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Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XVII, 302 p. 90 illus.)
Disciplina	005.265
Soggetti	iOS (Electronic resource) Computer software - Testing Application software - Development
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Chapter 1 - Introduction for Testing -- Chapter 2 - Setting up our Infrastructure -- Chapter 3 - Writing Tests-The Basics -- Chapter 4 - Writing Tests - Advanced Techniques -- Chapter 5 - Integration Tests -- Chapter 6 - Write Testable Code -- Chapter 7 - User Interface Tests -- Chapter 8 - Cover Another Aspect of Your App - Performance Testing -- Chapter 9 - Snapshot Testing. - Chapter 10: Implement Tests in Our Daily Work Routine -- Chapter 11: Using Command Line Tools.
Sommario/riassunto	Discover what tools there are for unit testing in iOS, and how to work in a test-driven environment. This book reveals how testing is a crucial capability in any iOS developer's toolset, and a minimum requirement in iOS interviews. A few years ago, tests on mobile platforms were not very popular. It wasn't a technical constraint, more a cultural one. But these days it's a crucial skill set, especially when projects become big and hard to maintain. This book shows you how to set up a testing target in XCode unit tests. You'll learn how to write unit tests properly and incorporate concepts like spies and mocks and code coverage. You'll also learn the philosophy behind the architecture of UI tests, and how to mock network and DB layers in testing. Write unbreakable UI tests performance tests, as well. And learn the difference between

integration tests and snapshot testing. This book will show you how to maintain code that's not only bug-free but will also remain high quality over time and maintainable while you make changes and refactors during an app's life. Testing in all its aspects is the best way of maintaining iOS projects to run fast and reliably long after you've released them. Many iOS developers working today lack an understanding of the advantages of testing, and might be unfamiliar with tools that make the job easier, such as XCTest framework. With Pro iOS Testing you'll see how to develop and test apps that work and stay working for a long time. You will:

- Set up a stable testing system
- Extend an app's lifetime with testing before release
- Incorporate testing into your everyday development routine
- Write unbreakable UI tests
- performance tests
- Understand the difference between integration tests and snapshot testing.

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