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Titolo	Modularizing legacy projects using TDD : test-driven development with XCTest for IOS // Khaled El-Morabea, Hassaan El-Garem
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Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Networking in Books. Includes index.
Nota di contenuto	Intro -- Table of Contents -- About the Authors -- About the Technical Reviewer -- Acknowledgments -- Chapter 1: TDD Basics -- Types of Testing -- Trouble with Automated Testing -- TDD in a Nutshell -- Why Use TDD? -- External and Internal Quality -- When to Use TDD? -- When Not to Use TDD? -- Refactoring -- Modularization -- Test Structure -- Let's TDD -- Maximum Out of TDD -- Exercise -- Summary -- Chapter 2: Unit Tests -- Your First Test -- What Do We Want to Test? -- Creating a Unit Test Target -- Adding a Test Case Class -- Assert Methods -- Assert Method Types -- Truthfulness Asserts -- Equality Asserts -- Nullability Asserts -- Comparison Asserts -- Errors Asserts -- Expectations -- Expectation Types -- Test Ordering -- Randomized Ordering -- Code Coverage -- Exercise -- Summary -- Chapter 3: UI Tests -- Your First Test -- XCUITest Components -- Our Chapter Goal -- First Test Case -- Launching the App -- Querying the UI -- Relationships -- Interacting with the UI -- UI Events -- Assertions -- Value Assertion -- Accessibility -- Accessibility Tips -- Putting It All Together -- Improve UI Tests --

Exercise -- Summary -- Chapter 4: Testing Pyramid -- Our App -- UI Tests -- Integration Tests -- Unit Tests -- Summary -- Chapter 5: TDD Deep Dive -- CoffeePot -- Eye on the Big Picture -- Requirements -- Testing Pyramid -- First Story -- Architecture -- MVP -- First Integration Test -- Unit Tests -- CoffeeDrinksDataSource -- CoffeeDrinksModelTests -- CoffeeDrinksPresenterTests -- Test Health Check -- Second Story -- Architecture -- Exercise -- Summary -- Chapter 6: Modularization for the Win -- Why Bother with Modularization? -- What Is a Module? -- Modularizing Your App -- Introducing Books -- Modularization Process -- Initial Module Map -- Choose a Class as a Starting Point -- Identify the Class's Responsibilities -- Refactor Responsibilities. Verification Tests -- Refactoring -- Integration Test -- NetworkLayer -- MainViewModel -- MainViewPresenter -- Last Touches -- Test Value -- Rerun Verification Tests -- Refactor the Rest of the Responsibilities -- Next Starting Point -- Exercise -- Summary -- Chapter 7: Dependency Injection and Mocks -- Stubbing -- Mocking -- Test Doubles Creation -- Creation Using Inheritance -- Creation Using Protocols -- Dependency Injection --_INITIALIZER Injection -- Property Injection -- Stubbing the Network in UI Tests -- Summary -- Chapter 8: Avoiding Multithreading Nightmares -- What Is Concurrency? -- GCD -- Queues -- Serial vs. Concurrent -- Sync vs. Async -- Cost of Concurrency -- Reader-Writer Problem -- Singleton Classes -- Identifying a Race Condition -- Applying TDD to the Problem -- Thread Sanitizer -- Make It Pass -- Fixing Threading Issues in Books -- Applying TDD -- Summary -- Chapter 9: Testing Your Network -- Networking ABCs -- HTTP Requests -- HTTP Responses -- URL -- Networking in iOS -- URLSession -- URLSessionConfiguration -- URLRequest -- URLSessionTask -- Networking in Books -- Process Overview -- Modularization process -- Identify the Class's Responsibilities -- Design Overview -- NetworkLayer Tasks to Be Refactored -- NetworkLayer New Design -- Kickoff -- Verification Tests -- Make a Network Request -- RequestProtocol -- Execute Request -- Mocking URLSession -- Using URLSession -- Showcasing Test Value -- Handle a Failing Request -- Putting It All Together -- Exercise -- Summary -- Chapter 10: Taming Core Data -- The Core Data Stack -- Managed Object Model -- Persistent Store Coordinator -- Persistent Store -- Managed Object Context -- Persistent Container -- Core Data in Books -- Testing Stack -- CoreDataManager -- CoreDataStack -- Inject the Stack into CoreDataManager -- TestEntity -- Creation -- Introducing Storable. Creation Implementation -- Saving Changes -- Fetching -- Updating -- Advanced Fetching -- Next Steps -- Putting It All Together -- Exercise -- Summary -- Chapter 11: Adding Features to a Legacy App -- Legacy Code Disclaimer -- A/B Testing -- New Feature -- Kickoff -- UI Tests -- Integration Tests -- Unit Tests and Actual Implementation -- BookViewModel -- BookViewPresenter -- Final Steps -- Summary -- Chapter 12: Handling Production Issues -- Our Tool -- Integration -- Production Bug -- Debugging -- UI Test -- Unit Tests -- Production Crash -- Debugging -- UI Test -- Handle A/B Testing -- Fixing Our Test -- Summary -- Index.

Sommario/riassunto

Improve current or new projects with top notch testability and maintainability. Writing tests improves the design of your apps, as it pushes you to have a more modularized design. This in turn improves the maintainability and sustainability of your apps. This book is for iOS developers who already know the basics of iOS and Swift development but want to learn all the testing pro features in iOS. You'll start by reviewing the TDD Cycle and how to implement these concepts on a

legacy project or a new one. You'll then walk through TDD step-by-step on a blank project, including setting up test targets, assertions, and expectations. You'll follow that with all levels of testing such as unit tests, integration tests, and end-to-end tests, and also tackle fairly complex, yet badly written legacy code. The book will take you through the journey of modularizing a legacy app using TDD. Throughout this journey, you will be introduced to multiple testing concepts and techniques, like writing tests for network and core data layers. You will write tests to ensure the thread safety of your app. And you'll add a new feature while you are in the middle of refactoring, which is an important skill so you can keep adding features while you are fixing your technical debt. By the end of this book, you will have all the tools needed to become a testing master. What You'll Learn Use mocking and dependency injection to make components more testable Write tests for asynchronous code like network code Add new features to existing legacy apps using TDD Who This Book Is For Experienced iOS developers who care about software quality and meeting customer expectations.

2. Record Nr.	UNINA9911019733603321
Titolo	Practical gastrointestinal endoscopy : the fundamentals / / Peter B. Cotton ... [et al.]
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ISBN	9786612034312 9781282034310 1282034316 9781444300819 1444300814 9781444300826 1444300822
Edizione	[6th ed.]
Descrizione fisica	1 online resource (232 p.)
Altri autori (Persone)	CottonPeter B
Disciplina	616.3307545
Soggetti	Gastroscopy
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

Note generali	Rev. ed. of: Practical gastrointestinal endoscopy : the fundamentals / Peter B. Cotton, Christopher B. Williams. 5th ed. c2003.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	The endoscopy unit and staff -- Endoscopic equipment -- Patient care, risks, and safety -- Upper endoscopy : diagnostic techniques -- Therapeutic upper endoscopy -- Colonoscopy and flexible sigmoidoscopy -- Therapeutic colonoscopy -- Resources and links.
Sommario/riassunto	Practical Gastrointestinal Endoscopy has become the basic primer for endoscopy around the world. This new edition has been thoroughly revised and updated. Drawing on the vast experience of the authors it provides clear and practical guidance on the fundamentals of standard endoscopy practice. It describes procedures in great depth and addresses improved therapeutic techniques and advances in technology. The book is well illustrated throughout with color line drawings and diagrams. It is an indispensable resource for all trainees in gastroenterology and essential read for all practisin