critical software systems a flexible, risk-based process to improve their software testing capabilities. Whether your organization currently has a well-defined testing process or almost no process, Systematic Software Testing provides unique insights into better ways to test your software. This book describes how to use a preventive method of testing, which parallels the software development lifecycle, and explains how to create and subsequently use test plans, test design, and test metrics. Detailed instructions are presented to help you decide what to test, how to prioritize tests, and when testing is complete. Learn how to conduct risk analysis and measure test effectiveness to maximize the efficiency of your testing efforts. Because organizational structure, the right people, and management are keys to better software testing, Systematic Software Testing explains these issues with the insight of the authors' more than 25 years of experience."

Learn how to write automated tests for Dynamics 365 Business Central and see how to implement it in your daily work

**Key Features**

- Leverage automated testing to advance over traditional manual testing methods
- Write, design, and implement automated tests
- Explore various testing frameworks and tools compatible with Microsoft Dynamics 365 Business Central

**Book Description**

Dynamics 365 Business Central is the new cloud-based SaaS ERP proposition from Microsoft. It's not as simple as it used to be way back when it was called Navigator, Navision Financials, or Microsoft Business Solutions-Navision. Our development practices are becoming more formal, and with this, the call for test automation is pressing on us. This book will teach you to leverage testing tools available with Dynamics 365 Business Central to perform automated testing. We'll begin with a quick introduction to automated testing, followed by an overview of test automation in Dynamics 365 Business Central. Then you'll learn to design and build automated tests and we'll go through some efficient methods to get from requirements to application and testing code. Lastly, you'll learn to incorporate your own and Microsoft tests into your daily development practice. By the end of the book, you'll be able to write your own automated tests for Dynamics 365 Business Central. What you will learn

- Understand what automated tests are, and when and why to use them
- Explore the five pillars of the Testability Framework of Business Central
- Design and write automated tests for Business Central
- Make use of standard automated tests and their helper libraries
- Integrate automated tests into your development practice

**Who this book is for**

This book is for consultants, testers, developers, and development managers working with Microsoft Dynamics NAV and Business Central. Being a book on automated testing techniques, it also caters to both functional and technical development teams.

If you want to use Adobe Flex to build production-quality Rich Internet Applications for the enterprise, this groundbreaking book shows you exactly what's required. You'll learn efficient techniques and best practices, and compare several frameworks and tools available for RIA development -- well beyond anything you'll find in Flex tutorials and product documentation. Through many practical examples, the authors impart their considerable experience to help you overcome challenges during your project's life cycle. Enterprise Development with Flex also suggests proper tools and methodologies, guidelines for determining the skill sets required for the project, and much more. Choose among several frameworks to build Flex applications, including Cairngorm, PureMVC, Mate, and Clear Toolkit

- Apply selected design patterns with Flex
- Learn how to extend the Flex framework and build your own component library
- Develop a sample AIR application that automatically synchronizes local and remote databases to support your sales force
- Get solutions for leveraging AMF protocol and synchronizing Flex client data modifications with BlazeDS-based servers
- Determine the actual performance of your application and improve its efficiency

A pragmatic guide for Java developers to help build Microservices and Cloud Apps using Spring Boot.

**KEY FEATURES ?**

- Develops microservices from start to finish using the Spring Boot Framework.
- Creates cloud-native applications using Spring Boot's production-ready features.
- Covers the API gateway, unit testing, cloud deployments, and managing high-traffic applications.

**DESCRIPTION**

Spring is an excellent framework for developing both web and cloud-native applications. This book on

application development using Spring Boot simplifies the process of writing boilerplate code for complex software. It allows developers to concentrate on the application's concept rather than on the internal Java configuration. This book will guide you on how to make the best use of the strength that Spring Boot provides. You'll gain an understanding of how Spring Boot configuration works in conjunction with application development, including auto-configuration and overriding default configurations. You will learn to develop scalable, dependable microservices to accelerate the development lifecycle of a cloud-based application. Each chapter will walk you through the features of Spring Boot as a Software Development Framework, such as performing Create, Read, Update, and Delete (CRUD) operations on a database and securing web services with appropriate logging. By the end of this book, you will develop, test, and deploy applications ready for production and how to establish them as cloud-based applications. The readers will also gain the expertise of writing unit and integration test cases. WHAT YOU WILL LEARN ? Get to know Spring Boot and all its capabilities. ? Build start-to-end production-ready applications. ? Explore the API Gateway and practice how to run request routing. ? Learn API doc tools like Swagger and host your apps on Cloud. ? Practice how to balance the application's load when the system is under high traffic. ? Learn to write unit tests and integration tests for bug-free coding. WHO THIS BOOK IS FOR This book is for Java developers who want to quickly develop, test, and deploy production-ready applications. This book will also appeal to cloud-native application developers and cloud engineers. No prior Spring Boot knowledge is required as the basics are covered in the book. TABLE OF CONTENTS 1. Getting Started with Spring Boot 2. Developing Your First Spring Boot Application 3. Spring Boot Starter Dependencies and Auto-Configuration 4. Spring Boot Annotations 5. Working with Spring Data JPA and Caching 6. Building RESTful Microservices 7. Securing a Web Application 8. Building Resilient System 9. Logging 10. Working with the Swagger API Management Tool 11. Testing a Spring Boot Application 12. Deploying a Spring Boot Application

It may surprise you to learn that Microsoft employs as many software testers as developers. Less surprising is the emphasis the company places on the testing discipline—and its role in managing quality across a diverse, 150+ product portfolio. This book—written by three of Microsoft's most prominent test professionals—shares the best practices, tools, and systems used by the company's 9,000-strong corps of testers. Learn how your colleagues at Microsoft design and manage testing, their approach to training and career development, and what challenges they see ahead. Most important, you'll get practical insights you can apply for better results in your organization. Discover how to: Design effective tests and run them throughout the product lifecycle Minimize cost and risk with functional tests, and know when to apply structural techniques Measure code complexity to identify bugs and potential maintenance issues Use models to generate test cases, surface unexpected application behavior, and manage risk Know when to employ automated tests, design them for long-term use, and plug into an automation infrastructure Review the hallmarks of great testers—and the tools they use to run tests, probe systems, and track progress efficiently Explore the challenges of testing services vs. shrink-wrapped software

The classic, landmark work on software testing The hardware and software of computing have changed markedly in the three decades since the first edition of *The Art of Software Testing*, but this book's powerful underlying analysis has stood the test of time. Whereas most books on software testing target particular development techniques, languages, or testing methods, *The Art of Software Testing, Third Edition* provides a brief but powerful and comprehensive presentation of time-proven software testing approaches. If your software development project is mission critical, this book is an investment that will pay for itself with the first bug you find. The new Third Edition explains how to apply the book's classic principles to today's hot topics including: Testing apps for iPhones, iPads, BlackBerrys, Androids, and other mobile devices Collaborative (user) programming and testing Testing for Internet applications, e-commerce, and agile programming environments Whether you're a student looking for a testing guide you'll use for the rest of your career, or an IT manager overseeing a software development team, *The Art of Software Testing, Third Edition* is an expensive book that will pay for itself many times over.

Struts is an open-source framework that integrates with standard Java technologies and lets developers build web applications quickly and effectively. In much the same way that Java has overtaken C++, Struts is well poised to become the framework for web application development because of its ability to address the types of issues engineers face when building large-scale web applications. *The Struts Framework: Practical Guide for Java Programmers* meets the needs of this large audience--estimated today at 2.5 million Java programmers and growing. It provides the systematic exploration required by newcomers as well as the step-by-step instruction for more experienced readers eager to exploit Struts to the fullest. Devoted to the latest version of the framework (v. 1.1) and vividly illustrated with a thorough sample application throughout, this book is an essential resource for all programmers who want to be part of the next stage in the evolution of the web. Hard-to-find, practical coverage from a highly visible figure in the Java development world. Among the first books to cover the latest release of Struts, version 1.1. Reviews all the technologies comprising Struts, including JavaServer Pages, Servlets, XML, Custom Tags, and web and application servers. Teaches readers the development practices-including design, debugging, internationalization, and implementation-essential to Struts development.

Comprehensive guide to Visual Studio 2013 Visual Studio is your essential tool for Windows programming. Visual Studio 2013 features important updates to the user interface and to productivity. In *Professional Visual Studio 2013*, author, Microsoft Certified Trainer, and Microsoft Visual C# MVP Bruce Johnson brings three decades of industry experience to guide you through the update, and he doesn't just gloss over the basics. With his unique IDE-centric approach, he steers into the nooks and crannies to help you use Visual Studio 2013 to its maximum potential. Choose from more theme options, check out the new icons, and make your settings portable Step up your workflow with hover colors, auto brace completion, peek, and CodeLens Code ASP.NET faster than ever with new shortcuts Get acquainted with the new SharePoint 2013 environment Find your way around the new XAML editor for Windows Store apps Visual Studio 2013 includes better support for advanced debugging techniques, vast improvements to the visual database tools, and new support for UI testing for Windows Store apps. This update is the key to smoother, quicker programming, and *Professional Visual Studio 2013* is your map to everything inside.

To build reliable, industry-applicable software products, large-scale software project groups must continuously improve

software engineering processes to increase product quality, facilitate cost reductions, and adhere to tight schedules. Emphasizing the critical components of successful large-scale software projects, *Software Project Management: A* It is often assumed that software testing is based on clearly defined requirements and software development standards. However, testing is typically performed against changing, and sometimes inaccurate, requirements. The third edition of a bestseller, *Software Testing and Continuous Quality Improvement, Third Edition* provides a continuous quality framework for the software testing process within traditionally structured and unstructured environments. This framework aids in creating meaningful test cases for systems with evolving requirements. This completely revised reference provides a comprehensive look at software testing as part of the project management process, emphasizing testing and quality goals early on in development. Building on the success of previous editions, the text explains testing in a Service Orientated Architecture (SOA) environment, the building blocks of a Testing Center of Excellence (COE), and how to test in an agile development. Fully updated, the sections on test effort estimation provide greater emphasis on testing metrics. The book also examines all aspects of functional testing and looks at the relation between changing business strategies and changes to applications in development. Includes New Chapters on Process, Application, and Organizational Metrics All IT organizations face software testing issues, but most are unprepared to manage them. *Software Testing and Continuous Quality Improvement, Third Edition* is enhanced with an up-to-date listing of free software tools and a question-and-answer checklist for choosing the best tools for your organization. It equips you with everything you need to effectively address testing issues in the most beneficial way for your business.

This book is intended to be a good foundation for an aspiring or a novice tester, or anyone that wants to venture into the very interesting field of Software Testing to learn the best practices and write successful test cases. Starting with the basic definitions for Software testing, test cases and Software testing Lifecycle, this book goes on to elaborate the detailed steps to be followed for writing test cases, test data optimization techniques, the test data management process, defect logging and also provides some insight into how error guessing techniques can be developed. This book also includes tips to write effective test cases, tips to be a successful tester and practice exercises.

One of the biggest challenges in chip and system design is determining whether the hardware works correctly. That is the job of functional verification engineers and they are the audience for this comprehensive text from three top industry professionals. As designs increase in complexity, so has the value of verification engineers within the hardware design team. In fact, the need for skilled verification engineers has grown dramatically--functional verification now consumes between 40 and 70% of a project's labor, and about half its cost. Currently there are very few books on verification for engineers, and none that cover the subject as comprehensively as this text. A key strength of this book is that it describes the entire verification cycle and details each stage. The organization of the book follows the cycle, demonstrating how functional verification engages all aspects of the overall design effort and how individual cycle stages relate to the larger design process. Throughout the text, the authors leverage their 35 plus years experience in functional verification, providing examples and case studies, and focusing on the skills, methods, and tools needed to complete each verification task. Additionally, the major vendors (Mentor Graphics, Cadence Design Systems, Verisity, and Synopsys) have implemented key examples from the text and made these available on line, so that the reader can test out the methods described in the text.

The World Wide Web has come a long way from static HTML pages. Today's developers enforce and enjoy standards, and we have built the web's primitive tools into advanced libraries, frameworks, and platforms. With these new freedoms come new responsibilities. Developers can now write some amazing bugs. A bug in a web page, hosted in a free web browser, can render expensive servers useless. Modern editors help rapidly write tangled and crufty code, the perfect habitat for bugs of every species, in situations that are hard to debug. We need help from the mortal enemy of the bug: Test-First Programming. This Short Cut seeks fixes for the hardest situation in web development; proactive test cases for Ajax code. We survey existing techniques, and invent new ones. Our goal is heads-down programming, without repeatedly clicking on a web browser.

This book aims at providing the necessary knowledge in understanding the concepts of software testing and software quality assurance so that you can take any internationally recognized software testing / quality assurance certification examination and come out with flying colors. Also, equipped with this knowledge, you can do a great job as a testing and quality assurance professional in your career and contribute in developing reliable software for different applications, which in turn improves the quality of life of everyone Testing on this earth.· Introduction· Software Development Life Cycle and Quality Assurance· Fundamentals of Testing· Testing Levels and Types· Static Testing Techniques· Dynamic Testing and Test Case Design Techniques· Managing the Testing Process· Software Testing Tools· Code of Ethics for Software Professionals

*Software Development and Professional Practice* reveals how to design and code great software. What factors do you take into account? What makes a good design? What methods and processes are out there for designing software? Is designing small programs different than designing large ones? How can you tell a good design from a bad one? You'll learn the principles of good software design, and how to turn those principles back into great code. *Software Development and Professional Practice* is also about code construction—how to write great programs and make them work. What, you say? You've already written eight gazillion programs! Of course I know how to write code! Well, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. You'll also talk about reading code. How do you read code? What makes a program readable? Can good, readable code replace documentation? How much documentation do you really need? This book introduces you to software engineering—the application of engineering principles to the development of software. What are these engineering principles? First, all

engineering efforts follow a defined process. So, you'll be spending a bit of time talking about how you run a software development project and the different phases of a project. Secondly, all engineering work has a basis in the application of science and mathematics to real-world problems. And so does software development! You'll therefore take the time to examine how to design and implement programs that solve specific problems. Finally, this book is also about human-computer interaction and user interface design issues. A poor user interface can ruin any desire to actually use a program; in this book, you'll figure out why and how to avoid those errors. Software Development and Professional Practice covers many of the topics described for the ACM Computing Curricula 2001 course C292c Software Development and Professional Practice. It is designed to be both a textbook and a manual for the working professional. A guide to getting the most out of Perl covers such topics as productivity hacks, user interaction, data munging, working with modules, object hacks, and debugging.

This book constitutes the proceedings of the 16th International Conference on Fundamental Approaches to Software Engineering, FASE 2013, held as part of the European Joint Conference on Theory and Practice of Software, ETAPS 2013, which took place in Rome, Italy, in March 2013. The 25 papers presented in this volume were carefully reviewed and selected from 112 submissions. They are organized in topical sections named: model-driven engineering; verification and validation; software comprehension; analysis tools; model-driven engineering: applications; model transformations; and testing.

Written as instruction for pair programming newbies, with practical improvement tips for those experienced with the concept, this guide explores the operational aspects and unique fundamentals of pair programming; information such as furniture set-up, pair rotation, and weeding out bad pairs.

This book constitutes the refereed proceedings of the 15th International Conference on Product-Focused Software Process Improvement, PROFES 2014, held in Helsinki, Finland, in December 2014. The 18 revised full papers presented together with 14 short papers were carefully reviewed and selected from 45 initial submissions. The papers are organized in topical sections on agile development, decision-making, development practices and issues, product planning, and project management.

For software development companies, deciding which development methodology to use when starting a project is in many cases an important task to perform. The selection of development methodology can be modeled as a decision-making problem. Neutrosophy is a philosophical current that starts from Paradoxism. In this article, we describe a methodology selection proposal using neutrosophic numbers, from which the development methodology proposal is decided. The method allows taking into account the indeterminacy in decision-making, in addition to the use of linguistic terms that are more appropriate than numerical ones. The applicability of the proposal is confirmed through a demonstrative example. The paper ends with the conclusions and recommendations for future work.

This book constitutes the refereed proceedings of the 8th International Conference on Agile Processes in Software Engineering and eXtreme Programming, XP 2007, held in Como, Italy in June 2007. It covers managing agile processes, extending agile methodologies, teaching and introducing agile methodologies, methods and tools, empirical studies, and methodology issue.

This book presents the best articles and columns published in Java Report between 1997 and 1999. Each article is independent of any specific version of Java and relies mainly on those classes that are now part of the standard Java class library and APIs. Also, each article and column discusses Java topics and implementations that are not readily available in a single book. The book serves as an excellent reference to anyone involved with Java. The reader can learn more about the language, perform analysis, design and modeling, work on specific implementations, check performance, and perform testing. This book presents the good ideas of people who have used Java for "Real" applications.

Software testing is the verifying your software product against business requirements and the enduring the Application Under Test is defect free. Contrary to popular belief, testing is not an adhoc activity but is This book is designed for beginners with little or no prior Software Testing experience. Here is what you will learn: Table Of Content Section 1- Introduction 1. What is Software Testing? Why is it Important? 2. 7 Software Testing Principles 3. What is V Model 4. Software Testing Life Cycle - STLC explained 5. Test Plan 6. What is Manual testing? 7. What is Automation Testing? Section 2- Creating Test 1. What is Test Scenario? 2. How to Write Test Case 3. Software Testing Techniques 4. How to Create Requirements Traceability Matrix 5. Testing Review 6. Test Environment 7. Test Data 8. What is Defect? 9. Defect Life Cycle Section 3- Testing Types 1. 100+ Types of Software Testing 2. White Box Testing 3. Black Box Testing 4. Unit Testing 5. INTEGRATION Testing 6. System Testing 7. Regression Testing 8. Sanity Testing & Smoke Testing 9. Performance Testing 10. Load Testing 11. Accessibility Testing 12. STRESS Testing 13. User Acceptance Testing 14. Backend Testing 15. Protocol Testing 16. Web Service Testing 17. API Testing Section 4- Agile Testing 1. Agile Testing 2. Scrum Testing Beginners Section 5- Testing Different Domains 1. Banking Domain Application Testing 2. Ecommerce Applications 3. Insurance Application Testing 4. Payment Gateway Testing 5. Retail POS Testing 6. Telecom Domain Testing 7. Data Warehouse Testing 8. Database Testing

This book is a practical guide for new agile practitioners and contains everything a new project manager needs to know to get up to speed with agile practices quickly and sort out the hype and dogma of pseudo-agile practices. The author lays out the general guidelines for running an agile project with the assumption that the project team may be working in a traditional environment (using the waterfall model, or something similar). Agile Development in the Real World conveys valuable insights to multiple audiences: For new-to-agile project managers, this book provides a distinctive approach that Alan Cline has used with great success, while showing the decision points and perspectives as the agile project moves forward from one step to the next. This allows new agile project managers or agile coaches to choose between the benefits of agile and the benefits of other methods. For the agile technical team member, this book contains templates

and sample project artifacts to assist in learning agile techniques and to be used as exemplars for the new practitioner's own project. For the Project Management Office (PMO), the first three chapters focus on portfolio management. They explain, for the agilists' benefit, how projects are selected and approved, and why projects have an inherent "shelf-life" that results in hard deadlines that may seem arbitrary to traditional technical teams. What You Will Learn: How and why the evolution of project management, from PM-1 (prescriptive) to PM-2 (adaptive) affects modern 21st century project management. How sociology (stakeholder management), psychology (team dynamics), and anthropology (organizational culture) affect the way software is developed today, and why it is far more effective. A clear delineation of what must be accomplished by all the roles (PM, BA, APM, Developer, and Tester), why those roles are needed, and what they must do. Step-by-step guide for a successful project based on studies and the author's own experiences. Specific techniques for each role on the development team, both in the pre-iteration and iteration cycles, of product development. The appendices contain templates that the team could use or modify to tailor their own agile processes specific to the team, project, and organization.

This book constitutes the proceedings of the 26th International Working Conference on Requirements Engineering - Foundation for Software Quality, REFSQ 2020, held in Pisa, Italy, in March 2020. The 14 full papers and 7 short papers in this volume were carefully reviewed and selected from 84 submissions. The papers are organized in the following topical sections: requirements specification; requirements documentation; privacy and legal requirements; stakeholders feedback and training; agile methods and requirements comprehension; requirements modelling; requirements visualization.

Requirements Engineering and Management for Software Development Projects presents a complete guide on requirements for software development including engineering, computer science and management activities. It is the first book to cover all aspects of requirements management in software development projects. This book introduces the understanding of the requirements, elicitation and gathering, requirements analysis, verification and validation of the requirements, establishment of requirements, different methodologies in brief, requirements traceability and change management among other topics. The best practices, pitfalls, and metrics used for efficient software requirements management are also covered. Intended for the professional market, including software engineers, programmers, designers and researchers, this book is also suitable for advanced-level students in computer science or engineering courses as a textbook or reference.

Software Testing presents one of the first comprehensive guides to testing activities, ranging from test planning through test completion for every phase of software under development, and software under revision. Real life case studies are provided to enhance understanding as well as a companion website with tools and examples.

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

This concise text provides an insight into practical aspects of software testing and discusses all the recent technological developments in this field including quality assurance. The book also illustrates the specific kinds of problems that software developers often encounter during development of software. The book first builds up the basic concepts inherent in the software development life cycle (SDLC). It then elaborately discusses the methodologies of both static testing and dynamic testing of the software, covering the concepts of structured group examinations, control flow and data flow, unit testing, integration testing, system testing and acceptance testing. The text also focuses on the importance of the cost-benefit analysis of testing processes. The concepts of test automation, object-oriented applications, client-server and web-based applications have been covered in detail. Finally, the book brings out the underlying concepts of commercial off-the-shelf (COTS) software applications and describes the testing methodologies adopted in them. The book is intended for the undergraduate and postgraduate students of computer science and engineering for a course in software testing. **KEY FEATURES :** Provides real-life examples, illustrative diagrams and tables to explain the concepts discussed. Gives a number of assignments drawn from practical experience to help the students in assimilating the concepts in a practical way. Includes model questions in addition to a large number of chapter-end review questions to enable the students to hone their skills and enhance their understanding of the subject matter.

Practical jQuery is your step-by-step guide to using jQuery in the real world, taking you from downloading jQuery all the way to extending it by writing your own plug-ins and testing the DOM using QUnit. jQuery is one of today's most popular JavaScript web application development frameworks and libraries. While getting started with the tool is easy, sometimes it's not as simple to completely realize the power and automation that it can bring to your development work—and that's especially the case when you're in the middle of a project, up against a deadline. Using this book, you will learn how to use jQuery's powerful DOM manipulation tools to dynamically update content on your site. You will be able to extend jQuery's capabilities by writing your own plugins on top of the framework, animate elements, build your own jQuery elements, employ best practices, and avoid common errors. Practical jQuery teaches you how, with jQuery, you can unit test and refactor your code. You'll see how expressive yet concise jQuery's code is and how much quicker and efficient it is to develop with jQuery. Get a fundamental perspective on how jQuery works, how to understand, select, and build your own plug-ins, and how to make sure your projects run at the peak of their potential performance using Practical jQuery today.

Offers advice on designing and implementing a software test automation infrastructure, and identifies what current popular testing approaches can and cannot accomplish. Rejecting the automation life cycle model, the authors favor limited automation of unit, integration, and system testing. They also present a control synchronized data-driven framework to help jump-start an automation project. Examples are provided in the Rational suite test studio, and source code is available at a supporting web site. Annotation copyrighted by Book News, Inc., Portland, OR.

Introducing the Most Helpful and Inexpensive Software Testing Study Guide: Stop yourself trying to figuring out how to succeed in your software testing career. Instead, take benefit of these proven methods and real-life examples. Being a software tester for over 9 years I personally know what it takes to get a job and advance in your software testing/QA career. Each and every page of this book consist of proven advice for handling the day to day software testing activities. Who should use this book? It doesn't matter if you are an undergraduate or graduate student or a fresher looking for a job in software testing or a professional working as a test engineer or a senior QA lead or a test manager, this eBook is designed to be used as the primary textbook and an all-in-one resource for software test engineers and developers. What You'll learn after reading this eBook... \* You should be able to get a job with our comprehensive guide on resume and interview preparation. \* Get started in software testing. \* Learn best tips on how to become a skilled software tester who finds critical defects in any application \* Learn how to manage defects like a pro. \* Become a web testing expert. \* Learn how to achieve exponential career growth and excel in your career. \* Learn how to deal with the developers during uncomfortable project meetings. \* Master the art of becoming a good team leader/manager. \* Plug-in all real-life tips and examples into almost any of your career situations for a bright software testing career. This eBook strives to strike a perfect balance between theoretical concepts, which are covered rigorously as well as practical contexts thus allowing the readers to build a solid foundation in key methodologies, techniques, tips and tricks in the field of software testing. The clear terminology definitions and comprehensive real-life examples provide an easy way to master various software testing techniques. After reading this eBook you should be able to get started in software testing, learn great tips on how to be an effective tester who finds critical bugs in the application under test, learn how to deal with the developers during uncomfortable project meetings, master the art of how to become a good test team leader/manager and more.

The Art and the Science of Test Case Writing A Guide to Be a Better Software Tester! Createspace Independent Pub  
What is this book about? The results of using J2EE in practice are often disappointing: applications are often slow, unduly complex, and take too long to develop. Rod Johnson believes that the problem lies not in J2EE itself, but in that it is often used badly. Many J2EE publications advocate approaches that, while fine in theory, often fail in reality, or deliver no real business value. Expert One-on-One: J2EE Design and Development aims to demystify J2EE development. Using a practical focus, it shows how to use J2EE technologies to reduce, rather than increase, complexity. Rod draws on his experience of designing successful high-volume J2EE applications and salvaging failing projects, as well as intimate knowledge of the J2EE specifications, to offer a real-world, how-to guide on how you too can make J2EE work in practice. It will help you to solve common problems with J2EE and avoid the expensive mistakes often made in J2EE projects. It will guide you through the complexity of the J2EE services and APIs to enable you to build the simplest possible solution, on time and on budget. Rod takes a practical, pragmatic approach, questioning J2EE orthodoxy where it has failed to deliver results in practice and instead suggesting effective, proven approaches. What does this book cover? In this book, you will learn When to use a distributed architecture When and how to use EJB How to develop an efficient data access strategy How to design a clean and maintainable web interface How to design J2EE applications for performance Who is this book for? This book would be of value to most enterprise developers. Although some of the discussion (for example, on performance and scalability) would be most relevant to architects and lead developers, the practical focus would make it useful to anyone with some familiarity with J2EE. Because of the complete design-deployment coverage, a less advanced developer could work through the book along with a more introductory text, and successfully build and understand the sample application. This comprehensive coverage would also be useful to developers in smaller organisations, who might be called upon to fill several normally distinct roles. What is special about this book? Wondering what differentiates this book from others like it in the market? Take a look: It does not just discuss technology, but stress its practical application. The book is driven from the need to solve common tasks, rather than by the elements of J2EE. It discuss risks in J2EE development It takes the reader through the entire design, development and build process of a non-trivial application. This wouldn't be compressed into one or two chapters, like the Java Pet Store, but would be a realistic example comparable to the complexity of applications readers would need to build. At each point in the design, alternative choices would be discussed. This would be important both where there's a real problem with the obvious alternative, and where the obvious alternatives are perhaps equally valid. It emphasizes the use of OO design and design patterns in J2EE, without becoming a theoretical book

This year, we received about 170 submissions to ICWL 2008. There were a total of 52 full papers, representing an acceptance rate of about 30%, plus one invited paper accepted for inclusion in this LNCS proceedings. The authors of these accepted papers came from many different countries. We would like to thank all the reviewers for spending their precious time reviewing the papers and for providing valuable c- ments that aided significantly in the paper selection process. Authors of the best papers presented in this conference will be invited to submit extended versions of their papers for possible publication in a special issue of IEEE Internet Computing. This was the second time that the ICWL conference was organized in China. It was particularly special this year to hold ICWL 2008 in China, as the Beijing 2008 Olympic Games were co-located in the same country during the conference period. We would like to especially thank our Organization Co-chair, Lanfang Miao, for spending an enormous amount of effort in coordinating the local arrangements. In fact, we would like to thank the entire conference Organizing Committee for their hard work in putting together the conference. In particular, we would like to express our appreciation to our Registration Chairs, Jiyong (Jean) Wang and Lanfang Miao, and Treasurer Howard Leung for their tremendous efforts in communicating with the authors regarding registration matters and maintaining the registration lists up-to-date.

Drawing on best practices identified at the Software Quality Institute and embodied in bodies of knowledge from the Project Management Institute, the American Society of Quality, IEEE, and the Software Engineering Institute, Quality Software Project Management teaches 34 critical skills that allow any manager to minimize costs, risks, and time-to-

market. Written by leading practitioners Robert T. Futrell, Donald F. Shafer, and Linda I. Shafer, it addresses the entire project lifecycle, covering process, project, and people. It contains extensive practical resources-including downloadable checklists, templates, and forms.

Verification is too often approached in an ad hoc fashion. Visually inspecting simulation results is no longer feasible and the directed test-case methodology is reaching its limit. Moore's Law demands a productivity revolution in functional verification methodology. Writing Testbenches Using SystemVerilog offers a clear blueprint of a verification process that aims for first-time success using the SystemVerilog language. From simulators to source management tools, from specification to functional coverage, from I's and O's to high-level abstractions, from interfaces to bus-functional models, from transactions to self-checking testbenches, from directed testcases to constrained random generators, from behavioral models to regression suites, this book covers it all. Writing Testbenches Using SystemVerilog presents many of the functional verification features that were added to the Verilog language as part of SystemVerilog. Interfaces, virtual modports, classes, program blocks, clocking blocks and others SystemVerilog features are introduced within a coherent verification methodology and usage model. Writing Testbenches Using SystemVerilog introduces the reader to all elements of a modern, scalable verification methodology. It is an introduction and prelude to the verification methodology detailed in the Verification Methodology Manual for SystemVerilog. It is a SystemVerilog version of the author's bestselling book Writing Testbenches: Functional Verification of HDL Models.

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