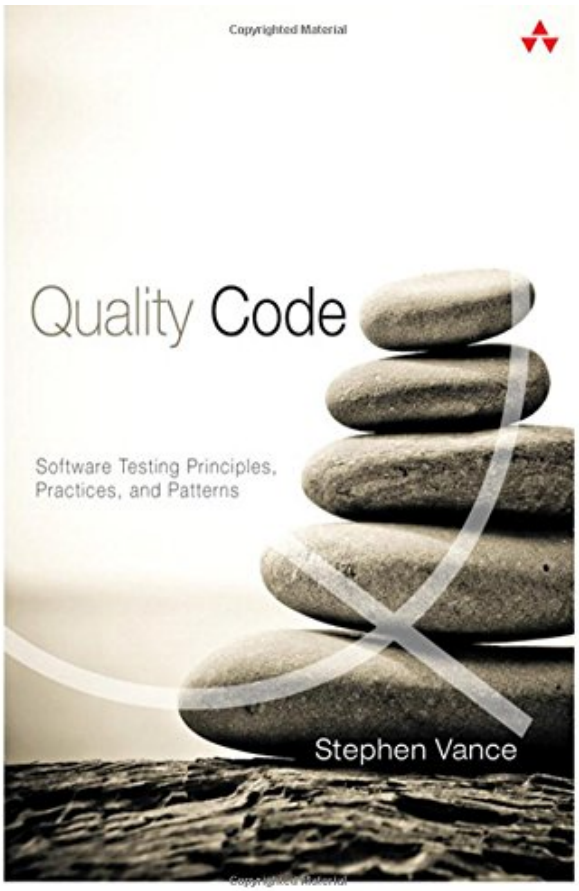
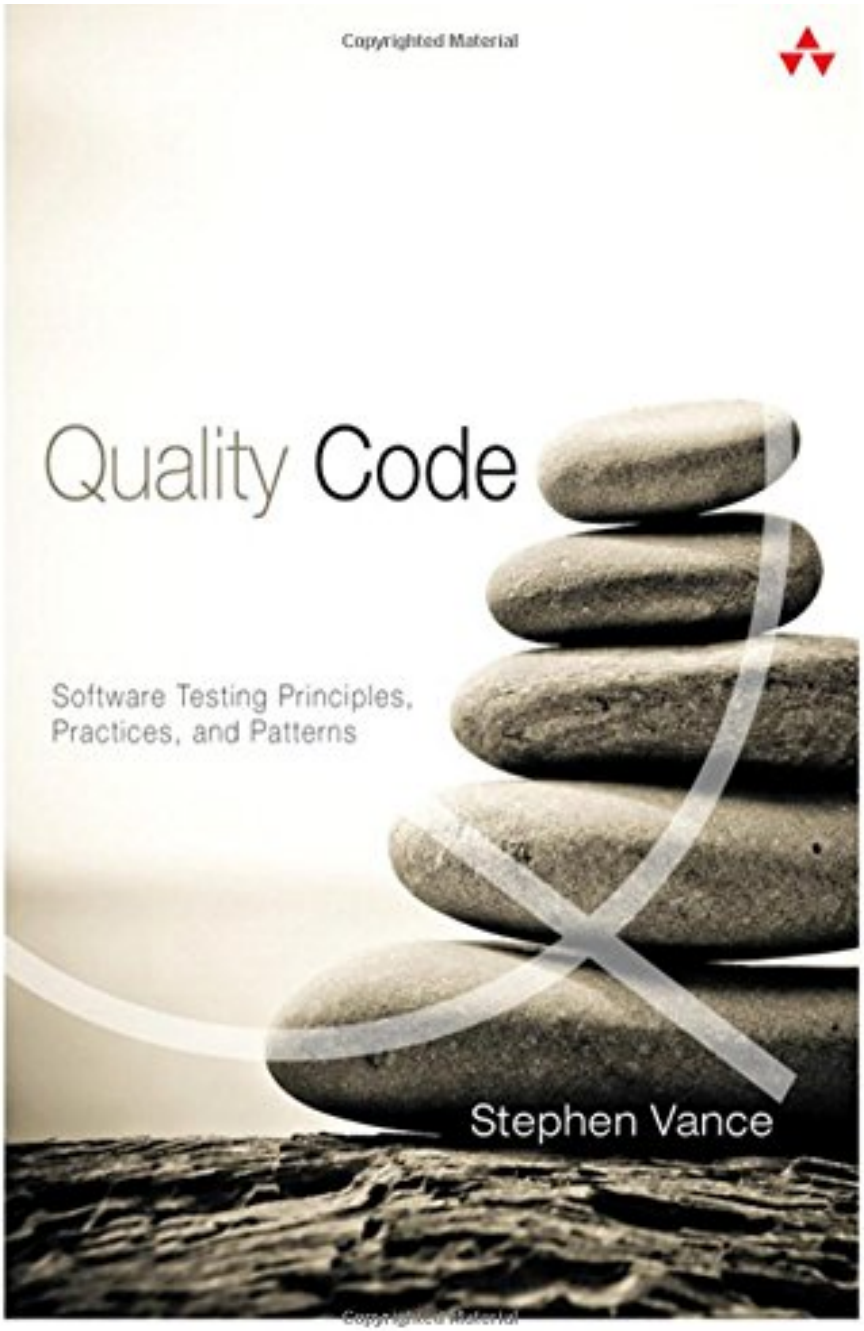
QUALITY CODE: SOFTWARE TESTING PRINCIPLES, PRACTICES, AND PATTERNS BY STEPHEN VANCE





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From the Author
As I've coached software engineering teams on testing practices I've found that often the obstacle is not whether they believe they should test or whether they understand the concepts of testing, but the concrete understanding of what testable code looks like and knowledge of the implementation patterns of how to bring code under test.

Looking around, I realized that no one had written squarely on this topic. There are lots of great books by the likes of Bob Martin, Michael Feathers, Lasse Koskela, Kent Beck, Steve Freeman and Nat Pryce, Martin Fowler, Joshua Kierevsky, and others that address approaches to testing, the importance of testing, and so forth. In the process they show techniques for bringing code under test, but it's usually secondary to the points being made. The only exception to this is Michael Feathers' "Working Effectively with Legacy Code" but it has a very specific focus that necessarily limits the techniques discussed.

Many of the examples of the book are in Java, although overall I use a dozen or so languages for examples. This is largely an artifact of the language I was most immersed in when the seed of the idea was planted. There are many examples from JavaScript, including one of the worked example chapters. With a few exceptions that I tried to point out, almost all of the techniques can be applied in most languages with only a little adaptation, so if Java and JavaScript are not your primary tools, you should still be able to leverage the techniques.

Happy testing!

About the Author
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Test-driven, test-first, and test-early development practices are helping thousands of software development organizations improve their software. Now, in Quality Code: Software Testing Principles, Practices, and Patterns, Stephen Vance builds on all that's been learned about test-driven development, helping you achieve unprecedented levels of first-time quality. Using real-world code examples, this guide introduces patterns, principles, and more than two dozen detailed techniques for testing any software system more fully, effectively, and painlessly. Vance presents a conceptual framework to help you focus your efforts and design recommendations for improving testability across the software lifecycle, and also provides hands-on guidance to simplify testing of the full spectrum of code constructs. You'll learn how to choose the best testing techniques for every situation, from the most common scenarios to threading. Two complete case studies put it all together, walking you through testing a brand-new Java application and an untested "legacy" JavaScript jQuery plugin. Whether you're developing cutting-edge code for a new start-up, or maintaining an unruly old system, this guide will help you deliver exactly what you need: quality code.

• Simplify unit testing of all your code—and improve integration and system testing
• Delineate intent and implementation to promote more reliable and scalable testing
• Overcome confusion and misunderstandings about the mechanics of writing tests
• Test "side effects," behavioral characteristics, and contextual constraints
• Understand subtle interactions between design and testability—and make them work for, not against, you
• Discover core principles that guide your key testing decisions
• Explore testing getters/setters, string handling, encapsulation, override variations, visibility, singleton patterns, error conditions, and more
• Reproduce and test complex race conditions deterministically

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Most helpful customer reviews

4 of 4 people found the following review helpful.
Very thorough with practical examples
By Trent Richardson
The first part of the book lays a foundation of why to test, approaches, and how to handle different situations. The book touches a lot of scenarios I would have not thought of before hand like parallelism, factories, events, and even error testing (before this book I thought error handling was considered testing). He then polishes it off with a couple real world projects and applying the principles covered to bring them under test.

The examples are Java, Javascript, and Perl. I know very little Java and Perl but the examples were clear enough that knowing basic programming is enough (I'm a php, coldfusion, javascript developer). The book proves that testing is as much about the approach and theory as the language specifics.

I give it 5 stars because of the book's clarity, the simple and practical examples, it applies the principles into real world code, and the book is reasonable length that you don't give up on it.

1 of 1 people found the following review helpful.
Quality is baked into the code from the start
By Yvette Francino
Having worked as a software developer, a QA manager, and an Agile development manager, I've often heard debate about whether or not developers should test their own code. Though certainly developers are expected to unit test, even in Agile environments, I've often seen the separation of roles between developers and testers. I've always been of the opinion that developers were quite capable of testing, and in fact, would ideally create automated tests to be run with each build and deployment.

One thing I really like about this book is that it teaches how to bake quality principals into the code and does

not distinguish between a developer and a tester, but teaches these skills to the Agile team member. That being said, the reader should have coding skills in order to gain the benefits of the advice, and the book is more pertinent for the developer who wants to learn testing skills rather than the manual tester who wants to learn test automation skills.

The author does a great job of providing examples and patterns that will help the seasoned coder to thoroughly test and create a high quality application. In our modern world of continuous delivery, we must evaluate for test coverage and automation as a priority. This book will help the software development team learn the necessary skills to guarantee quality from the start.

5 of 7 people found the following review helpful.
not really sure who this book is intended for
By Global engineer
I am not really sure who this book is intended for.... It assumes you know the basics of testing so it's not for beginners, but there is very little information here for seasoned coders, though actually specifying the principles can be moderately helpful. From the description of the book I was really hoping for coverage of the full test "stack", unit, integration, performance etc, more specifically what domains you should cover and how you should create your testing strategies. Instead we get a bunch of useful, though pretty well-known unit test patterns. I guess if you have just started out writing tests and know the basics of the frameworks but not much else this book could be useful, but everyone else is probably better off with a more thorough treatment of the subject.

See all 8 customer reviews...

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