

# *Where To Download Mockito Essentials Read Pdf Free*

*Mockito Essentials Mockito Essentials Mockito for Spring Mockito for Spring Salt Cookbook Apache Ignite Quick Start Guide Mastering Unit Testing Using Mockito and JUnit Mockito Cookbook Play Framework Essentials Apache Ignite Quick Start Guide ServiceStack 4 Cookbook RabbitMQ Essentials Essential GWT Gradle Essentials Essentials of Software Testing Search Based Software Engineering Testing Java Microservices Mastering Unit Testing Using Mockito and JUnit Practical Unit Testing with JUnit and Mockito Testing with JUnit Test Driven Development with Mockito Java Testing with Spock Mastering Software Testing with JUnit 5 Working Effectively with Legacy Code Pro CDI 2 in Java EE 8 Unit Testing Principles, Practices, and Patterns Learn Java 12 Programming Mastering Enterprise JavaBeans Continuous Delivery in Java Der Weg zum Java-Profi Building and Testing with Gradle Test-Driven Java Development Pro Spring Batch Android for Java Programmers How to Build Android Apps with Kotlin Continuous Delivery in Java Groovy in Action Testing in Scala Java for Absolute Beginners Testing in Scala*

*Testing Java Microservices Aug 12 2021 Summary Testing Java Microservices teaches you to implement unit and integration tests for microservice systems running on the JVM. You'll work with a microservice environment built using Java EE, WildFly Swarm, and Docker. You'll learn how to increase your test coverage and productivity, and gain confidence that your system will work as you expect. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Microservice applications present special testing challenges. Even simple services need to handle unpredictable loads, and distributed message-based designs pose unique security and performance concerns. These*

challenges increase when you throw in asynchronous communication and containers. About the Book *Testing Java Microservices* teaches you to implement unit and integration tests for microservice systems running on the JVM. You'll work with a microservice environment built using Java EE, WildFly Swarm, and Docker. You'll advance from writing simple unit tests for individual services to more-advanced practices like chaos or integration tests. As you move towards a continuous-delivery pipeline, you'll also master live system testing using technologies like the Arquillian, Wiremock, and Mockito frameworks, along with techniques like contract testing and over-the-wire service virtualization. Master these microservice-specific practices and tools and you'll greatly increase your test coverage and productivity, and gain confidence that your system will work as you expect. What's Inside *Test automation Integration testing microservice systems Testing container-centric systems Service virtualization About the Reader* Written for Java developers familiar with Java EE, EE4J, Spring, or Spring Boot. About the Authors Alex Soto Bueno and Jason Porter are Arquillian team members. Andy Gumbrecht is an Apache TomEE developer and PMC. They all have extensive enterprise-testing experience. Table of Contents An introduction to microservices Application under test Unit-testing microservices Component-testing microservices Integration-testing microservices Contract tests End-to-end testing Docker and testing Service virtualization Continuous delivery in microservices

*Working Effectively with Legacy Code* Jan 05 2021 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.*

*Mastering Unit Testing Using Mockito and JUnit Jun 22 2022 A practical and easy-to-follow, yet comprehensive, guide to learning advanced JUnit testing. Each topic is explained and placed in context, and for the more inquisitive, there are more details of the concepts used. This book is for you if you are a developer with some experience in Java application development as well as a basic knowledge of JUnit testing. But for those whose skill set is void of any prior experience with JUnit testing, the book also covers basic fundamentals to get you acquainted with the concepts before putting them into practise.*

*Testing in Scala Oct 22 2019 Testing in Scala starts with an introduction of the Scala programming language, explains why project infrastructure is critical, and provides compelling reasons to use Scala testing frameworks to not only test Scala code, but Java code too. This book introduces and explains the Simple Build Tool, the Scala answer to Ant, Maven, Gradle, and Buildr.*

*Continuous Delivery in Java Jul 31 2020 Continuous delivery adds enormous value to the business and the entire software delivery lifecycle, but adopting this practice means mastering new skills typically outside of a developer's comfort zone. In this practical book, Daniel Bryant and Abraham Marín-Pérez provide guidance to help experienced Java developers master skills such as architectural design, automated quality assurance, and application packaging and deployment on a variety of platforms.*

*Not only will you learn how to create a comprehensive build pipeline for continually delivering effective software, but you'll also explore how Java application architecture and deployment platforms have affected the way we rapidly and safely deliver new software to production environments. Get advice for beginning or completing your migration to continuous delivery Design architecture to enable the continuous delivery of Java applications Build application artifacts including fat JARs, virtual machine images, and operating system container (Docker) images Use continuous integration tooling like Jenkins, PMD, and find-sec-bugs to automate code quality checks Create a comprehensive build pipeline and design software to separate the deploy and release processes Explore why functional and system quality attribute testing is vital from development to delivery Learn how to effectively build and test applications locally and observe your system while it runs in production*

*Java Testing with Spock Mar 07 2021 Summary Java Testing with Spock teaches you how to use Spock for a wide range of testing use cases in Java. Readers new to Groovy will appreciate the succinct language tutorial that'll give you just enough Groovy to use Spock effectively. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Spock combines the features of tools like JUnit, Mockito, and JBehave into a single powerful Java testing library. With Spock, you use Groovy to write more readable and concise tests. Spock enables seamless integration testing, and with the intuitive Geb library, you can even handle functional testing of web applications. About the Book Java Testing with Spock teaches you how to use Spock for a wide range of testing use cases in Java. You'll start with a quick overview of Spock and work through writing unit tests using the Groovy language. You'll discover best practices for test design as you learn to write mocks, implement integration tests, use Spock's built-in BDD testing tools, and do functional web testing using Geb. Readers new to Groovy will appreciate the succinct language tutorial in chapter 2 that gives you just enough Groovy to use Spock effectively. What's Inside Testing with Spock from*

*the ground up Write mocks without an external library BDD tests your business analyst can read Just enough Groovy to use Spock About the Reader Written for Java developers. Knowledge of Groovy and JUnit is helpful but not required. About the Author Konstantinos Kapelonis is a software engineer who works with Java daily. Table of Contents PART 1 FOUNDATIONS AND BRIEF TOUR OF SPOCK Introducing the Spock testing framework Groovy knowledge for Spock testing A tour of Spock functionality PART 2 STRUCTURING SPOCK TESTS Writing unit tests with Spock Parameterized tests Mocking and stubbing PART 3 SPOCK IN THE ENTERPRISE Integration and functional testing with Spock Spock features for enterprise testing*

*Salt Cookbook Aug 24 2022 Salt has become one of the major players in automation and configuration management solutions. This book starts with the basics of the tool, the procedures to get up and running with Salt and then moves on to configuring very simple but important details to receive optimal performance from the tool. It also walks you through Salt configurations for different infrastructure components and the details of the Salt modules for each of the components. The book also provides some common problem scenarios and how to troubleshoot them. With detailed configuration, their explanation and command line outputs of the module execution, Salt Cookbook will help you to get up and running with Salt for all your infrastructural needs.*

*Apache Ignite Quick Start Guide Mar 19 2022 Build efficient, high-performance & scalable systems to process large volumes of data with Apache Ignite Key Features Understand Apache Ignite's in-memory technology Create High-Performance app components with Ignite Build a real-time data streaming and complex event processing system Book Description Apache Ignite is a distributed in-memory platform designed to scale and process large volume of data. It can be integrated with microservices as well as monolithic systems, and can be used as a scalable, highly available and performant deployment platform for microservices. This book will teach you to use Apache Ignite for building a high-performance, scalable, highly available system architecture with data integrity. The book takes you through the basics of Apache*

*Ignite and in-memory technologies. You will learn about installation and clustering Ignite nodes, caching topologies, and various caching strategies, such as cache aside, read and write through, and write behind. Next, you will delve into detailed aspects of Ignite's data grid: web session clustering and querying data. You will learn how to process large volumes of data using compute grid and Ignite's map-reduce and executor service. You will learn about the memory architecture of Apache Ignite and monitoring memory and caches. You will use Ignite for complex event processing, event streaming, and the time-series predictions of opportunities and threats. Additionally, you will go through off-heap and on-heap caching, swapping, and native and Spring framework integration with Apache Ignite. By the end of this book, you will be confident with all the features of Apache Ignite 2.x that can be used to build a high-performance system architecture. What you will learn Use Apache Ignite's data grid and implement web session clustering Gain high performance and linear scalability with in-memory distributed data processing Create a microservice on top of Apache Ignite that can scale and perform Perform ACID-compliant CRUD operations on an Ignite cache Retrieve data from Apache Ignite's data grid using SQL, Scan and Lucene Text query Explore complex event processing concepts and event streaming Integrate your Ignite app with the Spring framework Who this book is for The book is for Big Data professionals who want to learn the essentials of Apache Ignite. Prior experience in Java is necessary.*

*Mockito for Spring Oct 26 2022 If you are an application developer with some experience in software testing and want to learn more about testing frameworks, then this technology and book is for you. Mockito for Spring will be perfect as your next step towards becoming a competent software tester with Spring and Mockito.*

*Continuous Delivery in Java Dec 24 2019 Continuous delivery adds enormous value to the business and the entire software delivery lifecycle, but adopting this practice means mastering new skills typically outside of a developer's comfort zone. In this practical book, Daniel Bryant and Abraham Marín-Pérez provide*

*guidance to help experienced Java developers master skills such as architectural design, automated quality assurance, and application packaging and deployment on a variety of platforms. Not only will you learn how to create a comprehensive build pipeline for continually delivering effective software, but you'll also explore how Java application architecture and deployment platforms have affected the way we rapidly and safely deliver new software to production environments. Get advice for beginning or completing your migration to continuous delivery*

*Design architecture to enable the continuous delivery of Java applications*

*Build application artifacts including fat JARs, virtual machine images, and operating system container (Docker) images*

*Use continuous integration tooling like Jenkins, PMD, and find-sec-bugs to automate code quality checks*

*Create a comprehensive build pipeline and design software to separate the deploy and release processes*

*Explore why functional and system quality attribute testing is vital from development to delivery*

*Learn how to effectively build and test applications locally and observe your system while it runs in production*

*Unit Testing Principles, Practices, and Patterns Nov 03 2020*

*Radically improve your testing practice and software quality with new testing styles, good patterns, and reliable automation. Key Features*

*A practical and results-driven approach to unit testing*

*Refine your existing unit tests by implementing modern best practices*

*Learn the four pillars of a good unit test*

*Safely automate your testing process to save time and money*

*Spot which tests need refactoring, and which need to be deleted entirely*

*Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book*

*Great testing practices maximize your project quality and delivery speed by identifying bad code early in the development process. Wrong tests will break your code, multiply bugs, and increase time and costs. You owe it to yourself—and your projects—to learn how to do excellent unit testing. Unit Testing Principles, Patterns and Practices teaches you to design and write tests that target key areas of your code including the domain model. In this clearly written guide, you learn to develop*

*professional-quality tests and test suites and integrate testing throughout the application life cycle. As you adopt a testing mindset, you'll be amazed at how better tests cause you to write better code. What You Will Learn Universal guidelines to assess any unit test Testing to identify and avoid anti-patterns Refactoring tests along with the production code Using integration tests to verify the whole system This Book Is Written For For readers who know the basics of unit testing. Examples are written in C# and can easily be applied to any language. About the Author Vladimir Khorikov is an author, blogger, and Microsoft MVP. He has mentored numerous teams on the ins and outs of unit testing. Table of Contents: PART 1 THE BIGGER PICTURE 1 | The goal of unit testing 2 | What is a unit test? 3 | The anatomy of a unit test PART 2 MAKING YOUR TESTS WORK FOR YOU 4 | The four pillars of a good unit test 5 | Mocks and test fragility 6 | Styles of unit testing 7 | Refactoring toward valuable unit tests PART 3 INTEGRATION TESTING 8 | Why integration testing? 9 | Mocking best practices 10 | Testing the database PART 4 UNIT TESTING ANTI-PATTERNS 11 | Unit testing anti-patterns*

*Practical Unit Testing with JUnit and Mockito Jun 10 2021 This book explains in detail how to implement unit tests using two very popular open source Java technologies: JUnit and Mockito. It presents a range of techniques necessary to write high quality unit tests - e.g. mocks, parametrized tests and matchers. It also discusses trade-offs related to the choices we have to make when dealing with some real-life code issues. The book stresses the importance of writing readable and maintainable unit tests, and puts a lot of stress on code quality. It shows how to achieve testable code and to eliminate common mistakes by following the Test Driven Development approach. Every topic discussed in the book is illustrated with code examples, and each chapter is accompanied by some exercises. By reading this book you will: Grasp the role and purpose of unit tests Write high-quality, readable and maintainable unit tests Learn how to use JUnit and Mockito (but also other useful tools) Avoid common pitfalls when writing unit tests Recognize bad unit tests, and fix them in no*



*time Develop code following the Test Driven Development (TDD) approach Use mocks, stubs and test-spies intelligently Measure the quality of your tests using code coverage and mutation testing Learn how to improve your tests' code so it is an asset and not a burden Test collections, expected exceptions, time-dependent methods and much more Customize test reports so that they show you what you really need to know Master tools and techniques your team members have never even heard of (priceless!): ) Nowadays every developer is expected to write unit tests. While simple in theory, in practice writing high-quality unit tests can turn out to be a real challenge. This book will help.*

*Play Framework Essentials Apr 20 2022 This book targets Java and Scala developers who already have some experience in web development and who want to master Play framework quickly and efficiently. This book assumes you have a good level of knowledge and understanding of efficient Java and Scala code.*

*Test Driven Development with Mockito Apr 08 2021 This book is a hands-on guide, full of practical examples to illustrate the concepts of Test Driven Development. If you are a developer who wants to develop software following Test Driven Development using Mockito and leveraging various Mockito features, this book is ideal for you. You don't need prior knowledge of TDD, Mockito, or JUnit. It is ideal for developers, who have some experience in Java application development as well as a basic knowledge of unit testing, but it covers the basic fundamentals of TDD and JUnit testing to get you acquainted with these concepts before delving into them.*

*Mastering Enterprise JavaBeans Sep 01 2020 Includes more than 30 percent revised material and five new chapters, covering the new 2.1 features such as EJB Timer Service and JMS as well as the latest open source Java solutions The book was developed as part of TheServerSide.com online EJB community, ensuring a built-in audience Demonstrates how to build an EJB system, program with EJB, adopt best practices, and harness advanced EJB concepts and techniques, including transactions, persistence, clustering, integration, and performance optimization Offers practical guidance on when not to use EJB and how to use*

*simpler, less costly open source technologies in place of or in conjunction with EJB*

*How to Build Android Apps with Kotlin Jan 25 2020 Master the fundamentals of Android programming and apply your skills to create scalable and reliable apps using industry best practices*  
*Key Features* Build apps with Kotlin, Google's preferred programming language for Android development  
*Unlock solutions to development challenges with guidance from experienced Android professionals*  
*Improve your apps by adding valuable features that make use of advanced functionality*  
*Book Description* Are you keen to get started building Android 11 apps, but don't know where to start? *How to Build Android Apps with Kotlin* is a comprehensive guide that will help kick-start your Android development practice. This book starts with the fundamentals of app development, enabling you to utilize Android Studio and Kotlin to get started building Android projects. You'll learn how to create apps and run them on virtual devices through guided exercises. Progressing through the chapters, you'll delve into Android's RecyclerView to make the most of lists, images, and maps, and see how to fetch data from a web service. Moving ahead, you'll get to grips with testing, learn how to keep your architecture clean, understand how to persist data, and gain basic knowledge of the dependency injection pattern. Finally, you'll see how to publish your apps on the Google Play store. You'll work on realistic projects that are split up into bite-size exercises and activities, allowing you to challenge yourself in an enjoyable and attainable way. You'll build apps to create quizzes, read news articles, check weather reports, store recipes, retrieve movie information, and remind you where you parked your car. By the end of this book, you'll have the skills and confidence to build your own creative Android applications using Kotlin. What you will learn  
*Create maintainable and scalable apps using Kotlin*  
*Understand the Android development lifecycle*  
*Simplify app development with Google architecture components*  
*Use standard libraries for dependency injection and data parsing*  
*Apply the repository pattern to retrieve data from outside sources*  
*Publish your app on the Google Play store*  
*Who this book is for* If you want

*to build your own Android applications using Kotlin but are unsure of how to begin, then this book is for you. To easily grasp the concepts in this book, it is recommended that you already have a basic understanding of Kotlin, or experience in a similar programming language and a willingness to brush up on Kotlin before you start.*

*Essential GWT Dec 16 2021 With Google Web Toolkit, Java developers can build sophisticated Rich Internet Applications (RIAs) and complete Web sites using the powerful IDEs and tools they already use. Now, with GWT 2, Google Web Toolkit has become even more useful. Essential GWT shows how to use this latest version of GWT to create production solutions that combine superior style, performance, and interactivity with exceptional quality and maintainability. Federico Kereki quickly reviews the basics and then introduces intermediate and advanced GWT skills, covering issues ranging from organizing projects to compiling and deploying final code. Throughout, he focuses on best-practice methodologies and design patterns. For example, you'll learn how to use the MVP (model-view-presenter) pattern to improve application design and support automated testing for agile development. Kereki illuminates each concept with realistic code examples that help developers jump-start their projects and get great results more quickly. Working with the latest versions of open source tools such as Eclipse, Subversion, Apache, Tomcat, and MySQL, he demonstrates exactly how GWT fits into real Web development environments. Coverage includes Using the Google Plugin for Eclipse and the GWT Shell Script Detecting and working with browsers—and solving the problems they cause Building better user interfaces with the MVP pattern Using APIs for visualization, mapping, weather data, and more Internationalizing and localizing GWT code Securing GWT applications with cryptography, hashing, and encryption Testing with JUnit, Emma, GWTTestCase, Selenium, and Mock Objects Deploying client-only and client-plus-server GWT applications*

*Java for Absolute Beginners Sep 20 2019 Write your first code in Java using simple, step-by-step examples that model real-world objects and events, making learning easy. With this book you'll be*

able to pick up the concepts without fuss. *Java for Absolute Beginners* teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. *Java for Absolute Beginners* gives you all you need to start your Java 9+ programming journey. No experience necessary.

**What You'll Learn** Use data types, operators, and the new stream API  
Install and use a build tool such as Gradle  
Build interactive Java applications with JavaFX  
Exchange data using the new JSON APIs  
Play with images using multi-resolution APIs  
Use the publish-subscribe framework  
**Who This Book Is For** Those who are new to programming and who want to start with Java.

**Mastering Unit Testing Using Mockito and Junit** Jul 11 2021 A practical and easy-to-follow, yet comprehensive, guide to learning advanced JUnit testing. Each topic is explained and placed in context, and for the more inquisitive, there are more details of the concepts used. This book is for you if you are a developer with some experience in Java application development as well as a basic knowledge of JUnit testing. But for those whose skill set is void of any prior experience with JUnit testing, the book also

*covers basic fundamentals to get you acquainted with the concepts before putting them into practise.*

*Mastering Software Testing with JUnit 5 Feb 06 2021 A comprehensive, hands-on guide on unit testing framework for Java programming language About This Book In-depth coverage of Jupiter, the new programming and extension model provided by JUnit 5 Integration of JUnit 5 with other frameworks such as Mockito, Spring, Selenium, Cucumber, and Docker Best practices for writing meaningful Jupiter test cases Who This Book Is For This book is for Java software engineers and testers. If you are a Java developer who is keen on improving the quality of your code and building world class applications then this book is for you. Prior experience of the concepts of automated testing will be helpful. What You Will Learn The importance of software testing and its impact on software quality The options available for testing Java applications The architecture, features and extension model of JUnit 5 Writing test cases using the Jupiter programming model How to use the latest and advanced features of JUnit 5 Integrating JUnit 5 with existing third-party frameworks Best practices for writing meaningful JUnit 5 test cases Managing software testing activities in a living software project In Detail When building an application it is of utmost importance to have clean code, a productive environment and efficient systems in place. Having automated unit testing in place helps developers to achieve these goals. The JUnit testing framework is a popular choice among Java developers and has recently released a major version update with JUnit 5. This book shows you how to make use of the power of JUnit 5 to write better software. The book begins with an introduction to software quality and software testing. After that, you will see an in-depth analysis of all the features of Jupiter, the new programming and extension model provided by JUnit 5. You will learn how to integrate JUnit 5 with other frameworks such as Mockito, Spring, Selenium, Cucumber, and Docker. After the technical features of JUnit 5, the final part of this book will train you for the daily work of a software tester. You will learn best practices for writing meaningful tests. Finally, you will learn how software testing fits*

*into the overall software development process, and sits alongside continuous integration, defect tracking, and test reporting. Style and approach The book offers definitive and comprehensive coverage of all the Unit testing concepts with JUnit and its features using several real world examples so that readers can put their learning to practice almost immediately. This book is structured in three parts: Software testing foundations (software quality and Java testing) JUnit 5 in depth (programming and extension model of JUnit 5) Software testing in practice (how to write and manage JUnit 5 tests)*

*Pro Spring Batch Mar 27 2020 Since its release, Spring Framework has transformed virtually every aspect of Java development including web applications, security, aspect-oriented programming, persistence, and messaging. Spring Batch, one of its newer additions, now brings the same familiar Spring idioms to batch processing. Spring Batch addresses the needs of any batch process, from the complex calculations performed in the biggest financial institutions to simple data migrations that occur with many software development projects. Pro Spring Batch is intended to answer three questions: What? What is batch processing? What does it entail? What makes it different from the other applications we are developing? What are the challenges inherent in the development of a batch process? Why? Why do batch processing? Why can't we just process things as we get them? Why do we do batch processing differently than the web applications that we currently work on? How? How to implement a robust, scalable, distributed batch processing system using open-source frameworks Pro Spring Batch gives concrete examples of how each piece of functionality is used and why it would be used in a real-world application. This includes providing tips that the "school of hard knocks" has taught author Michael Minella during his experience with Spring Batch. Pro Spring Batch includes examples of I/O options that are not mentioned in the official user's guide, as well as performance tips on things like how to limit the impact of maintaining the state of your jobs. The author also walks you through, from end to end, the design and implementation of a batch process based*

*upon a theoretical real-world example. This includes basic project setup, implementation, testing, tuning and scaling for large volumes.*

*Groovy in Action Nov 22 2019 Summary Groovy in Action, Second Edition is a thoroughly revised, comprehensive guide to Groovy programming. It introduces Java developers to the dynamic features that Groovy provides, and shows how to apply Groovy to a range of tasks including building new apps, integration with existing code, and DSL development. Covers Groovy 2.4. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In the last ten years, Groovy has become an integral part of a Java developer's toolbox. Its comfortable, common-sense design, seamless integration with Java, and rich ecosystem that includes the Grails web framework, the Gradle build system, and Spock testing platform have created a large Groovy community About the Book Groovy in Action, Second Edition is the undisputed definitive reference on the Groovy language. Written by core members of the Groovy language team, this book presents Groovy like no other can—from the inside out. With relevant examples, careful explanations of Groovy's key concepts and features, and insightful coverage of how to use Groovy in-production tasks, including building new applications, integration with existing code, and DSL development, this is the only book you'll need. Updated for Groovy 2.4. Some experience with Java or another programming language is helpful. No Groovy experience is assumed. What's Inside Comprehensive coverage of Groovy 2.4 including language features, libraries, and AST transformations Dynamic, static, and extensible typing Concurrency: actors, data parallelism, and dataflow Applying Groovy: Java integration, XML, SQL, testing, and domain-specific language support Hundreds of reusable examples About the Authors Authors Dierk König, Paul King, Guillaume Laforge, Hamlet D'Arcy, Cédric Champeau, Erik Pragt, and Jon Skeet are intimately involved in the creation and ongoing development of the Groovy language and its ecosystem. Table of Contents PART 1 THE GROOVY LANGUAGE Your way to Groovy Overture: Groovy*

*basics Simple Groovy datatypes Collective Groovy datatypes Working with closures Groovy control structures Object orientation, Groovy style Dynamic programming with Groovy Compile-time metaprogramming and AST transformations Groovy as a static language PART 2 AROUND THE GROOVY LIBRARY Working with builders Working with the GDK Database programming with Groovy Working with XML and JSON Interacting with Web Services Integrating Groovy PART 3 APPLIED GROOVY Unit testing with Groovy Concurrent Groovy with GParas Domain-specific languages The Groovy ecosystem*

*RabbitMQ Essentials Jan 17 2022 This book is a quick and concise introduction to RabbitMQ. Follow the unique case study of Clever Coney Media as they progressively discover how to fully utilize RabbitMQ, containing clever examples and detailed explanations. Whether you are someone who develops enterprise messaging products professionally or a hobbyist who is already familiar with open source Message Queuing software and you are looking for a new challenge, then this is the book for you. Although you should be familiar with Java, Ruby, and Python to get the most out of the examples, RabbitMQ Essentials will give you the push you need to get started that no other RabbitMQ tutorial can provide you with.*

*Apache Ignite Quick Start Guide Jul 23 2022 Build efficient, high-performance & scalable systems to process large volumes of data with Apache Ignite Key Features Understand Apache Ignite's in-memory technology Create High-Performance app components with IgniteBuild a real-time data streaming and complex event processing system Book Description Apache Ignite is a distributed in-memory platform designed to scale and process large volume of data. It can be integrated with microservices as well as monolithic systems, and can be used as a scalable, highly available and performant deployment platform for microservices. This book will teach you to use Apache Ignite for building a high-performance, scalable, highly available system architecture with data integrity. The book takes you through the basics of Apache Ignite and in-memory technologies. You will learn about installation and clustering Ignite nodes, caching topologies, and*



various caching strategies, such as cache aside, read and write through, and write behind. Next, you will delve into detailed aspects of Ignite's data grid: web session clustering and querying data. You will learn how to process large volumes of data using compute grid and Ignite's map-reduce and executor service. You will learn about the memory architecture of Apache Ignite and monitoring memory and caches. You will use Ignite for complex event processing, event streaming, and the time-series predictions of opportunities and threats. Additionally, you will go through off-heap and on-heap caching, swapping, and native and Spring framework integration with Apache Ignite. By the end of this book, you will be confident with all the features of Apache Ignite 2.x that can be used to build a high-performance system architecture. What you will learn

Use Apache Ignite's data grid and implement web session clustering

Gain high performance and linear scalability with in-memory distributed data processing

Create a microservice on top of Apache Ignite that can scale and perform

Perform ACID-compliant CRUD operations on an Ignite cache

Retrieve data from Apache Ignite's data grid using SQL, Scan and Lucene Text query

Explore complex event processing concepts and event streaming

Integrate your Ignite app with the Spring framework

Who this book is for

The book is for Big Data professionals who want to learn the essentials of Apache Ignite. Prior experience in Java is necessary.

[Learn Java 12 Programming](#) Oct 02 2020 A comprehensive guide to get started with Java and gain insights into major concepts such as object-oriented, functional, and reactive programming

**Key Features** Strengthen your knowledge of important programming concepts and the latest features in Java

Explore core programming topics including GUI programming, concurrency, and error handling

Learn the idioms and best practices for writing high-quality Java code

**Book Description** Java is one of the preferred languages among developers, used in everything right from smartphones, and game consoles to even supercomputers, and its new features simply add to the richness of the language. This book on Java programming begins by helping you learn how to install the Java Development Kit. You

will then focus on understanding object-oriented programming (OOP), with exclusive insights into concepts like abstraction, encapsulation, inheritance, and polymorphism, which will help you when programming for real-world apps. Next, you'll cover fundamental programming structures of Java such as data structures and algorithms that will serve as the building blocks for your apps. You will also delve into core programming topics that will assist you with error handling, debugging, and testing your apps. As you progress, you'll move on to advanced topics such as Java libraries, database management, and network programming, which will hone your skills in building professional-grade apps. Further on, you'll understand how to create a graphic user interface using JavaFX and learn to build scalable apps by taking advantage of reactive and functional programming. By the end of this book, you'll not only be well versed with Java 10, 11, and 12, but also gain a perspective into the future of this language and software development in general.

What you will learn

- Learn and apply object-oriented principles
- Gain insights into data structures and understand how they are used in Java
- Explore multithreaded, asynchronous, functional, and reactive programming
- Add a user-friendly graphic interface to your application
- Find out what streams are and how they can help in data processing
- Discover the importance of microservices and use them to make your apps robust and scalable
- Explore Java design patterns and best practices to solve everyday problems
- Learn techniques and idioms for writing high-quality Java code

Who this book is for

Students, software developers, or anyone looking to learn new skills or even a language will find this book useful. Although this book is for beginners, professional programmers can benefit from it too. Previous knowledge of Java or any programming language is not required.

*Mockito Essentials* Nov 27 2022 This book is ideal for developers who have some experience in Java application development as well as some basic knowledge of test doubles and JUnit testing. This book also introduces you to the fundamentals of JUnit testing, test doubles, refactoring legacy code, and writing JUnit tests for GWT and web services.

*Gradle Essentials Nov 15 2021 Master the fundamentals of Gradle using real-world projects with this quick and easy-to-read guide About This Book Write beautiful build scripts for various types of projects effortlessly Become more productive by harnessing the power and elegance of the Gradle DSL Learn how to use Gradle quickly and effectively with this step-by-step guide Who This Book Is For This book is for Java and other JVM-based language developers who want to use Gradle or are already using Gradle on their projects. No prior knowledge of Gradle is required, but some familiarity with build-related terminologies and an understanding of the Java language would help. What You Will Learn Master the Gradle DSL by identifying the building blocks Learn just enough Groovy for Gradle Set up tests and reports for your projects to make them CI ready Create library, stand-alone, and web projects Craft multi-module projects quickly and efficiently Migrate existing projects to a modern Gradle build Extract common build logic into plugins Write builds for languages like Java, Groovy, and Scala In Detail Gradle is an advanced and modern build automation tool. It inherits the best elements of the past generation of build tools, but it also differs and innovates to bring terseness, elegance, simplicity, and the flexibility to build. Right from installing Gradle and writing your first build file to creating a fully-fledged multi-module project build, this book will guide you through its topics in a step-by-step fashion. You will get your hands dirty with a simple Java project built with Gradle and go on to build web applications that are run with Jetty or Tomcat. We take a unique approach towards explaining the DSL using the Gradle API, which makes the DSL more accessible and intuitive. All in all, this book is a concise guide to help you decipher the Gradle build files, covering the essential topics that are most useful in real-world projects. With every chapter, you will learn a new topic and be able to readily implement your build files. Style and approach This step-by-step guide focuses on being productive with every chapter. When required, topics are explained in-depth to give you a good foundation of the Gradle fundamentals. The book covers most aspects of builds required for conventional JVM-based projects,*

*and when necessary, points you towards the right resources.*

*Building and Testing with Gradle May 29 2020 Describes how to use the open source project automation tool to build and test software written in Java and other programming languages.*

*Search Based Software Engineering Sep 13 2021 This book constitutes the refereed proceedings of the 8th International Symposium on Search-Based Software Engineering, SSBSE 2016, held in Raleigh, NC, USA, in October 2016. The 13 revised full papers and 4 short papers presented together with 7 challenge track and 4 graduate student track papers were carefully reviewed and selected from 48 submissions. Search Based Software Engineering (SBSE) studies the application of meta-heuristic optimization techniques to various software engineering problems, ranging from requirements engineering to software testing and maintenance.*

*Testing in Scala Aug 20 2019 If you build your Scala application through Test-Driven Development, you'll quickly see the advantages of testing before you write production code. This hands-on book shows you how to create tests with ScalaTest and the Specs2—two of the best testing frameworks available—and how to run your tests in the Simple Build Tool (SBT) designed specifically for Scala projects. By building a sample digital jukebox application, you'll discover how to isolate your tests from large subsystems and networks with mocking code, and how to use the ScalaCheck library for automated specification-based testing. If you're familiar with Scala, Ruby, or Python, this book is for you. Get an overview of Test-Driven Development Start a simple project with SBT and create tests before you write code Dive into SBT's basic commands, interactive mode, packaging, and history Use ScalaTest both in the command line and with SBT, and learn how to incorporate JUnit and TestNG Work with the Specs2 framework, including Specification styles, matchers DSLs, and Data Tables Understand mocking by using Java frameworks EasyMock and Mockito, and the Scala-only framework ScalaMock Automate testing by using ScalaCheck to generate fake data*

*Mockito Cookbook May 21 2022 This is a focused guide with lots*

*of practical recipes with presentations of business issues and presentation of the whole test of the system. This book shows the use of Mockito's popular unit testing frameworks such as JUnit, PowerMock, TestNG, and so on. If you are a software developer with no testing experience (especially with Mockito) and you want to start using Mockito in the most efficient way then this book is for you. This book assumes that you have a good knowledge level and understanding of Java-based unit testing frameworks.*

*Test-Driven Java Development Apr 27 2020 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.*

*Mockito Essentials Dec 28 2022 This book is ideal for developers who have some experience in Java application development as well as some basic knowledge of test doubles and JUnit testing. This book also introduces you to the fundamentals of JUnit testing, test doubles, refactoring legacy code, and writing JUnit tests for GWT and web services.*

*Essentials of Software Testing Oct 14 2021 Software testing can be regarded as an art, a craft, and a science. The practical, step-by-step approach presented in this book provides a bridge between these different viewpoints. A single worked example runs throughout, with consistent use of test automation. Each testing technique is introduced in the context of this example, helping students see its strengths and weaknesses. The technique is then explained in more detail, providing a deeper understanding of underlying principles. Finally the limitations of each technique are demonstrated by inserting faults, giving learners concrete examples of when each technique succeeds or*

*fails in finding faults. Coverage includes black-box testing, white-box testing, random testing, unit testing, object-oriented testing, and application testing. The authors also emphasise the process of applying the techniques, covering the steps of analysis, test design, test implementation, and interpretation of results. The book's web site has programming exercises and Java source code for all examples.*

*Testing with JUnit May 09 2021 Master high quality software development driven by unit tests About This Book Design and implement robust system components by means of the de facto unit testing standard in Java Reduce defect rate and maintenance effort, plus simultaneously increase code quality and development pace Follow a step-by-step tutorial imparting the essential techniques based on real-world scenarios and code walkthroughs Who This Book Is For No matter what your specific background as a Java developer, whether you're simply interested in building up a safety net to reduce regressions of your desktop application or in improving your server-side reliability based on robust and reusable components, unit testing is the way to go. This book provides you with a comprehensive but concise entrance advancing your knowledge step-wise to a professional level. What You Will Learn Organize your test infrastructure and resources reasonably Understand and write well structured tests Decompose your requirements into small and independently testable units Increase your testing efficiency with on-the-fly generated stand-in components and deal with the particularities of exceptional flow Employ runners to adjust to specific test demands Use rules to increase testing safety and reduce boilerplate Use third party supplements to improve the expressiveness of your verification statements In Detail JUnit has matured to become the most important tool when it comes to automated developer tests in Java. Supported by all IDEs and build systems, it empowers programmers to deliver software features reliably and efficiently. However, writing good unit tests is a skill that needs to be learned; otherwise it's all too easy to end up in gridlocked development due to messed up production and testing code. Acquiring the best practices for unit testing will*

help you to prevent such problems and lead your projects to success with respect to quality and costs. This book explains JUnit concepts and best practices applied to the test first approach, a foundation for high quality Java components delivered in time and budget. From the beginning you'll be guided continuously through a practically relevant example and pick up background knowledge and development techniques step by step. Starting with the basics of tests organization you'll soon comprehend the necessity of well structured tests and delve into the relationship of requirement decomposition and the many-faceted world of test double usage. In conjunction with third-party tools you'll be trained in writing your tests efficiently, adapt your test case environment to particular demands and increase the expressiveness of your verification statements. Finally, you'll experience continuous integration as the perfect complement to support short feedback cycles and quality related reports for your whole team. The tutorial gives a profound entry point in the essentials of unit testing with JUnit and prepares you for test-related daily work challenges. *Style and approach* This is an intelligible tutorial based on an ongoing and non-trivial development example. Profound introductions of concepts and techniques are provided stepwise as the programming challenges evolve. This allows you to reproduce and practice the individual skills thoroughly.

*Der Weg zum Java-Profi Jun 29 2020 Standardwerk in 5. Neuauflage ! Dieses Buch bietet eine umfassende Einführung in die professionelle Java-Entwicklung und vermittelt Ihnen das notwendige Wissen, um stabile und erweiterbare Softwaresysteme auf Java-SE-Basis zu bauen. Praxisnahe Beispiele helfen dabei, das Gelernte rasch umzusetzen. Neben der Praxis wird viel Wert auf das Verständnis zugrunde liegender Konzepte gelegt. Dabei kommen dem Autor Michael Inden seine umfangreichen Schulungs- und Entwicklererfahrungen zugute - und Ihnen als Leser damit ebenso. Diese Neuauflage wurde durchgehend überarbeitet und aktualisiert und berücksichtigt die Java-Versionen 9 bis 15. Ansonsten wurde der bewährte Themenmix der Voraufgaben beibehalten: Grundlagen, Analyse*



*und Design: Professionelle Arbeitsumgebung – Objektorientiertes Design – Lambdas – Java-Grundlagen Bausteine stabiler Java-Applikationen: Collections-Framework – Stream-API – Datumsverarbeitung seit JDK 8 – Applikationsbausteine – Multithreading-Grundlagen – Modern Concurrency – Fortgeschrittene Java-Themen – Basiswissen Internationalisierung Fallstricke und Lösungen: Bad Smells – Refactorings – Entwurfsmuster Qualitätssicherung: Programmierstil und Coding Conventions – Unit Tests – Codereviews – Optimierungen Darüber hinaus thematisiert je ein Kapitel die Neuerungen in Java 12 bis 15 sowie die Modularisierung mit Project Jigsaw. Ergänzt wird das Ganze durch einen Anhang mit einen Überblick über Grundlagen zur Java Virtual Machine. "Es ist wirklich ein gelungenes Buch für Java-Programmierer die ihre Kenntnisse vertiefen und professionalisieren wollen!" (rn-wissen.de) "Vom motivierten Einsteiger bis zum Java-Profi, ein in Breite und Tiefe überzeugendes Werk [...] empfehle ich jedem, der sich ernsthaft mit professioneller Java-Entwicklung auseinandersetzen möchte." ServiceStack 4 Cookbook Feb 18 2022 If you are a .NET developer who is looking for a simpler way to build services, this is the book for you. It will show you how to write fast, maintainable APIs that are a pleasure to use and maintain starting from the database to the client and everything in-between.*

*Mockito for Spring Sep 25 2022*

*Pro CDI 2 in Java EE 8 Dec 04 2020 In Pro CDI 2 in Java EE 8, use CDI and the CDI 2.0 to automatically manage the life cycle of your enterprise Java, Java EE, or Jakarta EE application's beans using predefined scopes and define custom life cycles using scopes. In this book, you will see how you can implement dynamic and asynchronous communication between separate beans in your application with CDI events. The authors explain how to add new capabilities to the CDI platform by implementing these capabilities as extensions. They show you how to use CDI in a Java SE environment with the new CDI initialization and configuration API, and how to dynamically modify the*

*configuration of beans at application startup by using dynamic bean building. This book is compatible with the new open source Eclipse Jakarta EE platform and tools. What You Will Learn Use qualifier annotations to inject specific bean implementations Programmatically retrieve bean instances from the CDI container in both Java SE and Java EE when injecting them into an object isn't possible Dynamically replace beans using the @Alternative annotation to, for example, replace a bean with a mock version for testing Work with annotation literals to get instances of annotations to use with the CDI API Discover how scopes and events interact Who This Book Is For Those who have some experience with CDI, but may not have experience with some of the more advanced features in CDI.*

*Android for Java Programmers Feb 24 2020 This textbook is about learning Android and developing native apps using the Java programming language. It follows Java and Object-Oriented (OO) programmers' experiences and expectations and thus enables them to easily map Android concepts to familiar ones. Each chapter of the book is dedicated to one or more Android development topics and has one or more illustrating apps. The topics covered include activities and transitions between activities, Android user interfaces and widgets, activity layouts, Android debugging and testing, fragments, shared preferences, SQLite and firebase databases, XML and JSON processing, the content provider, services, message broadcasting, async task and threading, the media player, sensors, Android Google maps, etc. The book is intended for introductory or advanced Android courses to be taught in one or two semesters at universities and colleges. It uses code samples and exercises extensively to explain and clarify Android coding and concepts. It is written for students and programmers who have no prior Android programming knowledge as well as those who already have some Android programming skills and are excited to study more advanced concepts or acquire a deeper knowledge and understanding of Android programming. All the apps in the book are native Android apps and do not need to use or include third-party technologies to run.*

[artintransit.ca](http://artintransit.ca)