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Test-Driven Infrastructure with Chef

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This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, *Ruby on Rails™ Tutorial, Fourth Edition*, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud. Go beyond generated code to truly understand how to build Rails applications from scratch. Learn testing and test-

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driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku

Agile Web Development with Rails 6

This book is for developers who want to learn about AngularJS development by applying testing techniques. You are assumed to have a basic knowledge and understanding of HTML, JavaScript, and AngularJS.

Test-Driven Infrastructure with Chef

Since Test-Driven Infrastructure with Chef first appeared in mid-2011, infrastructure testing has begun to flourish in the web ops world. In this revised and expanded edition, author Stephen Nelson-Smith brings you up to date on this rapidly evolving discipline, including the philosophy driving it and a

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growing array of tools. You'll get a hands-on introduction to the Chef framework, and a recommended toolchain and workflow for developing your own test-driven production infrastructure. Several exercises and examples throughout the book help you gain experience with Chef and the entire infrastructure-testing ecosystem. Learn how this test-first approach provides increased security, code quality, and peace of mind. Explore the underpinning philosophy that infrastructure can and should be treated as code Become familiar with the MASCOT approach to test-driven infrastructure Understand the basics of test-driven and behavior-driven development for managing change Dive into Chef fundamentals by building an infrastructure with real examples Discover how Chef works with tools such as Virtualbox and Vagrant Get a deeper understanding of Chef by learning Ruby language basics Learn the tools and workflow necessary to conduct unit, integration, and acceptance tests

The Logstash Book

If you program in C++ you've been neglected. Test-driven development (TDD) is a modern software development practice that can dramatically reduce the number of defects in systems, produce more maintainable code, and give you the confidence to change your software to meet changing needs. But C++ programmers have been ignored by those promoting TDD--until now. In this book, Jeff Langr gives you hands-on lessons in the challenges and rewards of doing TDD in C++. Modern C++

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Programming With Test-Driven Development, the only comprehensive treatment on TDD in C++ provides you with everything you need to know about TDD, and the challenges and benefits of implementing it in your C++ systems. Its many detailed code examples take you step-by-step from TDD basics to advanced concepts. As a veteran C++ programmer, you're already writing high-quality code, and you work hard to maintain code quality. It doesn't have to be that hard. In this book, you'll learn: how to use TDD to improve legacy C++ systems how to identify and deal with troublesome system dependencies how to do dependency injection, which is particularly tricky in C++ how to use testing tools for C++ that aid TDD new C++11 features that facilitate TDD As you grow in TDD mastery, you'll discover how to keep a massive C++ system from becoming a design mess over time, as well as particular C++ trouble spots to avoid. You'll find out how to prevent your tests from being a maintenance burden and how to think in TDD without giving up your hard-won C++ skills. Finally, you'll see how to grow and sustain TDD in your team. Whether you're a complete unit-testing novice or an experienced tester, this book will lead you to mastery of test-driven development in C++. What You Need A C++ compiler running under Windows or Linux, preferably one that supports C++11. Examples presented in the book were built under gcc 4.7.2. Google Mock 1.6 (downloadable for free; it contains Google Test as well) or an alternate C++ unit testing tool. Most examples in the book are written for Google Mock, but it isn't difficult to translate them to your tool of choice. A good programmer's editor or IDE. cmake, preferably. Of course, you can use your own

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preferred make too. CMakeLists.txt files are provided for each project. Examples provided were built using cmake version 2.8.9. Various freely-available third-party libraries are used as the basis for examples in the book. These include: cURL JsonCpp Boost (filesystem, date_time/gregorian, algorithm, assign) Several examples use the boost headers/libraries. Only one example uses cURL and JsonCpp.

Agile for Everybody

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

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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

Ruby on Rails 3 Tutorial

Another day without Test-Driven Development means more time wasted chasing bugs and watching your code deteriorate. You thought TDD was for someone else, but it's not! It's for you, the embedded C programmer. TDD helps you prevent defects and build software with a long useful life. This is the first book to teach the hows and whys of TDD for C programmers. TDD is a modern programming practice C developers need to know. It's a different way to program---unit tests are written in a tight feedback loop with the production code, assuring your code does what you think. You get valuable feedback every few minutes. You find mistakes before they become bugs. You get early warning of design problems. You get immediate notification of side effect defects. You get to spend more time adding valuable features to your product. James is one of the few experts in applying TDD to embedded C. With his 1.5 decades of training, coaching, and practicing TDD in C, C++, Java, and C# he will lead you from being a novice in TDD to using the techniques that few have mastered. This book is full of code written for embedded C programmers. You don't just see the end product, you see code and tests evolve. James leads you through the thought process and decisions made each step of the way. You'll learn techniques for test-driving code right next to the hardware, and you'll learn design principles and how to apply them to C to keep your code clean and flexible. To run the examples in this book, you will need a C/C++ development environment on your machine, and the GNU GCC tool

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chain or Microsoft Visual Studio for C++ (some project conversion may be needed).

DevOps

How well does your organization respond to changing market conditions, customer needs, and emerging technologies when building software-based products? This practical guide presents Lean and Agile principles and patterns to help you move fast at scale—and demonstrates why and how to apply these paradigms throughout your organization, rather than with just one department or team. Through case studies, you'll learn how successful enterprises have rethought everything from governance and financial management to systems architecture and organizational culture in the pursuit of radically improved performance. Discover how Lean focuses on people and teamwork at every level, in contrast to traditional management practices Approach problem-solving experimentally by exploring solutions, testing assumptions, and getting feedback from real users Lead and manage large-scale programs in a way that empowers employees, increases the speed and quality of delivery, and lowers costs Learn how to implement ideas from the DevOps and Lean Startup movements even in complex, regulated environments

RSpec Essentials

“Ruby on Rails™ 3 Tutorial: Learn Rails by Example by Michael Hartl has become a must read for developers learning how to build Rails apps.” —Peter Cooper,

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Editor of Ruby Inside Using Rails 3, developers can build web applications of exceptional elegance and power. Although its remarkable capabilities have made Ruby on Rails one of the world's most popular web development frameworks, it can be challenging to learn and use. Ruby on Rails™ 3 Tutorial is the solution. Leading Rails developer Michael Hartl teaches Rails 3 by guiding you through the development of your own complete sample application using the latest techniques in Rails web development. Drawing on his experience building RailsSpace, Insoshi, and other sophisticated Rails applications, Hartl illuminates all facets of design and implementation—including powerful new techniques that simplify and accelerate development. You'll find integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, JavaScript, and SQL skills you'll need when developing web applications. Hartl explains how each new technique solves a real-world problem, and he demonstrates this with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment Go beyond generated code to truly understand how to build Rails applications from scratch Learn Test Driven Development (TDD) with RSpec Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Define high-quality site layouts and data models Implement registration and authentication systems,

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including validation and secure passwords Update, display, and delete users Add social features and microblogging, including an introduction to Ajax Record version changes with Git and share code at GitHub Simplify application deployment with Heroku

Scrumban - Essays on Kanban Systems for Lean Software Development

Develop testable, modular, and maintainable Ruby software for the real world using RSpec About This Book Explore the concept of testability and how to implement tests that deliver the most value Maximize the quality of your Ruby code through a wide variety of tests Master the real-world tradeoffs of testing through detailed examples supported by in-depth discussion Who This Book Is For This book is aimed at the software engineer who wants to make their code more reliable and their development process easier. It is also aimed at test engineers who need to automate the testing of complex systems. Knowledge of Ruby is helpful, but even someone new to the language should find it easy to follow the code and tests. What You Will Learn Identify a unit of software for the purposes of testing Manage test states with hooks, fixtures, and mocks Handle external web services in tests using various techniques Configure RSpec flexibly and cleanly using support code and environment variables Interact with rich web apps in tests using Capybara Build the right feature with behavior-driven development Customize matchers and failure messages Verify correct development and production environments In Detail This book will teach

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

This comprehensive tutorial is packed with real-world examples of testing with RSpec. The most important features of RSpec are introduced in the early chapters and are used in examples of growing complexity in the following chapters. Concepts and methodologies are discussed in detail.

Agile Testing

Scripted GUI Testing with Ruby is a practical, quick-moving tutorial based on real life, and real-world GUI applications. Right out of the gate you'll start working

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with code to drive a desktop GUI. You'll discover the kinds of gotchas and edge cases that don't exist in simple, toy programs. As you add more tests, you'll learn how to organize your test code and write lucid examples. The result is a series of "smoke tests" team will run on Continuous Integration servers. Next, we'll explore a variety of different testing tips and tricks. You'll employ a series of increasingly random and punishing test monkeys to try to crash programs. Table-driven techniques will show you how to check dozens of different input combinations. See how to use longer acceptance tests (in the form of stories) to represent the way a typical customer would use your program. The book uses examples from Windows, OS X, and cross-platform Java desktop programs as well as Web applications. You'll develop test scripts in Ruby; you don't need to be a Ruby expert, but basic comfort with the language will be helpful.

Rails for .NET Developers

Every day, companies struggle to scale critical applications. As traffic volume and data demands increase, these applications become more complicated and brittle, exposing risks and compromising availability. This practical guide shows IT, devops, and system reliability managers how to prevent an application from becoming slow, inconsistent, or downright unavailable as it grows. Scaling isn't just about handling more users; it's also about managing risk and ensuring availability. Author Lee Atchison provides basic techniques for building applications that can handle huge quantities of traffic,

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data, and demand without affecting the quality your customers expect. In five parts, this book explores:

- Availability: learn techniques for building highly available applications, and for tracking and improving availability going forward
- Risk management: identify, mitigate, and manage risks in your application, test your recovery/disaster plans, and build out systems that contain fewer risks
- Services and microservices: understand the value of services for building complicated applications that need to operate at higher scale
- Scaling applications: assign services to specific teams, label the criticalness of each service, and devise failure scenarios and recovery plans
- Cloud services: understand the structure of cloud-based services, resource allocation, and service distribution

Rake Task Management Essentials

It's easy to write correct Ruby code, but to gain the fluency needed to write great Ruby code, you must go beyond syntax and absorb the "Ruby way" of thinking and problem solving. In *Eloquent Ruby*, Russ Olsen helps you write Ruby like true Rubyists do—so you can leverage its immense, surprising power. Olsen draws on years of experience internalizing the Ruby culture and teaching Ruby to other programmers. He guides you to the "Ah Ha!" moments when it suddenly becomes clear why Ruby works the way it does, and how you can take advantage of this language's elegance and expressiveness. *Eloquent Ruby* starts small, answering tactical questions focused on a single statement, method, test, or bug. You'll learn how to write code that actually looks like Ruby (not

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Java or C#); why Ruby has so many control structures; how to use strings, expressions, and symbols; and what dynamic typing is really good for. Next, the book addresses bigger questions related to building methods and classes. You'll discover why Ruby classes contain so many tiny methods, when to use operator overloading, and when to avoid it. Olsen explains how to write Ruby code that writes its own code—and why you'll want to. He concludes with powerful project-level features and techniques ranging from gems to Domain Specific Languages. A part of the renowned Addison-Wesley Professional Ruby Series, Eloquent Ruby will help you “put on your Ruby-colored glasses” and get results that make you a true believer.

Arduino: A Quick-Start Guide

Provides information on both Rails and Ruby from the perspective of a Microsoft .NET developer.

Test-Driven Infrastructure with Chef

Behaviour Driven Development is about writing software that matters. It is an approach to agile software development that takes cues from Test Driven Development, Domain Driven Design, and Acceptance Test Driven Planning. RSpec and Cucumber are the leading Behaviour Driven Development tools in Ruby. RSpec supports Test Driven Development in Ruby through the BDD lens, keeping your focus on design and documentation while also supporting thorough testing and quick fault

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isolation. Cucumber, RSpec's steadfast companion, supports Acceptance Test Driven Planning with business-facing, executable requirements documentation that helps to ensure that you are writing relevant software targeted at real business needs. The RSpec Book will introduce you to RSpec, Cucumber, and a number of other tools that make up the Ruby BDD family. Replete with tutorials and practical examples, the RSpec Book will help you get your BDD on, taking you from executable requirements to working software that is clean, well tested, well documented, flexible and highly maintainable.

Engineering Software as a Service

This book is for system engineers and administrators who have a fundamental understanding of information management systems and infrastructure. It helps if you've already played around with Chef; however, this book covers all the important topics you will need to know. If you don't want to dig through a whole book before you can get started, this book is for you, as it features a set of independent recipes you can try out immediately.

Instant Cucumber BDD How-to

With Acceptance Test-Driven Development (ATDD), business customers, testers, and developers can collaborate to produce testable requirements that help them build higher quality software more rapidly. However, ATDD is still widely misunderstood by many

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practitioners. ATDD by Example is the first practical, entry-level, hands-on guide to implementing and successfully applying it. ATDD pioneer Markus Gartner walks readers step by step through deriving the right systems from business users, and then implementing fully automated, functional tests that accurately reflect business requirements, are intelligible to stakeholders, and promote more effective development. Through two end-to-end case studies, Gartner demonstrates how ATDD can be applied using diverse frameworks and languages. Each case study is accompanied by an extensive set of artifacts, including test automation classes, step definitions, and full sample implementations. These realistic examples illuminate ATDD's fundamental principles, show how ATDD fits into the broader development process, highlight tips from Gartner's extensive experience, and identify crucial pitfalls to avoid. Readers will learn to Master the thought processes associated with successful ATDD implementation Use ATDD with Cucumber to describe software in ways businesspeople can understand Test web pages using ATDD tools Bring ATDD to Java with the FitNesse wiki-based acceptance test framework Use examples more effectively in Behavior-Driven Development (BDD) Specify software collaboratively through innovative workshops Implement more user-friendly and collaborative test automation Test more cleanly, listen to test results, and refactor tests for greater value If you're a tester, analyst, developer, or project manager, this book offers a concrete foundation for achieving real benefits with ATDD now—and it will help you reap even more value as you gain experience.

Instant Selenium Testing Tools Starter

Since Test-Driven Infrastructure with Chef first appeared in mid-2011, infrastructure testing has begun to flourish in the web ops world. In this revised and expanded edition, author Stephen Nelson-Smith brings you up to date on this rapidly evolving discipline, including the philosophy driving it and a growing array of tools. You'll get a hands-on introduction to the Chef framework, and a recommended toolchain and workflow for developing your own test-driven production infrastructure. Several exercises and examples throughout the book help you gain experience with Chef and the entire infrastructure-testing ecosystem. Learn how this test-first approach provides increased security, code quality, and peace of mind. Explore the underpinning philosophy that infrastructure can and should be treated as code Become familiar with the MASCOT approach to test-driven infrastructure Understand the basics of test-driven and behavior-driven development for managing change Dive into Chef fundamentals by building an infrastructure with real examples Discover how Chef works with tools such as Virtualbox and Vagrant Get a deeper understanding of Chef by learning Ruby language basics Learn the tools and workflow necessary to conduct unit, integration, and acceptance tests

BDD in Action

The First Complete Guide to DevOps for Software Architects DevOps promises to accelerate the release

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of new software features and improve monitoring of systems in production, but its crucial implications for software architects and architecture are often ignored. In *DevOps: A Software Architect's Perspective*, three leading architects address these issues head-on. The authors review decisions software architects must make in order to achieve DevOps' goals and clarify how other DevOps participants are likely to impact the architect's work. They also provide the organizational, technical, and operational context needed to deploy DevOps more efficiently, and review DevOps' impact on each development phase. The authors address cross-cutting concerns that link multiple functions, offering practical insights into compliance, performance, reliability, repeatability, and security. This guide demonstrates the authors' ideas in action with three real-world case studies: datacenter replication for business continuity, management of a continuous deployment pipeline, and migration to a microservice architecture. Comprehensive coverage includes • Why DevOps can require major changes in both system architecture and IT roles • How virtualization and the cloud can enable DevOps practices • Integrating operations and its service lifecycle into DevOps • Designing new systems to work well with DevOps practices • Integrating DevOps with agile methods and TDD • Handling failure detection, upgrade planning, and other key issues • Managing consistency issues arising from DevOps' independent deployment models • Integrating security controls, roles, and audits into DevOps • Preparing a business plan for DevOps adoption, rollout, and measurement

Instant RSpec Test-driven Development How-to Learn RSpec and Redefine Your Approach Towards Software Development

Corey Ladas' groundbreaking paper "ScrumBan" has captured the imagination of the software development world. Scrum and agile methodologies have helped software development teams organize and become more efficient. Lean methods like kanban can extend these benefits. Kanban also provides a powerful mechanism to identify process improvement opportunities. This book covers some of the metrics and day-to-day management techniques that make continuous improvement an achievable outcome in the real world. ScrumBan the book provides a series of essays that give practitioners the background needed to create more robust practices combining the best of agile and lean.

Instant RubyMotion App Development

"Our tests are broken again!" "Why does the suite take so long to run?" "What value are we getting from these tests anyway?" Solve your testing problems by building and maintaining quality software with RSpec - the popular BDD-flavored Ruby testing framework. This definitive guide from RSpec's lead developer shows you how to use RSpec to drive more maintainable designs, specify and document expected behavior, and prevent regressions during refactoring. Build a project using RSpec to design, describe, and test the behavior of your code. Whether

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you're new to automated tests or have been using them for years, this book will help you write more effective tests. RSpec has been downloaded more than 100 million times and has inspired countless test frameworks in other languages. Use this influential Ruby testing framework to iteratively develop a project with the confidence that comes from well-tested code. This book guides you through creating a Ruby project with RSpec, and explores the individual components in detail. Start by learning the basics of installing and using RSpec. Then build a real-world JSON API, using RSpec throughout the process to drive a BDD-style outside-in workflow. Apply an effective test strategy to write fast, robust tests that support evolutionary design through refactoring. The rest of the book provides the definitive guide to RSpec's components. Use `rspec-core`'s metadata to slice and dice your spec suite. Dig into `rspec-expectations`' matchers: compose them in flexible ways, specify expected outcomes with precision, and diagnose problems quickly with the help of good failure messages. Write fast, isolated tests with `rspec-mocks`' test doubles while pushing your code toward simpler interfaces. The authors, with a combined 20 years of automated testing experience, share testing wisdom that will lead to a fun, productive testing experience. What You Need: To follow along with the book, you'll need Ruby 2.2+. The book will guide you through installing RSpec 3 and setting up a new project to use it.

Refactoring

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Filled with practical, step-by-step instructions and clear explanations for the most important and useful tasks. This standard How-to guide explains the essence of Cucumber, describing how to write Cucumber features to drive development in a real project, and also describe many pro tips for writing good Cucumber features and steps. Instant Cucumber BDD How-to is great for an Agile software development team that wants to adopt a behaviour-driven process using Cucumber. It assumes that the team is passionate in reducing communication gaps between developers and product managers, ensuring the development is always on the right track and always focused on minimum marketable value.

Jenkins: The Definitive Guide

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

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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.

Mastering Laravel

The RSpec Book

A new book designed for SysAdmins, Operations staff, Developers and DevOps who are interested in deploying a log management solution using the open source tool Logstash. In this book we will walk you through installing, deploying, managing and extending Logstash. We'll teach you how to: * Install and deploy Logstash. * Ship events from a Logstash Shipper to a central Logstash server. * Filter incoming events using a variety of techniques. * Output those events to a selection of useful destinations. * Use Logstash's awesome web interface Kibana. * Scale out your Logstash implementation as your environment grows. * Quickly and easily extend Logstash to deliver additional functionality you might need. By the end of the book you should have a functional and effective log management solution that you can deploy into your own environment.

Eloquent Ruby

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In *Always On*, Naomi S. Baron reveals that online and mobile technologies--including instant messaging, cell phones, multitasking, Facebook, blogs, and wikis--are profoundly influencing how we read and write, speak and listen, but not in the ways we might suppose. Baron draws on a decade of research to provide an eye-opening look at language in an online and mobile world. She reveals for instance that email, IM, and text messaging have had surprisingly little impact on student writing. Electronic media has magnified the laid-back "whatever" attitude toward formal writing that young people everywhere have embraced, but it is not a cause of it. A more troubling trend, according to Baron, is the myriad ways in which we block incoming IMs, camouflage ourselves on Facebook, and use ring tones or caller ID to screen incoming calls on our mobile phones. Our ability to decide who to talk to, she argues, is likely to be among the most lasting influences that information technology has upon the ways we communicate with one another. Moreover, as more and more people are "always on" one technology or another--whether communicating, working, or just surfing the web or playing games--we have to ask what kind of people do we become, as individuals and as family members or friends, if the relationships we form must increasingly compete for our attention with digital media? Our 300-year-old written culture is on the verge of redefinition, Baron notes. It's up to us to determine how and when we use language technologies, and to weigh the personal and social benefits--and costs--of being "always on." This engaging and lucidly-crafted book gives us the tools for taking on these challenges.

Scripted GUI Testing with Ruby

Over 90 practical, actionable recipes to automate, test, and manage your infrastructure quickly and effectively About This Book Bring down your delivery timeline from days to hours by treating your server configurations and VMs as code, just like you would with software code. Take your existing knowledge and skill set with your existing tools (Puppet, Chef, or Docker) to the next level and solve IT infrastructure challenges. Use practical recipes to use code to provision and deploy servers and applications and have greater control of your infrastructure. Who This Book Is For This book is for DevOps engineers and developers working in cross-functional teams or operations and would now switch to IAC to manage complex infrastructures. What You Will Learn Provision local and remote development environments with Vagrant Automate production infrastructures with Terraform, Ansible and Cloud-init on AWS, OpenStack, Google Cloud, Digital Ocean, and more Manage and test automated systems using Chef and Puppet Build, ship, and debug optimized Docker containers Explore the best practices to automate and test everything from cloud infrastructures to operating system configuration In Detail Infrastructure as Code (IAC) is a key aspect of the DevOps movement, and this book will show you how to transform the way you work with your infrastructure—by treating it as software. This book is dedicated to helping you discover the essentials of infrastructure automation and its related practices; the over 90 organized practical solutions will

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demonstrate how to work with some of the very best tools and cloud solutions. You will learn how to deploy repeatable infrastructures and services on AWS, OpenStack, Google Cloud, and Digital Ocean. You will see both Ansible and Terraform in action, manipulate the best bits from cloud-init to easily bootstrap instances, and simulate consistent environments locally or remotely using Vagrant. You will discover how to automate and test a range of system tasks using Chef or Puppet. You will also build, test, and debug various Docker containers having developers' interests in mind. This book will help you to use the right tools, techniques, and approaches to deliver working solutions for today's modern infrastructure challenges. Style and approach This is a recipe-based book that allows you to venture into some of the most cutting-edge practices and techniques about IAC and solve immediate problems when trying to implement them.

Always On

The Agile movement provides real, actionable answers to the question that keeps many company leaders awake at night: How do we stay successful in a fast-changing and unpredictable world? Agile has already transformed how modern companies build and deliver software. This practical book demonstrates how entire organizations—from product managers and engineers to marketers and executives—can put Agile to work. Author Matt LeMay explains Agile in clear, jargon-free terms and provides concrete and actionable steps to help any team put

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its values and principles into practice. Examples from a wide variety of organizations, including small nonprofits and global financial enterprises, bring to life the on-the-ground realities of Agile across industries and functions. Understand exactly what Agile is and why it matters Use Agile to address your organization's specific needs and goals Take customer centrality from theory into practice Stop wasting time in "report and critique" meetings and start making better decisions Create a harmonious cycle of learning, collaborating, and delivering Learn from Agile experts at companies like IBM, Spotify, and Coca-Cola

Lean Enterprise

Learn Rails the way the Rails core team recommends it, along with the tens of thousands of developers who have used this broad, far-reaching tutorial and reference. If you're new to Rails, you'll get step-by-step guidance. If you're an experienced developer, get the comprehensive, insider information you need for the latest version of Ruby on Rails. The new edition of this award-winning classic is completely updated for Rails 6 and Ruby 2.6, with information on system testing, Webpack, and advanced JavaScript. Ruby on Rails helps you produce high-quality, beautiful-looking web applications quickly - you concentrate on creating the application, and Rails takes care of the details. Rails 6 brings many improvements, and this edition is updated to cover the new features and changes in best practices. We start with a step-by-step walkthrough of building a

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real application, and in-depth chapters look at the built-in Rails features. Follow along with an extended tutorial as you write a web-based store application. Eliminate tedious configuration and housekeeping, seamlessly incorporate Ajax and JavaScript, send and receive emails, manage background jobs with ActiveJob, and build real-time features using WebSockets and ActionCable. Test your applications as you write them using the built-in unit, integration, and system testing frameworks, internationalize your applications, and deploy your applications easily and securely. New in this edition is coverage of Action Mailer, which allows you to receive emails in your app as well as ActionText, a zero-configuration rich text editing feature. Rails 1.0 was released in December 2005. This book was there from the start, and didn't just evolve alongside Rails, it evolved with Rails. It has been developed in consultation with the Rails core team. In fact, Rails itself is tested against the code in this book. What You Need: All you need is a Windows, Mac OS X, or Linux machine to do development on. This book will take you through the steps to install Rails and its dependencies. If you aren't familiar with the Ruby programming language, this book contains a chapter that covers the basics necessary to understand the material in the book.

Architecting for Scale

Arduino is an open-source platform that makes DIY electronics projects easier than ever. Gone are the days when you had to learn electronics theory and arcane programming languages before you could

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even get an LED to blink. Now, with this new edition of the bestselling *Arduino: A Quick-Start Guide*, readers with no electronics experience can create their first gadgets quickly. This book is up-to-date for the new Arduino Zero board, with step-by-step instructions for building a universal remote, a motion-sensing game controller, and many other fun, useful projects. This Quick-Start Guide is packed with fun, useful devices to create, with step-by-step instructions and photos throughout. You'll learn how to connect your Arduino to the Internet and program both client and server applications. You'll build projects such as your own motion-sensing game controller with a three-axis accelerometer, create a universal remote with an Arduino and a few cheap parts, build your own burglar alarm that emails you whenever someone's moving in your living room, build binary dice, and learn how to solder. In one of several new projects in this edition, you'll create your own video game console that you can connect to your TV set. This book is completely updated for the new Arduino Zero board and the latest advances in supporting software and tools for the Arduino. Sidebars throughout the book point you to exciting real-world projects using the Arduino, exercises extend your skills, and "What If It Doesn't Work" sections help you troubleshoot common problems. With this book, beginners can quickly join the worldwide community of hobbyists and professionals who use the Arduino to prototype and develop fun, useful inventions. What You Need: This is the full list of all parts you'd need for all projects in the book; some of these are provided as part of various kits that are available on the web, or you can purchase

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individually. Sources include adafruit.com, makershed.com, radioshack.com, sparkfun.com, and mouser.com. Please note we do not support or endorse any of these vendors, but we list them here as a convenience for you. Arduino Zero (or Uno or Duemilanove or Diecimila) board USB cable Half-size breadboard Pack of LEDs (at least 3, 10 or more is a good idea) Pack of 100 ohm, 10k ohm, and 1k ohm resistors Four pushbuttons Breadboard jumper wire / connector wire Parallax Ping))) sensor Passive Infrared sensor An infrared LED A 5V servo motor Analog Devices TMP36 temperature sensor ADXL335 accelerometer breakout board 6 pin 0.1" standard header (might be included with the ADXL335) Nintendo Nunchuk Controller Arduino Ethernet shield Arduino Proto shield and a tiny breadboard (optional but recommended) Piezo speaker/buzzer (optional) Tilt sensor (optional) A 25-30 Watts soldering iron with a tip (preferably 1/16") A soldering stand and a sponge A standard 60/40 solder (rosin-core) spool for electronics work

Chef Infrastructure Automation Cookbook - Second Edition

Filled with practical, step-by-step instructions and clear explanations for the most important and useful tasks. A concise guide that delivers immediate results with practical recipes on learning practical hints. This book is aimed at Ruby developers with beginner level expertise who want to use RSpec and test driven development methodology to improve the code they write. Experienced programmers new to Ruby will also

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benefit from this book which also covers creating testable, idiomatic Ruby code

Ruby on Rails 2.3 Tutorial

"Bring behavior-driven development to infrastructure as code"--Cover.

Modern C++ Programming with Test-Driven Development

Streamline software development with Jenkins, the popular Java-based open source tool that has revolutionized the way teams think about Continuous Integration (CI). This complete guide shows you how to automate your build, integration, release, and deployment processes with Jenkins—and demonstrates how CI can save you time, money, and many headaches. Ideal for developers, software architects, and project managers, Jenkins: The Definitive Guide is both a CI tutorial and a comprehensive Jenkins reference. Through its wealth of best practices and real-world tips, you'll discover how easy it is to set up a CI service with Jenkins. Learn how to install, configure, and secure your Jenkins server Organize and monitor general-purpose build jobs Integrate automated tests to verify builds, and set up code quality reporting Establish effective team notification strategies and techniques Configure build pipelines, parameterized jobs, matrix builds, and other advanced jobs Manage a farm of Jenkins servers to run distributed builds Implement automated deployment and continuous delivery

Instant Rspec Test Driven Development How-To

A step-by-step and interactive approach explaining the Rake essentials along with code examples and advanced features. If you are a developer who is acquainted with the Ruby language and want to speed up writing the code concerned with files, then this book is for you. To start reading this book, basic Ruby knowledge is required; however, a huge amount of experience with the language is not necessary.

Test Driven Development for Embedded C

Get to grips with a new technology, understand what it is and what it can do for you, and then get to work with the most important features and tasks. This book is a practical, task-based, step-by-step tutorial that will get you started with using RubyMotion to quickly and efficiently write iOS apps. To make the most of this book, you should understand the basics of programming concepts and have a basic understanding of a language similar to Ruby. If you are an Objective-C programmer, you'll learn the advantages of RubyMotion which can access the benefits of Cocoapods, but takes everything a step further with RubyGems. If you're a Ruby programmer you'll learn the inner workings of the Cocoa framework and find out how to effectively bring your skill set into mobile development.

Effective Testing with RSpec 3

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The Definitive Refactoring Guide, Fully Revamped for Ruby With refactoring, programmers can transform even the most chaotic software into well-designed systems that are far easier to evolve and maintain. What's more, they can do it one step at a time, through a series of simple, proven steps. Now, there's an authoritative and extensively updated version of Martin Fowler's classic refactoring book that utilizes Ruby examples and idioms throughout—not code adapted from Java or any other environment. The authors introduce a detailed catalog of more than 70 proven Ruby refactorings, with specific guidance on when to apply each of them, step-by-step instructions for using them, and example code illustrating how they work. Many of the authors' refactorings use powerful Ruby-specific features, and all code samples are available for download. Leveraging Fowler's original concepts, the authors show how to perform refactoring in a controlled, efficient, incremental manner, so you methodically improve your code's structure without introducing new bugs. Whatever your role in writing or maintaining Ruby code, this book will be an indispensable resource. This book will help you Understand the core principles of refactoring and the reasons for doing it Recognize "bad smells" in your Ruby code Rework bad designs into well-designed code, one step at a time Build tests to make sure your refactorings work properly Understand the challenges of refactoring and how they can be overcome Compose methods to package code properly Move features between objects to place responsibilities where they fit best Organize data to make it easier to work with Simplify conditional

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expressions and make more effective use of
polymorphism Create interfaces that are easier to
understand and use Generalize more effectively
Perform larger refactorings that transform entire
software systems and may take months or years
Successfully refactor Ruby on Rails code

Infrastructure as Code (IAC) Cookbook

The Ruby on Rails 2.3 Tutorial teaches web development with Ruby on Rails, an open-source web framework that powers many of the web's top sites, including Twitter, Hulu, and the Yellow Pages. Ruby on Rails 2.3 Tutorial helps you learn Rails by example through the development of a substantial sample application, including a site layout, a user data model, a full registration and authentication system, user-status associations, social "following," and a feed of status updates. Ruby on Rails 2.3 Tutorial also teaches good software development practices, including version control with Git and GitHub, test-driven development with RSpec, and instant deployment with Heroku. Though of necessity the book focuses on a specific sample application, the emphasis throughout this book is on general principles, so you will have a solid foundation no matter what kind of web application you want to build.

ATDD by Example

Get past the myths of testing in agile environments - and implement agile testing the RIGHT way. * * For

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everyone concerned with agile testing: developers, testers, managers, customers, and other stakeholders. * Covers every key issue: Values, practices, organizational and cultural challenges, collaboration, metrics, infrastructure, documentation, tools, and more. * By two of the world's most experienced agile testing practitioners and consultants. Software testing has always been crucial, but it may be even more crucial in agile environments that rely heavily on repeated iterations of software capable of passing tests. There are, however, many myths associated with testing in agile environments. This book helps agile team members overcome those myths -- and implement testing that truly maximizes software quality and value. Long-time agile testers Lisa Crispin and Janet Gregory offer powerful insights for three large, diverse groups of readers: experienced testers who are new to agile; members of newly-created agile teams who aren't sure how to perform testing or work with testers; and test/QA managers whose development teams are implementing agile. Readers will learn specific agile testing practices and techniques that can mean the difference between success and failure; discover how to transition 'traditional' test teams to agile; and learn how to integrate testers smoothly into agile teams. Drawing on extensive experience, the authors illuminate topics ranging from culture to test planning to automated tools. They cover every form of testing: business-facing tests, technology-facing tests, exploratory tests, context-driven and scenario tests, load, stability, and endurance tests, and more. Using this book's techniques, readers can improve the effectiveness and reduce the risks of any agile project

or initiative.

Ruby on Rails Tutorial

PHP continues to revive and Laravel is at its forefront. Laravel follows modern PHP's object-oriented best practices and reduces time-to-market, enabling you to build robust web and API-driven mobile applications that can be automatically tested and deployed. With this book you will learn how to rapidly develop software applications using the Laravel 5 PHP framework. This book walks you through the creation of an application, starting with behavior-driven design of entities. You'll explore various aspects of modern software including the RESTful API, and will be introduced to command bus. Laravel's annotations package is also explained and demonstrated. Finally, the book closes with a demonstration of different ways to deploy and scale your applications.

xUnit Test Patterns

Get to grips with a new technology, understand what it is and what it can do for you, and then get to work with the most important features and tasks. A quick starter for testing web applications easily and efficiently. This book is intended for software quality assurance/testing professionals, and software developers who want to start using Selenium for testing web-based applications.

AngularJS Test-driven Development

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A one-semester college course in software engineering focusing on cloud computing, software as a service (SaaS), and Agile development using Extreme Programming (XP). This book is neither a step-by-step tutorial nor a reference book. Instead, our goal is to bring a diverse set of software engineering topics together into a single narrative, help readers understand the most important ideas through concrete examples and a learn-by-doing approach, and teach readers enough about each topic to get them started in the field. Courseware for doing the work in the book is available as a virtual machine image that can be downloaded or deployed in the cloud. A free MOOC (massively open online course) at saas-class.org follows the book's content and adds programming assignments and quizzes. See <http://saasbook.info> for details.

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