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| Altri autori (Persone) | HightowerRichard |
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| Soggetti | Java (Computer program language) eXtreme programming Open source software Electronic books. |
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| Nota di bibliografia | Includes bibliographical references and index. |
| Nota di contenuto | Professional Java Tools for Extreme Programming; Credits; About the Authors; Contents; Introduction; Why Spend So Much Time on the Tools?; Who Should Read this Book; Why Open Source?; Automated Testing: A Summary; Continuous Integration: A Summary; How This Book Is Organized; What's on the Web Site; Chapter 1: Introduction to Extreme Programming; XP Overview; Adopting XP?; Summary; Chapter 2: J2EE Deployment Concepts; The JAR File; Web Applications and the WAR File; Enterprise Beans and the EJB JAR File; Enterprise Applications and the EAR File; Conclusion Chapter 3: Storing and Managing Code with CVSThe Benefits of Versioning; About CVS; CVS Foundations; Setting Up CVS on the Server; CVS Pitfalls and Solutions; Chapter 4: Ant Primer; Standard Targets; Chapter 5: Building Java Applications with Ant; Hello World Recap; Conclusion; Chapter 6: Building J2EE Applications with Ant; The Pet Store Case Study; Summary; Chapter 7: XDoclet Primer; What Is XDoclet?; Code Generation Templating; Installing XDoclet; Configure Ant; A Simple Example; XDoclet Tasks, Subtasks, and Templates; XDoclet Merging; Summary |

Chapter 8: Building J2EE Web Components with Ant and XDocletServlet Example; Webdoclet Tags; Using Ant for the Configuration; Using Ant Properties, Init-Params, and Filtering; Creating Taglibs; Using Eclipse with Webdoclet; Summary; Chapter 9: Building EJBs with Ant and XDoclet; Generating XDoclet EJBs; Summary; Chapter 10: Building Struts Apps with Ant and XDoclet; Brief Introduction to Struts; Installing Struts; A Sample Application; Struts and XDoclet; Summary; Chapter 11: Creating Custom Ant Tasks; How Ant Works; An Example Task; A Skeleton Task Example; Building a New Task Using the New TaskSummary; Chapter 12: Creating XDoclet Custom Tags and Templates; XDoclet Architecture; A Simple Template; Building an XDoclet Template; Summary; Chapter 13: Unit Testing with JUnit; Case Study: Adding an Entity Bean to the Pet Store; Summary; Chapter 14: Load Testing with JUnitPerf; JUnitPerf Concepts; TimedTest Example; LoadTest Example; Summary; Chapter 15: Defect Tracking with Bugzilla; Enter Bugzilla; Bugzilla Setup; Bugs in Bugzilla; Security; Summary; Chapter 16: Functional Testing with HttpUnit; Why Functional Testing?; Why HttpUnit?; HttpUnit Basics Advanced Topics in HttpUnitSpider Example; Summary; Chapter 17: Performance Testing with JMeter; Overview of JMeter; JMeter Concepts; Using JMeter to Test a Web Application Navigation; Using JMeter to Test the Web Application's Form Entry; Using JMeter to Test Performance of Our RDBMS; Case Study: The Pet Store; Summary; Chapter 18: Cactus Primer; Why In-Container Testing?; Why Cactus?; Installing Cactus; Cactus Architecture; Cactus with Ant; Summary; Chapter 19: Testing Servlets and Filters with Cactus; Testing Servlets; Testing Filters; Summary Chapter 20: JspTestCases and Testing Custom Tags with Cactus

Sommario/riassunto

What is this book about? The Extreme Programming (XP) methodology enables you to build and test enterprise systems quickly without sacrificing quality. In the last few years, open source developers have created or significantly improved a host of Java XP tools, from XDoclet, Maven, AntHill, and Eclipse to Ant, JUnit, and Cactus. This practical, code-intensive guide shows you how to put these tools to work - and capitalize on the benefits of Extreme Programming. Using an example pet store application, our expert Java developers demonstrate how to harness the latest versions of An
