Test Driven Javascript Development The Book Pdf

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Speaking JavaScript Axel Rauschmayer 2014-02-25 Like it or not, JavaScript is everywhere these days—from browser to server to mobile—and now you, too, need to learn the language or dive deeper than you have. This concise book guides you into and through JavaScript, written by a veteran programmer who once found himself in the same position. Speaking JavaScript helps you approach the language with four standalone sections. First, a quick-start guide teaches you just enough of the language to help you be productive right away. More experienced JavaScript programmers will find a complete and easy-to-read reference that covers each language feature in depth. Complete contents include: JavaScript quick start: Familiar with object-oriented programming? This part helps you learn JavaScript quickly and properly. JavaScript in depth: Learn details of ECMAScript 5, from syntax, variables, functions, and object-oriented programming to regular expressions and JSON with lots of examples. Pick a topic and jump in. Background: Understand JavaScript's history and its relationship with other programming languages. Tips, tools, and libraries: Survey existing style guides, best practices, advanced techniques, module systems, package managers, build tools, and learning resources.
Angular 2 Test-driven Development 2016
Learning Behavior-driven Development with JavaScript Enrique Amodeo 2015-02-19 This book is ideal for any JavaScript developer who is interested in producing well-tested code. If you have no prior experience with testing, Node.js, or any other tool, do not worry, as they will be explained from scratch.
Testing JavaScript Applications Lucas da Costa 2021-04-13 Automated testing will help you write high-quality software in less time, with more confidence, fewer bugs, and without constant manual oversight. Testing JavaScript Applications is a guide to building a comprehensive and reliable JS application testing suite, covering both how to write tests and how JS testing tools work under the hood. You''ll learn from Lucas de Costa, a core contributor to popular JS testing libraries, as he shares a quality mindset for making testing decisions that deliver a real contribution to your business. You''ll benefit from informative explanations and diagrams, easily-transferable code samples, and useful tips on using the latest and most consolidated libraries and frameworks of the JavaScript ecosystem. about the technology No developer wants to waste time making sure every application feature still works whenever they push new code to production. Thankfully, automated testing delivers quick and precise feedback on whether your application still functions correctly every time you update it.

With automated testing, you can validate your application with a single command--and unlike humans, machines don''t forget steps or make mistakes! about the book Testing JavaScript Applications is a guide to creating JavaScript tests that are targeted to your application''s specific needs. Dripping with the insight author Lucas da Costa has developed as a core contributor to some of the most popular JS testing libraries, this book offers dozens of detailed code samples that you can apply to your own projects. You''ll learn how to write tests for both backend and frontend applications, covering the full spectrum of testing types including databases, third-party services, and how to spin-up a real browser instance to interact with the entire application. All examples are delivered using the popular testing tool Jest and modern packages of the JavaScript ecosystem. what''s inside Writing practical tests that make a real business contribution Writing tests for both front-end and back-end applications Managing the costs and complexity of your tests Practicing test-driven development Dealing with external dependencies, like databases or third-party APIs Supporting tests by creating a "culture of quality" about the reader For junior JavaScript developers. No testing experience required. about the author Lucas da Costa is a core maintainer of Chai and Sinon.JS, two of the most popular testing tools in the JavaScript ecosystem. He has also contributed to Jest and other relevant open-source projects. Lucas is committed to a culture of sharing and has spoken at major software engineering conferences, including JSConf Colombia, FluentConf, HolyJS, CityJSConf London, and many others.
The Way of the Web Tester Jonathan Rasmusson 2016-09-22 This book is for everyone who needs to test the web. As a tester, you'll automate your tests. As a developer, you'll build more robust solutions. And as a team, you'll gain a vocabulary and a means to coordinate how to write and organize automated tests for the web. Follow the testing pyramid and level up your skills in user interface testing, integration testing, and unit testing. Your new skills will free you up to do other, more important things while letting the computer do the one thing it's really good at: quickly running thousands of repetitive tasks. This book shows you how to do three things: How to write really good automated tests for the web. How to pick and choose the right ones. * How to explain, coordinate, and share your efforts with others. If you're a traditional software tester who has never written an automated test before, this is the perfect book for getting started. Together, we'll go through everything you'll need to start writing your own tests. If you're a developer, but haven't thought much about testing, this book will show you how to move fast without breaking stuff. You'll test RESTful web services and legacy systems, and see how to organize your tests. And if

you're a team lead, this is the Rosetta Stone you've been looking for. This book will help you bridge that testing gap between your developers and your testers by giving your team a model to discuss automated testing, and most importantly, to coordinate their efforts. The Way of the Web Tester is packed with cartoons, graphics, best practices, war stories, plenty of humor, and hands-on tutorial exercises that will get you doing the right things, the right way.

Mastering React Test-Driven Development Daniel Irvine 2019-05-03 This book is comprehensive walk through of Test-Driven Development (TDD) for React. It takes a first-principles approach to teach the TDD process using vanilla Jest. Readers build their own test library as they refactor out repeated code in tandem with building a real-world application. It also covers acceptance testing using Cucumber and ...

Web Development with Node and Express Ethan Brown 2014-07 Learn how to build dynamic web applications with Express, a key component of the Node/JavaScript development stack. In this hands-on guide, author Ethan Brown teaches you the fundamentals through the development of a fictional application that exposes a public website and a RESTful API. You'll also learn web architecture best practices to help you build single-page, multi-page, hybrid web apps with Express. Express strikes a balance between a robust framework and no framework at all, allowing you a free hand in your architecture choices. With this book, frontend and backend engineers familiar with JavaScript will discover new ways of looking at web development. Create webpage templating system for rendering dynamic data Dive into request and response objects, middleware, and URL routing Simulate a production environment for testing and development Focus on persistence with document databases, particularly MongoDB Make your resources available to other programs with RESTful APIs Build secure apps with authentication, authorization, and HTTPS Integrate with social media, geolocation, and other third-party services Implement a plan for launching and maintaining your app Learn critical debugging skills This book covers Express 4.0.

JavaScript: The Good Parts Douglas Crockford 2008-05-02 Most programming languages contain good and bad parts, but JavaScript has more than its share of the bad, having been developed and released in a hurry before it could be refined. This authoritative book scrapes away these bad features to reveal a subset of JavaScript that's more reliable, readable, and maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. Considered the JavaScript expert by many people in the development community, author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object-oriented programming language-ideas such as functions, loose typing, dynamic objects, and an expressive object literal notation. Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables. When Java applets failed, JavaScript became the language of the Web by default, making its popularity almost completely independent of its qualities as a programming language. In JavaScript: The Good Parts, Crockford finally digs through the steaming pile of good intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript, including: Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty? As you move ahead with the subset of JavaScript that this book presents, you'll also sidestep the need to unlearn all the bad parts. Of course, if you want to find out more about the bad parts and how to use them badly, simply consult any other JavaScript book. With JavaScript: The Good Parts, you'll discover a beautiful, elegant, lightweight and highly expressive language that lets you create effective code, whether you're managing object libraries or just trying to get Ajax to run fast. If you develop sites or applications for the Web, this book is an absolute must.

Test-Driven Java Development Viktor Farcic 2015-08-27 Invoke TDD principles for end-to-end application development with Java About This Book Explore the most popular TDD tools and frameworks and become more proficient in building applications Create applications with better code design, fewer bugs, and higher test coverage, enabling you to get them to market quickly Implement test-driven programming methods into your development workflows Who This Book Is For If you're an experienced Java developer and want to implement more effective methods of programming systems and applications, then this book is for you. What You Will Learn Explore the tools and frameworks required for effective TDD development Perform the Red-Green-Refactor process efficiently, the pillar around which all other TDD procedures are based Master effective unit testing in isolation from the rest of your code Design simple and easily maintainable codes by implementing different techniques Use mocking frameworks and techniques to easily write and quickly execute tests Develop an application to implement behaviour-driven development in conjunction with unit testing Enable and disable features using Feature Toggles In Detail Test-driven development (TDD) is a development approach that relies on a test-first procedure that emphasises writing a test before writing the necessary code, and then refactoring the code to optimize it. The value of performing TDD with Java, one of the most established programming languages, is to improve the productivity of programmers, the maintainability and performance of code, and develop a deeper understanding of the language and how to employ it effectively. Starting with the basics of TDD and reasons why its adoption is beneficial, this book will take you from the first steps of TDD with Java until you are confident enough to embrace the practice in your day-to-day routine. You'll be guided through setting up tools, frameworks, and the environment you need, and will dive right in to hands-on exercises with the goal of mastering one practice, tool, or framework at a time. You'll learn about the Red-Green-Refactor procedure, how to write unit tests, and how to use them as executable documentation. With this book you'll also discover how to design simple and easily maintainable code, work with mocks, utilise behaviour-driven development, refactor old legacy code, and release a half-finished feature to production with feature toggles. You will finish this book with a deep understanding of the test-driven development methodology and the confidence to apply it to application programming with Java. Style and approach An easy-to-follow, hands-on guide to building applications through effective coding practices. This book covers practical examples by introducing different problems, each one designed as a learning exercise to help you understand each aspect of TDD.

The Art of Unit Testing Roy Osherove 2013-11-24 Summary The Art of Unit Testing, Second Edition guides you step by step from writing your first simple tests to developing robust test sets that are maintainable, readable, and trustworthy. You'll master the foundational ideas and quickly move to high-value subjects like mocks, stubs, and isolation, including frameworks such as Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, working with legacy code, and even "untestable" code. Along the way, you'll learn about integration testing and techniques and tools for testing databases and other technologies. About this Book You know you should be unit testing, so why aren't you doing it? If you're new to unit testing, if you find unit testing tedious, or if you're just not getting enough payoff for the effort you put into it, keep reading. The Art of Unit Testing, Second Edition guides you step by step from writing your first simple tests to building complete test sets that are maintainable, readable, and trustworthy. You'll move quickly to more complicated subjects like mocks and stubs, while learning to use isolation (mocking) frameworks like Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, refactor code applications, and learn how to test "untestable" code. Along the way, you'll learn about integration testing and techniques for testing with databases. The examples in the book use C#, but will benefit anyone using a statically typed language such as Java or C++. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Create readable, maintainable, trustworthy tests Fakes, stubs, mock objects, and isolation (mocking) frameworks Simple dependency injection techniques Refactoring legacy code About the Author Roy Osherove has been coding for over 15 years, and he consults and trains teams worldwide on the gentle art of unit testing and test-driven development. His blog is at ArtOfUnitTesting.com. Table of Contents PART 1 GETTING STARTED The basics of unit testing A first unit test PART 2 CORE TECHNIQUES Using stubs to break dependencies Interaction testing using mock objects Isolation (mocking) frameworks Digging deeper into isolation frameworks PART 3 THE TEST CODE Test hierarchies and organization The pillars of good unit tests PART 4 DESIGN AND PROCESS Integrating unit testing into the organization Working with legacy code Design and testability

Working Effectively with Legacy Code Michael Feathers 2004-09-22 Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their legacy systems under control. The topics covered include Understanding the mechanics of software change: adding features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or platform—with examples in Java, C++, C, and C# Accurately identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

The Node Craftsman Book Manuel Kiessling 2017-04-28 Become a Node.js craftsman. About This Book This book will help readers to dive deeper into software development with Node.js and JavaScript Takes a craftsman approach to Node.js and object-orientation and test-driven development Crafts many of the small details of Node.js and through to fully-fledged web applications with REST Who This Book Is For This book is written to help you if you're working with Node.js already, but you want to move your craft to the next level with Node.js, so some working knowledge of Node.js is of course already assumed, so that we can look at the work of crafting applications with Node. What You Will Learn How to connect to databases like MongoDB and MySQL from your Node.js application How to unit tests and end-to-end tests for your code When and how to leverage migrations for setting up a continuous deployment workflow Detailed insight into how the Node Package Manager, NPM works How object-orientation actually works in JavaScript Ways to keep your code fast and efficient using asynchronous and non-blocking operations How to use and create event emitters How to use REST frameworks to write full-fledged web applications How to integrate Node.js with Angular In Detail The Node Craftsman Book helps JavaScript programmers with basic Node.js knowledge to now thoroughly master Node.js and JavaScript. This book dives you deeper into the craft of software development with Node.js and JavaScript, incuding object-orientation, test-driven development, database handling, web frameworks, and much more. The Node Craftsman Book shows you how to work with Node.js and how to think deeply about how you build your Node projects. You'll master how to build a complete Node.js application across six crafting milestones, and you'll learn many specific skills to achieve that mastery. These skills include how to work with the Node Package Manager in depth, how to connect your Node applications to databases, and how to write unit tests and end-to-end tests for your code. You'll experience the full Node.js development picture, and learn how to craft and control your Node.js applications - right through to fully-fledged web applications using REST, and integration with Angular applications. Style and approach This book builds on your early knowledge and experience of Node.js and takes a craftsman approach to understanding the whole picture more deeply and shaping your Node applications to perform the way a craftsman would want. So, we take a thoughtful and broad thinking and coding approach to work with Node.js in this book.

Building Node. Js REST API with TDD Approach Parri Pandian 2018-08 In this book, you will build a Node.js RESTful API from the scratch with Test-Driven Development (TDD) approach. To begin with, you will go through the list of frameworks and tools that you will be using for all the phases: from the design, development, and testing to familiarize ourselves before diving into each the action.You will learn the central concepts of RESTful Service and TDD that you need know to build a REST API at the start of this book itself. Wouldn't be fun to learn the nitty-gritty of those central concepts while going through the whole process in each step? So, you will continue to learn all the necessary details of the big-picture concepts as you travel along each chapter and section as required to make it learning by doing the process.You will go through all the crucial steps of building any software system one by one in the natural flow so that you can absorb the concept in each of the steps effectively and create the system efficiently. Below are the crucial steps that you are going to walk through in this book while building the Node.js REST API with TDD approach. Requirement of the system Conceptualize the system behavior to satisfy the requirements Architect the big picture of the system that we are going to build Design the system with the appropriate level of depth so that we know affront what path is going to walk through Develop the system with prescribed technology and approach Test the build system to conform to the requirements that started the whole process of creating it Here is what you will learn and do in this book 10 Steps Complete Guide to build Node.js REST API with TDD Approach 5 API Endpoints for Basic CRUD Operations 5 Sequence Diagrams For All The API Endpoints 30 Unit Test Scripts With Step By Step Process 5 Integration Test Scripts With Mocked MongoDB Here are the concepts & technologies you will learn and use in this book Concepts RESTful Service Test-Driven Development (TDD) Development Node.js Express.js MongoDB Mongoose Test Mocha Chai Sinon I can assure that your journey through this book will be an enjoyable learning experience. Shall we build it?

Crafting Test-Driven Software with Python Alessandro Molina 2021-02-18 Get to grips with essential concepts and step-by-step explanations to apply TDD practices to your Python projects while keeping your test suite under control Key FeaturesBuild robust Python applications using TDD and BDD methodologiesTest Python web applications using WebTest and web frameworksLeverage PyTest to implement stringent testing mechanisms to ensure fault-tolerant applicationsBook Description Test-driven development (TDD) is a set of best practices that helps developers to build more scalable software and is used to increase the robustness of software by using automatic tests. This book shows you how to apply TDD practices effectively in Python projects. You'll begin by learning about built-in unit tests and Mocks before covering rich frameworks like PyTest and web-based libraries such as WebTest and Robot Framework, discovering how Python allows you to embrace all modern testing practices with ease. Moving on, you'll find out how to design tests and balance them with new feature development and learn how to create a complete test suite with PyTest. The book helps you adopt a hands-on approach to implementing TDD and associated methodologies that will have you up and running and make you more productive in no time. With the help of step-by-step explanations of essential concepts and practical examples, you'll explore automatic tests and TDD best practices and get to grips with the methodologies and tools available in Python for creating effective and robust applications. By the end of this Python book, you will be able to write reliable test suites in Python to ensure the long-term resilience of your application using the range of libraries offered by Python for testing and development. What you will learnFind out how tests can make your life easier as a developer and discover related best practicesExplore PyTest, the most widespread testing framework for PythonGet to grips with the most common PyTest plugins, including coverage, flaky, xdist, and pickedWrite functional tests for WSGI web applications with WebTestRun end-to-end tests for web applications using Robot FrameworkUnderstand what test-driven development means and why it is importantDiscover how to use the range of tools available in PythonBuild reliable and robust applicationsWho this book is for This book is for Python developers looking to get started with test-driven development and developers who want to learn about the testing tools available in Python. Developers who want to create web applications with Python and plan to implement TDD methodology with PyTest will find this book useful. Basic knowledge of Python programming is required.

The Node Craftsman Book Manuel Kiessling 2017-04-28 Become a Node.js craftsman.About This Book* This book will help readers to dive deeper into software development with Node.js and JavaScript* Takes a craftsman approach to Node.js and object-orientation and test-driven development* Crafts many of the small details of Node.js and through to fully-fledged web applications with REST Who This Book Is ForThis book is written to help you if you're working with Node.js already, but you want to move your craft to the next level with Node.js, so some working knowledge of Node.js is of course already assumed, so that we can look at the work of crafting applications with Node.What You Will Learn* How to connect to databases like MongoDB and MySQL from your Node.js application* How to unit tests and end-to-end tests for your code* When and how to leverage migrations for setting up a continuous deployment workflow* Detailed insight into how the Node Package Manager, NPM works* How object-orientation actually works in JavaScript* Ways to keep your code fast and efficient using asynchronous and non-blocking operations* How to use and create event emitters* How to use REST frameworks to write full-fledged web applications* How to integrate Node.js with AngularIn DetailThe Node Craftsman Book helps JavaScript programmers with basic Node.js knowledge to now thoroughly master Node.js and JavaScript. This book dives you deeper into the craft of software development with Node.js and JavaScript, incuding object-orientation, test-driven development, database handling, web frameworks, and much more.The Node Craftsman Book shows you how to work with Node.js and how to think deeply about how you build your Node projects. You'll master how to build a complete Node.js application across six crafting milestones, and you'll learn many specific skills to achieve that mastery. These skills include how to work with the Node Package Manager in depth, how to connect your Node applications to databases, and how to write unit tests and end-to-end tests for your code. You'll experience the full Node.js development picture, and learn how to craft and control your Node.js applications - right through to fully-fledged web applications using REST, and integration with Angular applications.Style and approachThis book builds on your early knowledge and experience of Node.js and takes a craftsman approach to understanding the whole picture more deeply and shaping your Node applications to perform the way a craftsman would want. So, we take a thoughtful and broad thinking and coding approach to work with Node.js in this book.

Node.js 8 the Right Way Jim Wilson 2018-01-04 Node.js is the platform of choice for creating modern web services. This fast-paced book gets you up to speed on server-side programming with Node.js 8, as you develop real programs that are small, fast, low-profile, and useful. Take JavaScript beyond the browser, explore dynamic language features, and embrace evented programming.Harness the power of the event loop and non-blocking I/O to create highly parallel microservices and applications. This expanded and updated second edition showcases the latest ECMAScript features, current best practices, and modern development techniques. JavaScript is the backbone of the modern web, powering nearly every web app's user interface. Node.js is JavaScript for the server. This greatly expanded second edition introduces new language features while dramatically increasing coverage of core topics. Each hands-on chapter offers progressively more challenging topics and techniques, broadening your skill set and enabling you to think in Node.js. Write asynchronous, non-blocking code

using Node.js's style and patterns. Cluster and load balance services with Node.js core features and third-party tools. Harness the power of databases such as Elasticsearch and Redis. Work with many protocols, create RESTful web services, TCP socket clients and servers, and more. Test your code's functionality with Mocha, and manage its life cycle with npm. Discover how Node.js pairs a server-side event loop with a JavaScript runtime to produce screaming fast, non-blocking concurrency. Through a series of practical programming domains, use the latest available ECMAScript features and harness key Node.js classes and popular modules. Create rich command-line tools and a web-based UI using modern web development techniques. Join the smart and diverse community that's rapidly advancing the state of the art in JavaScript development. What You Need: Node.js 8.x Operating system with bash-like shell OMQ (pronounced "Zero-M-Q") library, version 3.2 or higher Elasticsearch version 5.0 or higher jq version 1.5 or higher Redis version 3.2 or higher

JavaScript Bible Danny Goodman 2010-09-23 The bestselling JavaScript reference, now updated to reflect changes in technology and best practices As the most comprehensive book on the market, the JavaScript Bible is a classic bestseller that keeps you up to date on the latest changes in JavaScript, the leading technology for incorporating interactivity into Web pages. Part tutorial, part reference, this book serves as both a learning tool for building new JavaScript skills as well as a detailed reference for the more experienced JavaScript user. You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as well as the most updated code listings that reflect new concepts. Plus, you'll learn how to apply the latest JavaScript exception handling and custom object techniques. Coverage includes: JavaScript's Role in the World Wide Web and Beyond Developing a Scripting Strategy Selecting and Using Your Tools JavaScript Essentials Your First JavaScript Script Browser and Document Objects Scripts and HTML Documents Programming Fundamentals Window and Document Objects Forms and Form Elements Strings, Math, and Dates Scripting Frames and Multiple Windows Images and Dynamic HTML The String Object The Math, Number, and Boolean Objects The Date Object The Array Object JSON - Native JavaScript Object Notation E4X - Native XML Processing Control Structures and Exception Handling JavaScript Operators Function Objects and Custom Objects Global Functions and Statements Document Object Model Essentials Generic HTML Element Objects Window and Frame Objects Location and History Objects Document and Body Objects Link and Anchor Objects Image, Area, Map, and Canvas Objects Event Objects Practical examples of working code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly.

Test Driven Development Kent Beck 2022-03-25 Quite simply, test-driven development is meant to eliminate fear in application development. While some fear is healthy (often viewed as a conscience that tells programmers to "be careful!"), the author believes that byproducts of fear include tentative, grumpy, and uncommunicative programmers who are unable to absorb constructive criticism. When programming teams buy into TDD, they immediately see positive results. They eliminate the fear involved in their jobs, and are better equipped to tackle the difficult challenges that face them. TDD eliminates tentative traits, it teaches programmers to communicate, and it encourages team members to seek out criticism However, even the author admits that grumpiness must be worked out individually! In short, the premise behind TDD is that code should be continually tested and refactored. Kent Beck teaches programmers by example, so they can painlessly and dramatically increase the quality of their work.

Learning Test-Driven Development Saleem Siddiqui 2021-10-12 Your code is a testament to your skills as a developer. No matter what language you use, code should be clean, elegant, and uncluttered. By using test-driven development (TDD), you'll write code that's easy to understand, retains its elegance, and works for months, even years, to come. With this indispensable guide, you'll learn how to use TDD with three different languages: Go, JavaScript, and Python. Author Saleem Siddiqui shows you how to tackle domain complexity using a unit test-driven approach. TDD partitions requirements into small, implementable features, enabling you to solve problems irrespective of the languages and frameworks you use. With Learning Test-Driven Development at your side, you'll learn how to incorporate TDD into your regular coding practice. This book helps you: Use TDD's divide-and-conquer approach to tame domain complexity Understand how TDD works across languages, testing frameworks, and domain concepts Learn how TDD enables continuous integration Support refactoring and redesign with TDD Learn how to write a simple and effective unit test harness in JavaScript Set up a continuous integration environment with the unit tests produced during TDD Write clean, uncluttered code using TDD in Go, JavaScript, and Python

JavaScript for Impatient Programmers Axel Rauschmayer 2019-08-30 This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible. Highlights: Get started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program.

Jasmine JavaScript Testing - Second Edition Paulo Ragonha 2015-04-24 This book is for web developers and designers who work with React.js and JavaScript and who are new to unit testing and automation. It's assumed that you have a basic knowledge of JavaScript and HTML.

Rails 5 Test Prescriptions Noel Rappin 2018-02-16 Does your Rails code suffer from bloat, brittleness, or inaccuracy? Cure these problems with the regular application of test-driven development. You'll use Rails 5.1, Minitest 5, and RSpec 3.6, as well as popular testing libraries such as factory_girl and Cucumber. Updates include Rails 5.1 system tests and Webpack integration. Do what the doctor ordered to make your applications feel all better. Side effects may include better code, fewer bugs, and happier developers. Your Ruby on Rails application is sick. Deadlines are looming, but every time you make the slightest change to the code, something else breaks. Nobody remembers what that tricky piece of code was supposed to do, and nobody can tell what it actually does. Plus, it has bugs. You need test-driven development: a process for improving the design, maintainability, and long-term viability of software. With both practical code examples and discussion of why testing works, this book starts with the most basic features delivered as part of core Ruby on Rails. Once you've integrated those features into your coding practice, work with popular third-party testing tools such as RSpec, Jasmine, Cucumber, and factory_girl. Test the component parts of a Rails application, including the back-end model logic and the front-end display logic. With Rails examples, use testing to enable your code to respond better to future change. Plus, see how to handle real-world testing situations. This new edition has been updated to Rails 5.1 and RSpec 3.6 and contains full coverage of new Rails features, including system tests and the Webpack-based JavaScript setup. What You Need: Ruby 2.4, Rails 5.1

Testable JavaScript Mark Ethan Trostler 2013-01-16 One skill that's essential for any professional JavaScript developer is the ability to write testable code. This book shows you what writing and maintaining testable JavaScript for the client- or server-side actually entails, whether you're creating a new application or rewriting legacy code. From methods to reduce code complexity to unit testing, code coverage, debugging, and automation, you'll learn a holistic approach to writing JavaScript code that you and your colleagues can easily fix and maintain going forward. Testing JavaScript code is complicated. This book helps experienced JavaScript developers simply the process considerably. Get an overview of Agile, test-driven development, and behavior-driven development Use patterns from static languages and standards-based JavaScript to reduce code complexity Learn the advantages of event-based architectures, including modularity, loose coupling, and reusability Explore tools for writing and running unit tests at the functional and application level Generate code coverage to measure the scope and effectiveness of your tests Conduct integration, performance, and load testing, using Selenium or CasperJS Use tools for in-browser, Node.js, mobile, and production debugging Understand what, when, and how to automate your development processes

Test-Driven Development with React Juntao Qiu 2021-09-27 Learn to use accelerated test-driven development (TDD) to build a React application from scratch. This book explains how your React components will be integrated, and how to refactor code to make it more concise and flexible. With TDD you can develop a robust test suite to catch bugs, and develop modular, flexible code. Applying your understanding of how HTML, CSS, and JavaScript work in the browser you'll build a web application called Bookish using TDD and mainstream React stack technologies such as React, React-router, and Redux. Using higher code quality you'll be able to write executable documentation using Cucumber. This is just one of many essentials in maintaining a practical TDD workflow in your daily workload. Test-Driven Development with React highlights best practices and design patterns that will enable you to write more maintainable and reusable React components. What You'll Learn Manage your application's state using Redux Employ professional techniques for backend services Use Cypress as an end-to-end testing framework Utilize React-testing-library for unit and integration tests Who This Book Is For Ideal for web application developers who wants to learn how to write high quality code using Test-Driven Development.

Test-driven Development with Python Harry Percival 2017 My main aim is to impart a methodology-a way of doing web development, which I think makes for better web apps and happier developers. There's not much point in a book that just covers material you could find by Googling, so this book isn't a guide to Python syntax, or a tutorial on web development per se. Instead, I hope to teach you how to use TDD to get more reliably to our shared, holy goal: clean code that works. With that said: I will constantly refer to a real practical example, by building a web app from scratch using tools like Django, Selenium, jQuery, and

Mock. I'm not assuming any prior knowledge of any of these, so you should come out of the other end of this book with a decent introduction to those tools, as well as the discipline of TDD. In Extreme Programming we always pair-program, so I've imagined writing this book as if I was pairing with my previous self, having to explain how the tools work and answer questions about why we code in this particular way. So, if I ever take a bit of a patronising tone, it's because I'm not all that smart, and I have to be very patient with myself. And if I ever sound defensive, it's because I'm the kind of annoying person that systematically disagrees with whatever anyone else says, so sometimes it takes a lot of justifying to convince myself of anything

Test-Driven React Trevor Burnham 2019-07-29 You work in a loop: write code, get feedback, iterate. The faster you get feedback, the faster you can learn and become a more effective developer. Test-Driven React helps you refine your React workflow to give you the feedback you need as quickly as possible. Write strong tests and run them continuously as you work, split complex code up into manageable pieces, and stay focused on what's important by automating away mundane, trivial tasks. Adopt these techniques and you'll be able to avoid productivity traps and start building React components at a stunning pace!

Developer Testing Alexander Tarlinder 2016-09-07

Professional JavaScript for Web Developers Nicholas C. Zakas 2005-04-29 Dispels the myth that JavaScript is a "baby" language and demonstrates why it is the scripting language of choice used in the design of millions of Web pages and server-side applications Quickly covers JavaScript basics and then moves on to more advanced topics such as object-oriented programming, XML, Web services, and remote scripting Addresses the many issues that Web application developers face, including internationalization, security, privacy, optimization, intellectual property issues, and obfuscation Builds on the reader's basic understanding of HTML, CSS, and the Web in general This book is also available as part of the 4-book JavaScript and Ajax Wrox Box (ISBN: 0470227818). This 4-book set includes: Professional JavaScript for Web Developers (ISBN: 0764579088) Professional Ajax 2nd edition (ISBN: 0470109491) Professional Web 2.0 Programming (ISBN: 0470087889) Professional Rich Internet Applications: Ajax and Beyond (ISBN: 0470082801)

Programming Elm Jeremy Fairbank 2019-07-02 Elm brings the safety and stability of functional programing to front-end development, making it one of the most popular new languages. Elm's functional nature and static typing means that run-time errors are nearly impossible, and it compiles to JavaScript for easy web deployment. This book helps you take advantage of this new language in your web site development. Learn how the Elm Architecture will help you create fast applications. Discover how to integrate Elm with JavaScript so you can update legacy applications. See how Elm tooling makes deployment quicker and easier. Functional programming offers safer applications with decreased runtime errors, but functional solutions that are type safe and easy to use have been hard to find, until the Elm language. Elm has the benefits of functional languages while compiling to JavaScript. This book provides a complete tutorial for the Elm language, starting with a simple static application that introduces Elm syntax, modules, and the virtual DOM, to exploring how to create a UI using functions. See how Elm handles the issues of state in functional languages. You'll continue to build up larger applications involving HTTP requests for communication. Integrate your Elm applications with JavaScript so you can update legacy applications or take advantage of JavaScript resources. Elm also provides built-in tooling to alleviate the tooling creep that's so common in JavaScript. This book covers Elm's deployment and testing tools that ease development confusion. Dive into advanced concepts including creating single-page applications, and creating performance improvements. Elm expert Jeremy Fairbank brings his years of web development experience to teaching how to use Elm for front-end development. Your web UIs will be faster, safer, and easier to develop with Elm and this tutorial. What You Need: You will need the latest version of Elm, 0.19, along with a browser to run the examples in this book.

Svelte with Test-Driven Development Daniel Irvine 2023-06-30 Build robust and performant applications by developing SvelteKit applications using automated testing and TDD techniques, including unit and end-to-end testing, custom matchers, component mocking, and authentication Purchase of the print or Kindle book includes a free PDF eBook Key Features Understand and master the test-driven development (TDD) workflow Explore the principles of unit testing with Vitest and end-to-end testing using Playwright and Cucumber.js Leverage practical examples of unit tests covering a range of SvelteKit framework features Book Description Svelte is a popular front-end framework used for its focus on performance and user-friendliness, and test-driven development (TDD) is a powerful approach that helps in creating automated tests before writing code. By combining them, you can create efficient, maintainable code for modern applications. Svelte with Test-Driven Development will help you learn effective automated testing practices to build and maintain Svelte applications. In the first part of the book, you'll find a guided walkthrough on building a SvelteKit application using the TDD workflow. You'll uncover the main concepts for writing effective unit test cases and practical advice for developing solid, maintainable test suites that can speed up application development while remaining effective as the application evolves. In the next part of the book, you'll focus on refactoring and advanced test techniques, such as using component mocks and writing BDD-style tests with the Cucumber.js framework. In the final part of the book, you'll explore how to test complex application and framework features, including authentication, Svelte stores, and service workers. By the end of this book, you'll be well-equipped to build test-driven Svelte applications by employing theoretical and practical knowledge. What you will learn Create clear and concise Vitest unit tests helping the implementation of Svelte components Use Playwright and Cucumber.js to develop end-to-end tests that simulate user interactions and test the functionality of your application Leverage component mocks to isolate and test individual components Write unit tests for a range of Svelte framework features Explore effective refactoring techniques to keep your Svelte application code and test suites clean Build high-quality Svelte applications that are well-tested, performant, and resilient to changes Who this book is for This book is an essential guide for Svelte developers seeking to enhance their development process by learning the TDD workflow and its application. Whether you are an experienced developer or new to automated testing, this book helps you gain a practical approach to improving your workflow. The examples are written in JavaScript, making them accessible to all developers, including TypeScript developers.

Test-Driven JavaScript Development Christian Johansen 2010-09-09 For JavaScript developers working on increasingly large and complex projects, effective automated testing is crucial to success. Test-Driven JavaScript Development is a complete, best-practice guide to agile JavaScript testing and quality assurance with the test-driven development (TDD) methodology. Leading agile JavaScript developer Christian Johansen covers all aspects of applying state-of-the-art automated testing in JavaScript environments, walking readers through the entire development lifecycle, from project launch to application deployment, and beyond. Using real-life examples driven by unit tests, Johansen shows how to use TDD to gain greater confidence in your code base, so you can fearlessly refactor and build more robust, maintainable, and reliable JavaScript code at lower cost. Throughout, he addresses crucial issues ranging from code design to performance optimization, offering realistic solutions for developers, QA specialists, and testers. Coverage includes • Understanding automated testing and TDD • Building effective automated testing workflows • Testing code for both browsers and servers (using Node.js) • Using TDD to build cleaner APIs, better modularized code, and more robust software • Writing testable code • Using test stubs and mocks to test units in isolation • Continuously improving code through refactoring • Walking through the construction and automated testing of fully functional software The accompanying Web site, tddjs.com, contains all of the book's code listings and additional resources.

Mastering JavaScript Ved Antani 2016-01-30 Explore and master modern JavaScript techniques in order to build large-scale web applications About This Book Write powerful code with the high-level functions that JavaScript offers Test and debug issues with JavaScript code using various modern mechanisms Offers an expert's eye on the latest ES6 features and how these advanced tasks fit together in JavaScript as a whole Who This Book Is For This book is ideal for web developers who are looking to master modern JavaScript concepts and design principles. You should already have an intermediate level of JavaScript knowledge before starting this book. What You Will Learn Get a run through of the basic JavaScript language constructs Get familiar with the Functions and Closures of JavaScript Explore Regular Expressions in JavaScript Code using the powerful object-oriented feature in JavaScript Test and debug your code using JavaScript strategies Master DOM manipulation, cross-browser strategies, and ES6 Understand the basic concurrency constructs in Javascript and best performance strategies Learn to build scalable server application in JavaScript using Node.js In Detail JavaScript is a high-level, dynamic, untyped, lightweight, and interpreted programming language. Along with HTML and CSS, it is one of the three essential technologies of World Wide Web content production, and is an open source and cross-platform technology. The majority of websites employ JavaScript, and it is well supported by all modern web browsers without plugins. However, the JavaScript landscape has changed dramatically in recent years, and you need to adapt to the new world of JavaScript that people now expect. Mastering modern JavaScript techniques and the toolchain are essential to develop web-scale applications. Mastering JavaScript will be your companion as you master JavaScript and build innovative web applications. To begin with, you will get familiarized with the language constructs and how to make code easy to organize. You will gain a concrete understanding of variable scoping, loops, and best practices on using types and data structures, as well as the coding style and recommended code organization patterns in JavaScript. The book will also teach you how to use arrays and objects as data structures.

You will graduate from intermediate-level skills to advanced techniques as you come to understand crucial language concepts and design principles. You will learn about modern libraries and tools so you can write better code. By the end of the book, you will understand how reactive JavaScript is going to be the new paradigm. Style and approach This is a comprehensive guide with a clear focus on practical use cases and patterns. Each chapter consists of best practices, useful advice, and a bunch of easy-to-follow examples that will build up your skills as you advance through the book.

Practical Test-Driven Development Using C# 7 John Callaway 2018-02-12 Develop applications for the real world with a thorough software testing approach Key Features Develop a thorough understanding of TDD and how it can help you develop simpler applications with no defects using C# and JavaScript Adapt to the mindset of writing tests before code by incorporating business goals, code manageability, and other factors Make all your software units and modules pass tests by analyzing failed tests and refactoring code as and when required Book Description Test-Driven Development (TDD) is a methodology that helps you to write as little as code as possible to satisfy software requirements, and ensures that what you've written does what it's supposed to do. If you're looking for a practical resource on Test-Driven Development this is the book for you. You've found a practical end-to-end guide that will help you implement Test-Driven Techniques for your software development projects. You will learn from industry standard patterns and practices, and shift from a conventional approach to a modern and efficient software testing approach in C# and JavaScript. This book starts with the basics of TDD and the components of a simple unit test. Then we look at setting up the testing framework so that you can easily run your tests in your development environment. You will then see the importance of defining and testing boundaries, abstracting away third-party code (including the .NET Framework), and working with different types of test double such as spies, mocks, and fakes. Moving on, you will learn how to think like a TDD developer when it comes to application development. Next, you'll focus on writing tests for new/changing requirements and covering newly discovered bugs, along with how to test JavaScript applications and perform integration testing. You'll also learn how to identify code that is inherently un-testable, and identify some of the major problems with legacy applications that weren't written with testability in mind. By the end of the book, you'll have all the TDD skills you'll need and you'll be able to re-enter the world as a TDD expert! What you will learn The core concepts of TDD Testing in action with a real-world case study in C# and JavaScript using React Writing proper Unit Tests and testable code for your application Using different types of test double such as stubs, spies, and mocks Growing an application guided by tests Exploring new developments on a green-field application Mitigating the problems associated with writing tests for legacy applications Modifying a legacy application to make it testable Who this book is for This book is for software developers with a basic knowledge of Test Driven Development (TDD) who want a thorough understanding of how TDD can benefit them and the applications they produce. The examples in this book are in C#, and you will need a basic understanding of C# to work through these examples.

The Node Beginner Book Manuel Kiessling 2012 Ryan Dahl, creator of Node.js: "This is an amazing introduction to Node.js".The aim of The Node Beginner Book is to get you started with developing applications for Node.js, teaching you everything you need to know about advanced JavaScript along the way.

Test-Driven JavaScript Development Ravi Kumar Gupta 2015-12-18 Learn JavaScript test-driven development using popular frameworks and tools About This Book Learn the life cycle of TDD and its importance in real-world application Gain knowledge about popular tools and analyze features, syntax, and how they help in JavaScript testing Implement test-driven programming exercises using the practical code examples Who This Book Is For If you have an intermediate knowledge of HTML, CSS, and JavaScript and want to learn how and why the test-driven development approach is better for your assignments, then this book is for you. What You Will Learn Basic TDD fundamentals, life cycle, and benefits Become acquainted with the concepts and elements of unit testing and writing basic unit tests for JavaScript Understand the way JsUnit, Qunit, Karma and DalekJs work Use the Jasmine framework Interpret feature detection and devise tests specific to cross-browser compatibility Integrate jsTestDriver with Eclipse and run tests with jsTestDriver Explore re-factoring, adding and notifying observers Understand test-driven development in case of server-side JS In Detail Initially, all processing used to happen on the server-side and simple output was the response to web browsers. Nowadays, there are so many JavaScript frameworks and libraries created that help readers to create charts, animations, simulations, and so on. By the time a project finishes or reaches a stable state, so much JavaScript code has already been written that changing and maintaining it further is tedious. Here comes the importance of automated testing and more specifically, developing all that code in a test-driven environment. Test-driven development is a methodology that makes testing the central part of the design process – before writing code developers decide upon the conditions that code must meet to pass a test. The end goal is to help the readers understand the importance and process of using TDD as a part of development. This book starts with the details about test-driven development, its importance, need, and benefits. Later the book introduces popular tools and frameworks like YUI, Karma, QUnit, DalekJS, JsUnit and goes on to utilize Jasmine, Mocha, Karma for advanced concepts like feature detection, server-side testing, and patterns. We are going to understand, write, and run tests, and further debug our programs. The book concludes with best practices in JavaScript testing. By the end of the book, the readers will know why they should test, how to do it most efficiently, and will have a number of versatile tests (and methods for devising new tests) to get to work immediately. Style and approach Easy-to-follow guide with suitable examples for developing JavaScript code in the test-Driven environment, with popular tools and frameworks. User experience and statements are also included to help readers make a better choice of tool for real-world projects.

Test-Driven Development with Python Harry Percival 2017-08-02 By taking you through the development of a real web application from beginning to end, the second edition of this hands-on guide demonstrates the practical advantages of test-driven development (TDD) with Python. You'll learn how to write and run tests before building each part of your app, and then develop the minimum amount of code required to pass those tests. The result? Clean code that works. In the process, you'll learn the basics of Django, Selenium, Git, jQuery, and Mock, along with current web development techniques. If you're ready to take your Python skills to the next level, this book—updated for Python 3.6—clearly demonstrates how TDD encourages simple designs and inspires confidence. Dive into the TDD workflow, including the unit test/code cycle and refactoring Use unit tests for classes and functions, and functional tests for user

interactions within the browser Learn when and how to use mock objects, and the pros and cons of isolated vs. integrated tests Test and automate your deployments with a staging server Apply tests to the third-party plugins you integrate into your site Run tests automatically by using a Continuous Integration environment Use TDD to build a REST API with a front-end Ajax interface

Reliable JavaScript Lawrence D. Spencer 2015-07-20 Create more robust applications with a test-first approach to JavaScript Reliable JavaScript, How to Code Safely in the World's Most Dangerous Language demonstrates how to create test-driven development for large-scale JavaScript applications that will stand the test of time and stay accurate through long-term use and maintenance. Taking a test-first approach to software architecture, this book walks you through several patterns and practices and explains what they are supposed to do by having you write unit tests. Write the code to pass the unit tests, so you not only develop your technique for structuring large-scale applications, but you also learn how to test your work. You'll come away with hands-on practice that results in code that is correct from the start, and has the test coverage to ensure that it stays correct during subsequent maintenance. All code is provided both in the text and on the web, so you can immediately get started designing more complete, robust applications. JavaScript has graduated from field-validation scripts to full-scale applications, but many developers still approach their work as if they were writing simple scripts. If you're one of those developers, this book is the solution you need to whip your code into shape and create JavaScript applications that work. Write more concise and elegant code by thinking in JavaScript Test the implementation and use of common design patterns Master the use of advanced JavaScript features Ensure your code's conformance to your organization's standards If you're ready to step up your code and develop more complete software solutions, Reliable JavaScript is your essential resource.

Testing JavaScript Applications Lucas Fernandes da Costa 2021-03-16 Testing JavaScript Applications teaches you how to implement an automated testing plan for JavaScript-based web applications. Summary Automated testing will help you write high-quality software in less time, with more confidence, fewer bugs, and without constant manual oversight. Testing JavaScript Applications is a guide to building a comprehensive and reliable JS application testing suite, covering both how to write tests and how testing tools work under the hood. You'll learn from Lucas de Costa, a core contributor to popular JS testing libraries, as he shares a quality mindset for making testing decisions that deliver a real contribution to your business. You'll benefit from informative explanations and diagrams, easily-transferable code samples, and useful tips on using the latest and most consolidated libraries and frameworks of the JavaScript ecosystem. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Automated testing is essential to delivering good JavaScript applications every time. A complete testing strategy needs to cover functions in isolation, integration between different parts of your code, and correctness from the end user's perspective. This book will teach you how to deliver reliable software quickly and confidently. About the book Testing JavaScript Applications teaches you how to implement an automated testing plan for JavaScript-based web applications. In this clearly-written, example-rich book, you'll explore approaches for both backend and frontend applications and learn how to validate your software much more quickly and reliably. What's inside Unit, end-to-end, and integration testing Managing test cost and complexity Practicing test-driven development Dealing with external dependencies Tools like like Jest and Cypress About the reader For junior JavaScript developers. About the author Lucas da Costa is a core maintainer of Chai and Sinon.JS, two of the most popular testing tools in the JavaScript ecosystem, and contributed to numerous other open-source projects, including Jest. Table of Contents PART 1 - TESTING JAVASCRIPT APPLICATIONS 1 An introduction to automated testing 2 What to test and when? Part 2 - WRITING TESTS 3 Testing techniques 4 Testing backend applications 5 Advanced backend testing techniques 6 Testing frontend applications 7 The React testing ecosystem 8 Testing React applications 9 Test-driven development 10 UI-based end-to-end testing 11 Writing UI-based end-to-end tests PART 3 - BUSINESS IMPACT 12 Continuous integration and continuous delivery 13 A culture of quality

JavaScript Testing with Jasmine Evan Hahn 2013-04-15 Developers looking to keep their JavaScript code bug-free will want to unit test using Jasmine, one of the most popular unit testing frameworks around. Any project of meaningful size should be automatically tested to help catch bugs as early as possible. Jasmine, a testing framework for JavaScript, makes it easy to test JavaScript projects, from browser-based applications to Node.js. While a quick understanding of Jasmine can be gleaned from the project's homepage, the framework has a lot of details and exciting plugins. This book explores Jasmine in a depth that can't be found elsewhere. This book provides: Exposure to some Jasmine plugins, to extend Jasmine and allow for more functionality and more thorough testing An Understanding of Jasmine's main features, to allow code to be automatically tested and reduce bugs An Explanation of how to get Jasmine working in different environments (in the browser, in Node.js, through Rails, et cetera), to make Jasmine easier to work with

The Cucumber Book Matt Wynne 2017-02-17 Your customers want rock-solid, bug-free software that does exactly what they expect it to do. Yet they can't always articulate their ideas clearly enough for you to turn them into code. You need Cucumber: a testing, communication, and requirements tool-all rolled into one. All the code in this book is updated for Cucumber 2.4, Rails 5, and RSpec 3.5. Express your customers' wild ideas as a set of clear, executable specifications that everyone on the team can read. Feed those examples into Cucumber and let it guide your development. Build just the right code to keep your customers happy. You can use Cucumber to test almost any system or any platform. Get started by using the core features of Cucumber and working with Cucumber's Gherkin DSL to describe-in plain language-the behavior your customers want from the system. Then write Ruby code that interprets those plain-language specifications and checks them against your application. Next, consolidate the knowledge you've gained with a worked example, where you'll learn more advanced Cucumber techniques, test asynchronous systems, and test systems that use a database. Recipes highlight some of the most difficult and commonly seen situations the authors have helped teams solve. With these patterns and techniques, test Ajax-heavy web applications with Capybara and Selenium, REST web services, Ruby on Rails applications, command-line applications, legacy applications, and more. Written by the creator of Cucumber and the co-founders of Cucumber Ltd., this authoritative guide will give you and your team all the knowledge you need to start using Cucumber with confidence. What You Need: Windows, Mac OS X (with XCode) or Linux, Ruby 1.9.2 and upwards, Cucumber 2.4, Rails 5, and RSpec 3.5