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Autore	Grzejszczak Marcin
Titolo	Mockito cookbook : over 65 recipes to get you up and running with unit testing using Mockito / / Marcin Grzejszczak ; cover image by Poonam Nayak
Pubbl/distr/stampa	Birmingham, [England] : , : Packt Publishing, , 2014 ©2014
ISBN	1-78398-275-6
Edizione	[1st edition]
Descrizione fisica	1 online resource (284 p.)
Disciplina	621.3981
Soggetti	Computer interfaces User interfaces (Computer systems)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Quick answers to common problems"--Cover. Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with Mockito; Introduction; Adding Mockito to a project's classpath; Getting started with Mockito for JUnit; Getting started with Mockito for TestNG; Mockito best practices - test behavior not implementation; Adding Mockito hints to exception messages (JUnit) (Experimental); Adding additional Mockito warnings to your tests (JUnit) (Experimental); Chapter 2: Creating Mocks; Introduction; Creating mocks in code; Creating mocks with annotations Creating mocks with a different default answer Creating mocks with different default answers with annotations; Creating mocks with custom configuration; Creating mocks of final classes with PowerMock; Creating mocks of enums with PowerMock; Chapter 3: Creating Spies and Partial Mocks; Introduction; Creating spies in code; Creating spies with custom configuration; Creating spies using annotations; Creating partial mocks; Creating partial mocks of final classes with delegatesTo(); Creating spies of final classes with PowerMock; Chapter 4: Stubbing Behavior of Mocks; Introduction Using argument matchers for stubbing Stubbing methods that return values; Stubbing methods so that they throw exceptions; Stubbing

methods so that they return custom answers; Stubbing methods so that they call real methods; Stubbing void methods; Stubbing void methods so that they throw exceptions; Stubbing void methods so that they return custom answers; Stubbing void methods so that they call real methods; Stubbing final methods with PowerMock; Stubbing static methods with PowerMock; Stubbing object instantiation using PowerMock; Chapter 5: Stubbing Behavior of Spies; Introduction Stubbing methods that return valuesStubbing methods so that they throw exceptions; Stubbing methods so that they return custom answers; Stubbing void methods; Stubbing void methods so that they throw exceptions; Stubbing void methods so that they return custom answers; Stubbing final methods with PowerMock; Chapter 6: Verifying Test Doubles; Introduction; Verifying the method invocation count with times(); Verifying the method invocation count with atLeast(); Verifying the method invocation count with atMost(); Verifying that interactions never happened
Verifying that interactions stopped happeningVerifying the order of interactions; Verifying interactions and ignoring stubbed methods; Verifying the method invocation within time; Chapter 7: Verifying Behavior with Object Matchers; Introduction; Using Hamcrest matchers for assertions; Creating custom Hamcrest matchers; Using Hamcrest matchers for stubbing and verification; Using AssertJ for assertions; Creating custom AssertJ assertions; Capturing and asserting the argument; Chapter 8: Refactoring with Mockito; Introduction; Removing the problems with instance creation
Refactoring classes that do too much

Sommario/riassunto

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.

2. Record Nr.	UNISALENT0991004363818507536
Autore	Deakin, Frederick William
Titolo	La montagna più alta : l'epopea dell'esercito partigiano jugoslavo / F.W. D. Deakin
Pubbl/distr/stampa	Torino : Einaudi, 1972
Titolo uniforme	The embattled mountain
Descrizione fisica	XVI, 287 p., [10] c. di tav., [1] c. geogr. ripieg. ; 22 cm
Collana	Saggi ; 494
Altri autori (Persone)	Serafini, Aldo
Disciplina	940.54
Soggetti	Resistenza - Iugoslavia Partigiani - Iugoslavia
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Traduzione di Aldo Serafini

3. Record Nr.	UNINA9910134144603321
Titolo	1066 : tidsskrift for historie
Pubbl/distr/stampa	København, : [Verlag nicht ermittelbar], 2011-
Descrizione fisica	Online-Ressource
Classificazione	7,22
Disciplina	900
Soggetti	Zeitschrift
Lingua di pubblicazione	Danese
Formato	Materiale a stampa
Livello bibliografico	Periodico
Note generali	Gesehen am 15.01.14
4. Record Nr.	UNINA9910968203303321
Autore	Sinnreich Aram
Titolo	The essential guide to intellectual property / / Aram Sinnreich
Pubbl/distr/stampa	New Haven, CT : , : Yale University Press, , [2019] ©2019
ISBN	9780300214420 9780300245431 0300245432
Descrizione fisica	1 online resource (300 pages)
Disciplina	346.048
Soggetti	Intellectual property Propriété intellectuelle intellectual property Droit d'auteur copyright
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

Nota di contenuto

Frontmatter -- Contents -- Preface -- Acknowledgments -- Introduction. What Is Intellectual Property? -- One. The Origins of Intellectual Property -- Two. The Limits of Intellectual Property -- Three. Intellectual Property and Industry -- Four. Intellectual Property and Cultural Expression -- Five. The Politics Behind Intellectual Property -- Six. Intellectual Property in the Global Arena -- Seven. Copyright Piracy -- Eight. Copyleft and Copyright -- Conclusion. The Future of Intellectual Property -- Notes -- Further Reading -- Index

Sommario/riassunto

A broad introduction to the changing roles of intellectual property within society Intellectual property is one of the most confusing-and widely used-dimensions of the law. By granting exclusive rights to publish, manufacture, copy, or distribute information and technology, IP laws shape our cultures, our industries, and our politics in countless ways, with consequences for everyone, including artists, inventors, entrepreneurs, and citizens at large. In this engaging, accessible study, Aram Sinnreich uncovers what's behind current debates and what the future holds for copyrights, patents, and trademarks.

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