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The trend of software development is moving towards frequent releases backed up by automated functional testing. Continuous Testing (CT), a key process of DevOps, executes automated end-to-end (UI) as regression testing, frequently on new builds. If all tests pass, the software is ready for a production release. there are test failures, the team must act quickly on the feedback. This book presents a practical approach to implementing real Continuous Testing. Topics include: Why do traditional CI servers, e.g. Jenkins, always fail to manage UI test executions? Set up a BuildWise (free, open-source) CT server to run Selenium tests in minutes Sequential Build, run selected tests on the CT server machine Custom test executions with Rake ParallelBuild, distribute tests to build agents to run them in parallel CT best practices, such as Dynamic Ordering, Auto-Retry, Manual-Retry, ..., etc. Advice on setting up a parallel testing lab Get a practical introduction to React Native, the JavaScript framework for writing and deploying fully featured mobile apps that render natively. The second edition of this hands-on guide shows you how to build

applications that target iOS, Android, and other mobile platforms instead of browsers—apps that can access platform features such as the camera, user location, and local storage. Through code examples and step-by-step instructions, web developers and frontend engineers familiar with React will learn how to build and style interfaces, use mobile components, and debug and deploy apps. You'll learn how to extend React Native using third-party libraries or your own Java and Objective-C libraries. Understand how React Native works under the hood with native UI components Examine how React Native's mobile-based components compare to basic HTML elements Create and style your own React Native components and applications Take advantage of platform-specific APIs, as well as modules from the framework's community Incorporate platform-specific components into cross-platform apps Learn common pitfalls of React Native development, and tools for dealing with them Combine a large application's many screens into a cohesive UX Handle state management in a large app with the Redux library Summary Xamarin in Action teaches you to build cross-platform mobile apps using Xamarin and C#. You'll explore all the layers

of a Xamarin app, from design to deployment. By the end, you'll be able to build a quality, production-ready Xamarin app on iOS and Android from scratch with a high level of code reuse. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Rewriting the same app for iOS and Android is tedious, error-prone, and expensive. Microsoft's Xamarin drastically reduces dev time by reusing most application code—typically 70% or more. The core of your iOS and Android app is shared; you write platform-specific code only for the UI layer. And because Xamarin uses C#, your apps benefit from everything this modern language and the .NET ecosystem have to offer. About the Book Xamarin in Action teaches you to build cross-platform mobile apps using Xamarin and C#. You'll explore all the layers of a Xamarin app, from design to deployment. Xamarin expert Jim Bennett teaches you design practices that maximize code reuse and isolate device-specific code, making it a snap to incorporate the unique features of each OS. What's Inside Understanding MVVM to maximize code reuse and testability Creating cross-platform model and UI logic layers Building device-specific UIs Unit and automated UI

testing Preparing apps for publication with user tracking and crash analytics About the Reader Readers should have some experience with C#. Mobile development experience is helpful, but not assumed. About the Author Jim Bennett is a Xamarin MYP, Microsoft MVP, and Senior Cloud Developer Advocate at Microsoft, specializing in Xamarin mobile apps. He's a frequent speaker at events all around the world, including Xamarin user groups and Xamarin and Microsoft conferences. He regularly blogs about Xamarin development at <https://jimbo Bennett.io>. Table of Contents PART 1 - GETTING STARTED WITH XAMARIN Introducing native cross-platform applications with Xamarin Hello MVVM—creating a simple cross-platform app using MVVM MVVM—the model-view-view model design pattern Hello again, MVVM—understanding and enhancing our simple MVVM app What are we (a)waiting for? An introduction to multithreading for Xamarin apps PART 2 - BUILDING APPS Designing MVVM cross-platform apps Building cross-platform models Building cross-platform view models Building simple Android views Building more advanced Android views Building simple iOS views Building more advanced iOS views PART 3 - FROM WORKING CODE TO THE STORE

***Running mobile apps on physical devices
Testing mobile apps using Xamarin UITest
Using App Center to build, test, and monitor apps
Deploying apps to beta testers and the stores***

Work through engaging and practical deep learning projects using TensorFlow 2.0.

Using a hands-on approach, the projects in this book will lead new programmers through the basics into developing practical deep learning applications. Deep learning is quickly integrating itself into the technology landscape. Its applications range from applicable data science to deep fakes and so much more. It is crucial for aspiring data scientists or those who want to enter the field of AI to understand deep learning concepts. The best way to learn is by doing. You'll develop a working knowledge of not only TensorFlow, but also related technologies such as Python and Keras.

You'll also work with Neural Networks and other deep learning concepts. By the end of the book, you'll have a collection of unique projects that you can add to your GitHub profiles and expand on for professional application. What You'll Learn Grasp the basic process of neural networks through projects, such as creating music Restore and colorize black and white images with deep learning processes Who This Book Is For

Beginners new to TensorFlow and Python. Do less work when testing your Python code, but be just as expressive, just as elegant, and just as readable. The pytest testing framework helps you write tests quickly and keep them readable and maintainable - with no boilerplate code. Using a robust yet simple fixture model, it's just as easy to write small tests with pytest as it is to scale up to complex functional testing for applications, packages, and libraries. This book shows you how. For Python-based projects, pytest is the undeniable choice to test your code if you're looking for a full-featured, API-independent, flexible, and extensible testing framework. With a full-bodied fixture model that is unmatched in any other tool, the pytest framework gives you powerful features such as assert rewriting and plug-in capability - with no boilerplate code. With simple step-by-step instructions and sample code, this book gets you up to speed quickly on this easy-to-learn and robust tool. Write short, maintainable tests that elegantly express what you're testing. Add powerful testing features and still speed up test times by distributing tests across multiple processors and running tests in parallel. Use the built-in assert statements to reduce false test failures by separating setup and test failures. Test error

conditions and corner cases with expected exception testing, and use one test to run many test cases with parameterized testing. Extend pytest with plugins, connect it to continuous integration systems, and use it in tandem with tox, mock, coverage, unittest, and doctest. Write simple, maintainable tests that elegantly express what you're testing and why. What You Need: The examples in this book are written using Python 3.6 and pytest 3.0. However, pytest 3.0 supports Python 2.6, 2.7, and Python 3.3-3.6.

***Boost the performance and reliability of your automated checks by mastering Selenium WebDriver, 2nd Edition
Xamarin in Action***

***Simple, Rapid, Effective, and Scalable
Rapid, Confident, Maintainable Code
Build data-driven test frameworks using Selenium WebDriver, AppiumDriver, Java, and TestNG***

***Mobile Test Automation with Appium
Take your React Native application development to the next level with this large collection of recipes
About This Book* Build rich and engaging user experiences in React Native while maintaining peak application performance* Leverage the best of iOS and***

***Android for React Native development while maximizing code reuse and cohesion*
Implement architecture patterns in your React Native application that support efficient data access, routing, and testingWho This Book Is ForThis book is for web developers who are familiar with React.js and know basics of UI development. You may or may not have used React Native before, but it's ideal for you if you want to develop native applications for iOS and Android using React Native. Existing knowledge of JavaScript ES2015 is highly recommended.What You Will Learn* Build simple and complex user interfaces using React Native* Create advanced animations for UI components* Build universal apps that run on phones and tablets* Leverage Redux to manage application flow and data* Expose both custom native UI components and application logic to React Native* Integrate with existing native applications on iOS and Android* Deploy our React Native application to the Google Play and Apple App Store* Add automated testing to our React Native applicationIn DetailReact has taken the web development world by storm. It is only natural that the unique architecture and its ecosystem of third-party support be applied to***

native application development. This book will take you through the basics of React Native development all the way through some more advanced components. In this book, we will cover topics in React Native ranging from adding basic UI components to successfully deploying for multiple target platforms. The book follows a top-down approach beginning with building rich user interfaces. These UIs will be created with both built-in and custom components that you will create, style and animate. You will then learn about different strategies for working with data, including leveraging the popular Redux library and optimizing the performance of the application. Then you will step further into exposing native device functionality. Finally, we will discuss how to put our application into production and maintain its reliability. An easy-to-understand guide that will get you acquainted with the core concepts of Selenium WebDriver Key Features a- Understand and work with the core concepts of Selenium WebDriver 3.0 a- Learn how to design a Keyword driven framework with Database a- Find how to use Build triggers in Jenkins to automate tests Description The book starts by introducing the Selenium WebDriver 3 and Selenium Server by covering

each aspect of it in detail. You will learn different concepts like instances and how instances relate to browser sessions. You will further explore the new features in Java 8 with the help of easy to follow examples. Moving on, you will create a Singleton class for fetching WebDriver instances and then explore the different kinds of waits in Selenium. You will then delve into the advanced WebDriver interactions using the Actions class and the JavascriptExecutor. You will then understand the various database operations which will help you with using the MySQL database to store our framework. Next, you will go through the TestNG framework, followed by parallel execution. Further, you will use Maven as a build tool and Jenkins as a build automation tool. You will go through the working of Selenium Grid along with Mobile automation. Lastly, you will be taken through Selenium 4 and it's AI integrated features. What will you learn- Learn the process of building a Selenium Framework a- Understand the Keyword Driven Framework concept a- Work with Document Object Model to access page elements a- Integrate Maven and Jenkins with Selenium WebDriver a- Use Selenium Grid to run multiple tests across Who this book is for This

book has been designed for Automation developers who would like to build a Keyword Driven framework that fetches keywords from Database. It is also intended for audiences who are interested in understanding Selenium and designing a framework.

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About the Author Pinakin Chaubal, a BE (Computer Science) with 19+ years of experience in the IT area. He has done PMP, ISTQB, HP0-M47 (QTP 11.0 Functional testing expert), and INS-21 (General Insurance). He is working as an Automation Architect at Intellect Design Arena Ltd. (Previously Polaris Consulting). Previously he has worked with companies like Patni, Accenture, ACS International (USA), L&T Infotech (USA & India), Polaris Financial Technology, and SQS. He carries six years of

onsite experience in the US and eight months in Hong Kong & China, working closely with the client and getting involved in senior management and stakeholder meetings. The clients that he has worked for are YES Bank, HSBC, Travelers Insurance, Harleysville Insurance, Albertsons retail chain, Bellsouth Telecommunications GE-Fleet Services, and GE-Supply. He is the creator of Youtube channel 'Automation Geek, ' which teaches PMP, ISTQB, Test Automation using Selenium and Cucumber, and Performance testing using JMeter 3.0. He is the author of 'Page Object Model using Selenium WebDriver and Java' and 'Selenium WebDriver Quick Start Guide'. He is also the reviewer of the newly released book on Selenium Frameworks - 'Selenium Framework Design in Data-Driven Testing' by Carl Cocchiaro.

Mobile Test Automation with AppiumPackt Publishing Ltd

The book "Accelerating Software Quality: Machine Learning and Artificial Intelligence in the Age of DevOps" is a complete asset for software developers, testers, and managers that are on their journey to a more mature DevOps workflow, and struggle with better automation and data-driven decision making. DevOps is a mature process across the entire

market, however, with existing Non-AI/ML technologies and models, it comes short in expediting release cycle, identifying productivity gaps and addressing them. This book, that was implemented by myself with the help of leaders from the DevOps and test automation space, is covering topics from basic introduction to AI and ML in software development and testing, implications of AI and ML on existing apps, processes, and tools, practical tips in applying commercial and open-source AI/ML tools within existing tool chain, chat-bots testing, visual based testing using AI, automated security scanning for vulnerabilities, automated code reviews, API testing and management using AI/ML, reducing effort and time through test impact analysis (TIA), robotic process automation (RPA), AIOps for smarter code deployments and production defects prevention, and many more. When properly leveraging such tools, DevOps teams can benefit from greater code quality and functional and non-functional test automation coverage. This increases their release cycle velocity, reduces noise and software waste, and enhances their app quality. The book is divided into 3 main sections: *Section 1 covers the fundamentals of AI and ML in software development and

testing. It includes introductions, definitions, 101 for testing AI-Based applications, classifications of AI/ML and defects that are tied to AI/ML, and more.*Section 2 focuses on practical advises and recommendations for using AI/ML based solutions within software development activities. This section includes topics like visual AI test automation, AI in test management, testing conversational AI applications, RPA benefits, API testing and much more.*Section 3 covers the more advanced and future-looking angles of AI and ML with projections and unique use cases. Among the topics in this section are AI and ML in logs observability, AIOps benefits to an entire DevOps teams, how to maintain AI/ML test automation, Test impact analysis with AI, and more.The book is packed with many proven best practices, real life examples, and many other open source and commercial solution recommendations that are set to shape the future of DevOps together with ML/AI

The free and open source software movement, from its origins in hacker culture, through the development of GNU and Linux, to its commercial use today. In the 1980s, there was a revolution with far-reaching consequences—a revolution to restore

software freedom. In the early 1980s, after decades of making source code available with programs, most programmers ceased sharing code freely. A band of revolutionaries, self-described “hackers,” challenged this new norm by building operating systems with source code that could be freely shared. In For Fun and Profit, Christopher Tozzi offers an account of the free and open source software (FOSS) revolution, from its origins as an obscure, marginal effort by a small group of programmers to the widespread commercial use of open source software today. Tozzi explains FOSS's historical trajectory, shaped by eccentric personalities—including Richard Stallman and Linus Torvalds—and driven both by ideology and pragmatism, by fun and profit. Tozzi examines hacker culture and its influence on the Unix operating system, the reaction to Unix's commercialization, and the history of early Linux development. He describes the commercial boom that followed, when companies invested billions of dollars in products using FOSS operating systems; the subsequent tensions within the FOSS movement; and the battles with closed source software companies (especially Microsoft) that saw FOSS as a threat. Finally, Tozzi

describes FOSS's current dominance in embedded computing, mobile devices, and the cloud, as well as its cultural and intellectual influence.

Appium Recipes

Selenium Testing Tools Cookbook

International Conference on Innovative Computing and Communications

pytest Quick Start Guide

Deep Learning Projects Using TensorFlow 2

Mastering Mobile Test Automation

Master Web UI Automation and Create Your Own Test Automation Framework

Janet Gregory and Lisa Crispin pioneered the agile testing discipline with their previous work, *Agile Testing*. Now, in *More Agile Testing*, they reflect on all they've learned since. They address crucial emerging issues, share evolved agile practices, and cover key issues agile testers have asked to learn more about. Packed with new examples from real teams, this insightful guide offers detailed information about adapting agile testing for your environment; learning from experience and continually improving your test processes; scaling agile testing across teams; and overcoming the pitfalls of automated testing. You'll find brand-new coverage of agile testing for the enterprise, distributed teams, mobile/embedded systems, regulated environments, data warehouse/BI

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systems, and DevOps practices. You'll come away understanding

- How to clarify testing activities within the team
- Ways to collaborate with business experts to identify valuable features and deliver the right capabilities
- How to design automated tests for superior reliability and easier maintenance
- How agile team members can improve and expand their testing skills
- How to plan "just enough," balancing small increments with larger feature sets and the entire system
- How to use testing to identify and mitigate risks associated with your current agile processes and to prevent defects
- How to address challenges within your product or organizational context
- How to perform exploratory testing using "personas" and "tours"
- Exploratory testing approaches that engage the whole team, using test charters with session- and thread-based techniques
- How to bring new agile testers up to speed quickly—without overwhelming them

The eBook edition of *More Agile Testing* also is available as part of a two-eBook collection, *The Agile Testing Collection* (9780134190624).

It may surprise you to learn that Microsoft employs as many software testers as developers. Less surprising is the emphasis the company places on the testing discipline—and its role in managing quality across a diverse, 150+ product portfolio. This book—written by three of Microsoft's most prominent test professionals—shares the

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best practices, tools, and systems used by the company's 9,000-strong corps of testers. Learn how your colleagues at Microsoft design and manage testing, their approach to training and career development, and what challenges they see ahead. Most important, you'll get practical insights you can apply for better results in your organization.

Discover how to: Design effective tests and run them throughout the product lifecycle
Minimize cost and risk with functional tests, and know when to apply structural techniques
Measure code complexity to identify bugs and potential maintenance issues
Use models to generate test cases, surface unexpected application behavior, and manage risk
Know when to employ automated tests, design them for long-term use, and plug into an automation infrastructure
Review the hallmarks of great testers—and the tools they use to run tests, probe systems, and track progress efficiently
Explore the challenges of testing services vs. shrink-wrapped software

Decades of software testing experience condensed into the most important lessons learned. The world's leading software testing experts lend you their wisdom and years of experience to help you avoid the most common mistakes in testing software. Each lesson is an assertion related to software testing, followed by an explanation or example that shows you the how, when, and why of the testing lesson. More than just tips, tricks,

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and pitfalls to avoid, Lessons Learned in Software Testing speeds you through the critical testing phase of the software development project without the extensive trial and error it normally takes to do so. The ultimate resource for software testers and developers at every level of expertise, this guidebook features:

- * Over 200 lessons gleaned from over 30 years of combined testing experience
- * Tips, tricks, and common pitfalls to avoid by simply reading the book rather than finding out the hard way
- * Lessons for all key topic areas, including test design, test management, testing strategies, and bug reporting
- * Explanations and examples of each testing trouble spot help illustrate each lesson's assertion

Written in an engaging, easy-to-follow style, this practical guide will teach you to create test suites and automated acceptance Tests with the Robot Framework. If you are an automation engineer, QA engineer, developer or tester who is looking to get started with Robot Framework, as well as find a standardized testing solution, this book is ideal for you. No prior knowledge of Robot Framework or acceptance testing is required, although a basic knowledge of Python is required for few sections of the book. Learn how to quickly set up the test automation tool WebdriverIO, one of the major Node.js-based test frameworks. Software testing is here to stay, and an integral part of this is test automation. Dive into the

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amazing possibilities that WebDriverIO offers to automate browser interactions for a user of any web application. You will learn to automate a vast range of actions that a user takes to interact with the browser. From a simple click to more complex user actions such as frame switches, selecting from drop-downs, and file downloads using WebDriverIO APIs. You will also learn about assertions, timeouts, waits, parallel testing frameworks, and the general pros and cons of WebDriverIO. With over 150 working code samples demonstrating various test scenarios that you require in your day-to-day automation testing, this book is your practical handbook to WebDriverIO. What You'll Learn Set up and install WebdriverIO efficiently Run parallel execution using WebdriverIO Review the pros, cons and challenges you may face with WebdriverIO Ensure optimum usage and avoid common mistakes Who This Book Is For This book is ideal for test engineers who have a basic understanding of test automation with Selenium, developers who want to implement this testing tool for internal testing, Test Managers/IT Project Managers who want to get some general understanding of this tool and its advantage, and students who want to pursue career in test automation.

Python Testing with pytest

Behavior-Driven Development for the whole software lifecycle

Selenium Python Framework Design in Keyword-Driven Testing

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End-to-end automation testing for web and mobile browsers with Selenium WebDriver, 2nd Edition

Learning Journeys for the Whole Team

Experiences of Test Automation

Machine Learning and Artificial Intelligence in the Age of DevOps

An easy-to-understand guide that will get you acquainted with the core concepts of Selenium WebDriver KEY FEATURES - Learn how to build a Keyword Driven Automation Framework with Selenium using Java - Understand and work with the core concepts of Selenium WebDriver 3.0 - Find how to use Build triggers in Jenkins to automate tests DESCRIPTION The book starts by introducing the Selenium WebDriver 3 and Selenium Server by covering each aspect of it in detail. You will learn different concepts like instances and how instances relate to browser sessions. You will further explore the new features in Java 8 with the help of easy to follow examples. Moving on, you will create a Singleton class for fetching WebDriver instances and then explore the different kinds of waits in Selenium. You will then delve into the advanced WebDriver interactions using the Actions class and the JavascriptExecutor. You will then understand the various database operations which will help you with using the MySQL database to store our framework. Next, you will go through the TestNG framework, followed by parallel execution. Further, you will use Maven as a build tool and Jenkins as

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a build automation tool. You will go through the working of Selenium Grid along with Mobile automation. Lastly, you will be taken through Selenium 4 and it's AI integrated features. **WHAT WILL YOU LEARN** - Learn the process of building a Selenium Framework - Understand the Keyword Driven Framework concept - Work with Document Object Model to access page elements - Integrate Maven and Jenkins with Selenium WebDriver - Use Selenium Grid to run multiple tests across **WHO THIS BOOK IS FOR** This book has been designed for Automation developers who would like to build a Keyword Driven framework that fetches keywords from Database. It is also intended for audiences who are interested in understanding Selenium and designing a framework **TABLE OF CONTENTS** 1. First look at Selenium WebDriver and Web Elements 2. Looking at the various WebDrivers 3. A brief look at Java 8 4. Deep dive into Selenium WebDriver 5. Actions class and the JavascriptExecutor 6. WebDriver Events 7. Database Operations 8. Introduction to TestNG framework 9. Parallel Execution 10. Understanding Maven 11. Jenkins Introduction and Scheduling 12. Selenium grid and executing in the cloud 13. Mobile test automation using Appium 14. A look at Selenium-4

If you want a complete understanding of mobile automation testing and its practical implementation, then this book is for you. Familiarity with the basics of VB Script and

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Java along with knowledge of basic testing concepts is essential.

Selenium WebDriver is an automation tool used by software developers to test the web applications. In this book you will gain a deep understanding of Selenium as a test tool and learn series of strategies that will help you create reliable and extensible test frameworks. Also focus on Java WebDriver API and learn to run tests on multiple browsers. 2012 Jolt Award finalist! Pioneering the Future of Software Test Do you need to get it right, too? Then, learn from Google.

Legendary testing expert James Whittaker, until recently a Google testing leader, and two top Google experts reveal exactly how Google tests software, offering brand-new best practices you can use even if you're not quite Google's size...yet! Breakthrough Techniques You Can Actually Use Discover 100% practical, amazingly scalable techniques for analyzing risk and planning tests...thinking like real users...implementing exploratory, black box, white box, and acceptance testing...getting usable feedback...tracking issues...choosing and creating tools...testing "Docs & Mocks," interfaces, classes, modules, libraries, binaries, services, and infrastructure...reviewing code and refactoring...using test hooks, presubmit scripts, queues, continuous builds, and more. With these techniques, you can transform testing from a bottleneck into an accelerator—and make your whole organization

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more productive!

Take a deep dive into building data-driven test frameworks using Selenium WebDriver Key Features A comprehensive guide to designing data-driven test frameworks using the Selenium 3 WebDriver API, AppiumDriver API, Java-Bindings, and TestNG Learn how to use Selenium Page Object Design Patterns and D.R.Y. (Don't Repeat Yourself) Approaches to software development in automated testing Discover the Selenium Grid Architecture and build your own grid for browser and mobile devices Use third party tools and services like ExtentReports for results processing, reporting, and SauceLabs for cloud-based test services Book Description The Selenium WebDriver 3.x Technology is an open source API available to test both Browser and Mobile applications. It is completely platform independent in that tests built for one browser or mobile device, will also work on all other browsers and mobile devices. Selenium supports all major development languages which allow it to be tied directly into the technology used to develop the applications. This guide will provide a step-by-step approach to designing and building a data-driven test framework using Selenium WebDriver, Java, and TestNG. The book starts off by introducing users to the Selenium Page Object Design Patterns and D.R.Y Approaches to Software Development. In doing so, it covers designing and building a Selenium WebDriver framework that supports both

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Browser and Mobile Devices. It will lead the user through a journey of architecting their own framework with a scalable driver class, Java utility classes, JSON Data Provider, Data-Driven Test Classes, and support for third party tools and plugins. Users will learn how to design and build a Selenium Grid from scratch to allow the framework to scale and support different browsers, mobile devices, versions, and platforms, and how they can leverage third party grids in the Cloud like SauceLabs. Other topics covered include designing abstract base and sub-classes, inheritance, dual-driver support, parallel testing, testing multi-branded applications, best practices for using locators, and data encapsulation. Finally, you will be presented with a sample fully-functional framework to get them up and running with the Selenium WebDriver for browser testing. By the end of the book, you will be able to design your own automation testing framework and perform data-driven testing with Selenium WebDriver. What you will learn

Design the Selenium Driver Class for local, remote, and third party grid support Build Page Object Classes using the Selenium Page Object Model Develop Data-Driven Test Classes using the TestNG framework Encapsulate Data using the JSON Protocol Build a Selenium Grid for RemoteWebDriver Testing Construct Utility Classes for use in Synchronization, File I/O, Reporting and Test Listener Classes Run the

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sample framework and see the benefits of a live data-driven framework in real-time Who this book is for This book is intended for software quality assurance/testing professionals, software project managers, or software developers with prior experience in using Selenium and Java to test web-based applications. This book is geared towards the quality assurance and development professionals responsible for designing and building enterprise-based testing frameworks. The user should have a working knowledge of the Java, TestNG, and Selenium technologies

Write clear, readable, and reliable tests with Selenium WebDriver 3

Proceedings of ICICC 2018, Volume 2

Test-Driving JavaScript Applications

Selenium Framework Design in Keyword-Driven Testing

Selenium WebDriver 3 Practical Guide

A Definitive Guide to Successful Deployments

Build data-driven test frameworks for mobile and web applications with Selenium Web Driver 3

The classic, landmark work on software testing The hardware and software of computing have changed markedly in the three decades since the first edition of The Art of Software Testing, but this book's powerful underlying analysis has stood the test of time. Whereas most books on software testing target particular development techniques, languages, or testing methods, The Art of Software Testing, Third Edition provides a brief but powerful and comprehensive presentation of time-

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proven software testing approaches. If your software development project is mission critical, this book is an investment that will pay for itself with the first bug you find. The new Third Edition explains how to apply the book's classic principles to today's hot topics including: Testing apps for iPhones, iPads, BlackBerrys, Androids, and other mobile devices Collaborative (user) programming and testing Testing for Internet applications, e-commerce, and agile programming environments Whether you're a student looking for a testing guide you'll use for the rest of your career, or an IT manager overseeing a software development team, *The Art of Software Testing, Third Edition* is an expensive book that will pay for itself many times over.

Step-by-step guide to understand key concepts for Selenium Automation using examples to shine in your interview for test automation roles DESCRIPTION Software Engineering has taken massive strides with a multitude of technology innovations. With several changes being introduced – development of products and their integration into the market – understanding of mobile devices and user interface channels across a plethora of platforms is getting complex day by day. In addition, since the process or procedures of software testing for products and applications can become an act of boiling the ocean, the role of test automation is crucial while dealing with such challenges. This book aims to equip you with just enough knowledge of Selenium in conjunction with concepts you need to master to succeed in the role of Selenium Automation Engineer. It is the most widely used test automation tool and a much sought-after automated testing suite, by automation engineers who are equipped with technical expertise and analytical skills, for web applications across different browsers

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and platforms. The book starts with a brief introduction to the world of automation and why it is important, succinctly covering the history of Selenium and the capabilities it offers. In this book, you will learn how to do simple Selenium-based automation with examples and understand the progressive complexity of some key features. Before diving deep into advanced concepts such as Page Object Models, Test Automation Framework and Cross Browser testing, you will grasp comprehensive knowledge of several concepts related to Java, Python, JavaScript and Ruby programming languages. In addition, concepts on Selenium Web Driver, Grid and use of Selenium Locators, IDEs and tools to build complex test automation framework are also explained with practical examples. Each chapter has a set of key concepts and questions that one may face during interviews. **KEY FEATURES** Acquire Selenium skills to do independent test automation projects Learn the basics of Selenium Web Driver for test automation using Selenium Understand Page Object Model, including how and when they're used in test automation Understand the approach for building a test automation framework Build Selenium test automation scripts using various languages – Java, Python, JavaScript/Node JS and Ruby Learn how to report and integrate with CI tools for test automation Get some professional tips for handling interviews and test automation approach Implement cross-browser testing scenarios using Selenium Grid and commercial tools and services **WHAT WILL YOU LEARN** By the end of the book, you will find several examples to help ignite your understanding and usage of Selenium across a myriad of languages and frameworks. With this, you'll be able to put your knowledge to practice and solve real-life test

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automation challenges such as testing a web site, mobile application and leveraging tools available for fast-tracking your test automation approach. You can also choose to practice additional examples provided in the code bundle of the book to master the concepts and techniques explained in this book. WHO THIS BOOK IS FOR The book is intended for anyone looking to make a career in test automation using Selenium, all aspiring manual testers who want to learn the most powerful test automation framework – Selenium and associated programming languages – or working professionals who want to switch their career to testing. While no prior knowledge of Selenium, test automation or related technologies is assumed, it will be helpful to have some programming experience to understand the concepts explained in this book. Table of Contents 1. Introduction to Test Automation 2. Introduction to Selenium 3. Understanding Selenium Architecture 4. Understanding Selenium Tools 5. Understanding Web UI 6. Web UI Automation with Selenium Using Java & Python 7. Selenium Coding with Other Languages – Ruby & JavaScript 6. Building a Test Automation Framework with Selenium 8. Advanced Features of Selenium Using Java & Python 9. Cross-Browser Test Automation 10. Tips and Tricks for Test Automation 11. Interview Tips

Get writing tests and learn to design your own testing framework with Selenium WebDriver API Key Features Learn Selenium from the ground up Design your own testing framework Create reusable functionality in your framework Book Description Selenium WebDriver is a platform-independent API for automating the testing of both browser and mobile applications. It is also a core technology in many

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other browser automation tools, APIs, and frameworks. This book will guide you through the WebDriver APIs that are used in automation tests. Chapter by chapter, we will construct the building blocks of a page object model framework as you learn about the required Java and Selenium methods and terminology. The book starts with an introduction to the same-origin policy, cross-site scripting dangers, and the Document Object Model (DOM). Moving ahead, we'll learn about XPath, which allows us to select items on a page, and how to design a customized XPath. After that, we will be creating singleton patterns and drivers. Then you will learn about synchronization and handling pop-up windows. You will see how to create a factory for browsers and understand command design patterns applicable to this area. At the end of the book, we tie all this together by creating a framework and implementing multi-browser testing with Selenium Grid. What you will learn Understand what an XPath is and how to design a customized XPath Learn how to create a Maven project and build Create a Singleton driver Get to grips with Jenkins integration Create a factory for browsers Implement multi-browser testing with Selenium Grid Create a sample pop-up window and JavaScript alert Report using Extent Reports Who this book is for This book is for software testers or developers. Creating Cross-Platform C# Applications with Uno shows you how the Uno Platform helps developers familiar with developing Windows apps build applications for all operating systems and browsers. By learning how to develop apps for various business scenarios, you'll gain the confidence and knowledge needed to create your own cross-platform app. Automate your mobile app testing About This Book How to automate testing with Appium Apply techniques for creating

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comprehensive tests How to test on physical devices or emulators Who This Book Is For Are you a mobile developer or a software tester who wishes to use Appium for your test automation? If so, then this is the right book for you .You must have basic Java programming knowledge. You don't need to have prior knowledge of Appium. What You Will Learn Discover Appium and how to set up an automation framework for mobile testing Understand desired capabilities and learn to find element locators Learn to automate gestures and synchronize tests using Appium Take an incremental approach to implement page object pattern Learn to run Appium tests on emulators or physical devices Set up Jenkins to run mobile automation tests by easy to learn steps Discover tips and tricks to record video of test execution, inter app automation concepts Learn to run Appium tests in parallel on multiple devices simultaneously In Detail Appium is an open source test automation framework for mobile applications. It allows you to test all three types of mobile applications: native, hybrid, and mobile web. It allows you to run the automated tests on actual devices, emulators, and simulators. Today, when every mobile app is made on at least two platforms, iOS and Android, you need a tool that allows you to test across platforms. Having two different frameworks for the same app increases the cost of the product and time to maintain it as well. Appium helps save this cost. With mobile app growth exploding, mobile app automation is mainstream now. In this book, author Nishant Verma provides you with a firm grounding in the concepts of Appium while diving into how to set up appium & Cucumber-jvm test automation framework, implement page object design pattern, automate gestures, test execution on emulators and physical devices, and implement

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continuous integration with Jenkins. The mobile app we have referenced in this book is Quikr because of its relatively lower learning curve to understand the application. It's a local classifieds shopping app. Style and approach This book takes a practical, step-by-step approach to testing and automating individual apps such as native, hybrid, and mobile web apps using different examples.

Creating Cross-Platform C# Applications with Uno Platform
A Guide for Mobile Testers and Anyone Involved in the Mobile App Business

Make Agile/DevOps Real

More Agile Testing

How Google Tests Software

Validating VoLTE

Complete Guide to Test Automation

The objective of this edited book is to gather best practices in the development and management of mobile apps projects. Mobile Apps Engineering aims to provide software engineering lecturers, students and researchers of mobile computing a starting point for developing successful mobile apps. To achieve these objectives, the book's contributors emphasize the essential concepts of the field, such as apps design, testing and security, with the intention of offering a compact, self-contained book which shall stimulate further research interest in the topic.

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The editors hope and believe that their efforts in bringing this book together can make mobile apps engineering an independent discipline inspired by traditional software engineering, but taking into account the new challenges posed by mobile computing.

Learn end-to-end automation testing techniques for web and mobile browsers using Selenium WebDriver, AppiumDriver, Java, and TestNG Key Features Explore the Selenium grid architecture and build your own grid for browser and mobile devices Use ExtentReports for processing results and SauceLabs for cloud-based test services Unlock the full potential of Selenium to test your web applications. Book Description Selenium WebDriver 3.x is an open source API for testing both browser and mobile applications. With the help of this book, you can build a solid foundation and can easily perform end-to-end testing on web and mobile browsers. You'll begin by being introduced to the Selenium Page Object Model for software development. You'll architect your own framework with a scalable driver class, Java utility

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classes, and support for third-party tools and plugins. You'll design and build a Selenium grid from scratch to enable the framework to scale and support different browsers, mobile devices, and platforms. You'll strategize and handle a rich web UI using the advanced WebDriver API and learn techniques to handle real-time challenges in WebDriver. You'll perform different types of testing, such as cross-browser testing, load testing, and mobile testing. Finally, you will also be introduced to data-driven testing, using TestNG to create your own automation framework. By the end of this Learning Path, you'll be able to design your own automation testing framework and perform data-driven testing with Selenium WebDriver. This Learning Path includes content from the following Packt products: Selenium WebDriver 3 Practical Guide - Second Edition by Unmesh Gundecha Selenium Framework Design in Data-Driven Testing by Carl Cocchiaro What you will learn Use different mobile and desktop browser platforms with Selenium 3 Use the Actions API for performing various

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keyboard and mouse actions Design the Selenium Driver Class for local, remote, and third-party grid support Build page object classes with the Selenium Page Object Model Develop data-driven test classes using the TestNG framework Encapsulate data using the JSON protocol Build a Selenium Grid for RemoteWebDriver testing Build and use utility classes in synchronization, file I/O, reporting and test listener classes Who this book is for This Learning Path is ideal for software quality assurance/testing professionals, software project managers, or software developers interested in using Selenium for testing their applications.

Professionals responsible for designing and building enterprise-based testing frameworks will also find this Learning Path useful. Prior programming experience in Java are TestNG is necessary.

Learn the pytest way to write simple tests which can also be used to write complex tests Key Features Become proficient with pytest from day one by solving real-world testing problems Use

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pytest to write tests more efficiently
Scale from simple to complex and
functional testing Book Description
Python's standard unittest module is
based on the xUnit family of
frameworks, which has its origins in
Smalltalk and Java, and tends to be
verbose to use and not easily
extensible. The pytest framework on the
other hand is very simple to get
started, but powerful enough to cover
complex testing integration scenarios,
being considered by many the true
Pythonic approach to testing in Python.
In this book, you will learn how to get
started right away and get the most out
of pytest in your daily workflow,
exploring powerful mechanisms and
plugins to facilitate many common
testing tasks. You will also see how to
use pytest in existing unittest-based
test suites and will learn some tricks
to make the jump to a pytest-style test
suite quickly and easily. What you will
learn Write and run simple and complex
tests Organize tests in files and
directories Find out how to be more
productive on the command line Markers
and how to skip, xfail and parametrize

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tests Explore fixtures and techniques to use them effectively, such as `tmpdir`, `pytestconfig`, and `monkeypatch` Convert unittest suites to pytest using little-known techniques Use third-party plugins Who this book is for This book is for Python programmers that want to learn more about testing. This book is also for QA testers, and those who already benefit from programming with tests daily but want to improve their existing testing tools.

Summary BDD in Action teaches you the Behavior-Driven Development model and shows you how to integrate it into your existing development process. First you'll learn how to apply BDD to requirements analysis to define features that focus your development efforts on underlying business goals. Then, you'll discover how to automate acceptance criteria and use tests to guide and report on the development process. Along the way, you'll apply BDD principles at the coding level to write more maintainable and better documented code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning

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Publications. About the Technology You can't write good software if you don't understand what it's supposed to do. Behavior-Driven Development (BDD) encourages teams to use conversation and concrete examples to build up a shared understanding of how an application should work and which features really matter. With an emerging body of best practices and sophisticated new tools that assist in requirement analysis and test automation, BDD has become a hot, mainstream practice. About the Book BDD in Action teaches you BDD principles and practices and shows you how to integrate them into your existing development process, no matter what language you use. First, you'll apply BDD to requirements analysis so you can focus your development efforts on underlying business goals. Then, you'll discover how to automate acceptance criteria and use tests to guide and report on the development process. Along the way, you'll apply BDD principles at the coding level to write more maintainable and better documented code. No prior experience with BDD is

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required. What's Inside BDD theory and practice How BDD will affect your team BDD for acceptance, integration, and unit testing Examples in Java, .NET, JavaScript, and more Reporting and living documentation About the Author John Ferguson Smart is a specialist in BDD, automated testing, and software lifecycle development optimization. Table of Contents PART 1: FIRST STEPS Building software that makes a difference BDD—the whirlwind tour PART 2: WHAT DO I WANT? DEFINING REQUIREMENTS USING BDD Understanding the business goals: Feature Injection and related techniques Defining and illustrating features From examples to executable specifications Automating the scenarios PART 3: HOW DO I BUILD IT? CODING THE BDD WAY From executable specifications to rock-solid automated acceptance tests Automating acceptance criteria for the UI layer Automating acceptance criteria for non-UI requirements BDD and unit testing PART 4: TAKING BDD FURTHER Living Documentation: reporting and project management BDD in the build process The book includes high-quality research

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papers presented at the International Conference on Innovative Computing and Communication (ICICC 2018), which was held at the Guru Nanak Institute of Management (GNIM), Delhi, India on 5–6 May 2018. Introducing the innovative works of scientists, professors, research scholars, students and industrial experts in the field of computing and communication, the book promotes the transformation of fundamental research into institutional and industrialized research and the conversion of applied exploration into real-time applications.

Build apps with C# and XAML that run on Windows, macOS, iOS, Android, and WebAssembly

The Art of Software Testing

Lessons Learned in Software Testing

Appium Essentials

Design, Development, Security, and Testing

Mobile Apps Engineering

Selenium Framework Design in Data-Driven Testing

Rely on this robust and thorough guide to build and maintain successful test automation. As the software industry shifts from traditional

waterfall paradigms into more agile ones, test automation becomes a highly important tool that allows your development teams to deliver software at an ever-increasing pace without compromising quality. Even though it may seem trivial to automate the repetitive tester's work, using test automation efficiently and properly is not trivial. Many test automation endeavors end up in the "graveyard" of software projects.

There are many things that affect the value of test automation, and also its costs. This book aims to cover all of these aspects in great detail so you can make decisions to create the best test automation solution that will not only help your test automation project to succeed, but also allow the entire software project to thrive. One of the most important details that affects the success of the test automation is how easy it is to maintain the automated tests. Complete Guide to Test Automation provides a detailed hands-on guide for writing highly maintainable test code. What You'll Learn Know the real value to be expected from test automation Discover the key traits that will make your test automation project succeed Be aware of the different considerations to take into account when planning automated tests vs. manual tests Determine who should implement the tests and the implications of this decision Architect the test project and fit it to the architecture of the tested application Design and implement highly reliable automated tests Begin gaining value from test automation earlier Integrate test automation into the business processes of the

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development team Leverage test automation to improve your organization's performance and quality, even without formal authority Understand how different types of automated tests will fit into your testing strategy, including unit testing, load and performance testing, visual testing, and more Who This Book Is For Those involved with software development such as test automation leads, QA managers, test automation developers, and development managers. Some parts of the book assume hands-on experience in writing code in an object-oriented language (mainly C# or Java), although most of the content is also relevant for nonprogrammers.

This is a cookbook packed with code examples and step-by-step instructions to ease your learning curve. This book is intended for software quality assurance/testing professionals, software project managers, or software developers with prior experience in using Selenium and Java for testing web-based applications. This book also provides examples for C#, Python, and Ruby users.

The First Complete Guide to Mobile App Testing and Quality Assurance: Start-to-Finish Testing Solutions for Both Android and iOS Today, mobile apps must meet rigorous standards of reliability, usability, security, and performance. However, many mobile developers have limited testing experience, and mobile platforms raise new challenges even for long-time testers. Now, Hands-On Mobile App Testing provides the solution: an end-to-end blueprint for thoroughly

testing any iOS or Android mobile app. Reflecting his extensive real-life experience, Daniel Knott offers practical guidance on everything from mobile test planning to automation. He provides expert insights on mobile-centric issues, such as testing sensor inputs, battery usage, and hybrid apps, as well as advice on coping with device and platform fragmentation, and more. If you want top-quality apps as much as your users do, this guide will help you deliver them. You'll find it invaluable-whether you're part of a large development team or you are the team. Learn how to Establish your optimal mobile test and launch strategy Create tests that reflect your customers, data networks, devices, and business models Choose and implement the best Android and iOS testing tools Automate testing while ensuring comprehensive coverage Master both functional and nonfunctional approaches to testing Address mobile's rapid release cycles Test on emulators, simulators, and actual devices Test native, hybrid, and Web mobile apps Gain value from crowd and cloud testing (and understand their limitations) Test database access and local storage Drive value from testing throughout your app lifecycle Start testing wearables, connected homes/cars, and Internet of Things devices Learn how Appium is implemented in Java and integrated with tools, such as TestNG, Cucumber, Maven, Jenkins and Selenium Grid to create test automation frameworks. With these frameworks, you can test mobile apps on

simulators or real devices and create CICD pipelines. This brief book focuses on using Appium for automation on both Android and iOS platforms. Appium Recipes illustrates test automation framework and Cloud Test Lab scenarios that will empower you to take full advantage of Appium's critical features to achieve continuous integration and deployments in your live projects. Readers will also learn about mobile-specific actions such as Swipe, Scroll, and Tap, and mobile-specific locators such as iOSUIAutomator. What You'll Learn: Set up Appium for mobile, Web and Hybrid App Automation Use mobile-specific actions, such as Swipe, Scroll, and Tap Work with mobile-specific locators, such as iOSUIAutomator Integrate Appium with Selenium Grid and Cloud Test Labs, such as Perfecto and Sauce Labs Who This Book Is For: Readers familiar with the basic concepts of test automation, mobile landscape, core java programming (basic)and maven, and Appium.

This book outlines a VoLTE (Voice over Long Term Evolution) test plan that ensures a correct, stable, and effective VoLTE deployment. These scenarios cover major functional and characterization requirements of a VoLTE network. Each test provides a description, test steps, and expected results. The test plan provides significant benefits when executed before deployment, and also as part of an ongoing regression environment as network elements are upgraded and expanded over the network lifetime. This book is a collection of

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input gathered from our work with leading equipment vendors and mobile operators globally.

Learning JavaScript Design Patterns

Mastering Selenium WebDriver 3.0

Hands-On Mobile App Testing

How We Test Software at Microsoft

Software Testing

Practical Continuous Testing

Learning React Native

A unique book that consists entirely of test automation case studies from a variety of domains - from the top names in the field * *Proven advice to empower development organizations to save time by mirroring others' experiences and save money by avoiding others' mistakes. *Insightful case studies from a wide variety of domains, including aerospace, pharmaceuticals, insurance, technology, and telecommunications. *Focuses on the basic issues, rather than technology trends, to give the book a long shelf life. The practice of test automation is becoming more and more popular, but many organizations are not yet experiencing success with it. This book unveils the secrets of how automation has been made to work in reality. The knowledge gained by reading this book can save months or years of effort in automating software testing by helping organizations avoid expensive mistakes and take advantage of proven ideas. By its nature, this book shows the current state of software test automation practice. The authors aim to keep the contributions focused on those things that are more universal (e.g. people issues, return on investment, etc.) and to minimize detailed technical content where this does not impede the process of learning valuable lessons, in order to give the book as long a shelf life as possible. Software practitioners always enjoy reading about what happened to

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others. For example, at conferences, case study presentations are usually very well attended. The authors/editors have gathered together a collection of experiences from a cross-section of industries and countries, both success stories and failures, in both agile and traditional development. In addition to the case studies, the authors/editors comment on issues raised in these stories, and also include a chapter summarizing good practices and common pitfalls.

With *Learning JavaScript Design Patterns*, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—André Hansson, Lead Front-End Developer, *presis!*

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"Software Testing: Principles and Practices is a comprehensive treatise on software testing. It provides a pragmatic view of testing, addressing emerging areas like extreme testing and ad hoc testing"--Resource description page.

Real-world examples of cross-browser, mobile, and data-driven testing with all the latest features of Selenium WebDriver 3 Key Features Unlock the full potential of Selenium to test your web applications Use Selenium Grid for faster, parallel running, and cross-browser testing Test iOS and Android Apps with Appium Book Description Selenium WebDriver is an open source automation tool implemented through a browser-specific driver, which sends commands to a browser and retrieves results. The latest version of Selenium 3 brings with it a lot of new features that change the way you use and setup Selenium WebDriver. This book covers all those features along with the source code, including a demo website that allows you to work with an HTML5 application and other examples throughout the book. Selenium WebDriver 3 Practical Guide will walk you through the various APIs of Selenium WebDriver, which are used in automation tests, followed by a discussion of the various WebDriver implementations available. You will learn to strategize and handle rich web UI using advanced WebDriver API along with real-time challenges faced in WebDriver and solutions to handle them. You will discover different types and domains of testing such as cross-browser testing, load testing, and mobile testing with Selenium. Finally, you will also be introduced to data-driven testing using TestNG to create your own automation framework. By the end of this book, you will be able to select any web application and automate it the way you want. What you will learn Understand what Selenium 3 is and how is has been improved than its predecessor Use different mobile and desktop browser

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platforms with Selenium 3 Perform advanced actions, such as drag-and-drop and action builders on web page Learn to use Java 8 API and Selenium 3 together Explore remote WebDriver and discover how to use it Perform cross browser and distributed testing with Selenium Grid Use Actions API for performing various keyboard and mouse actions Who this book is for Selenium WebDriver 3 Practical Guide is for software quality assurance/testing professionals, software project managers, or software developers interested in using Selenium for testing their applications. Prior programming experience in Java is necessary.

Debunk the myth that JavaScript is not easily testable. Whether you use Node.js, Express, MongoDB, jQuery, AngularJS, or directly manipulate the DOM, you can test-drive JavaScript. Learn the craft of writing meaningful, deterministic automated tests with Karma, Mocha, and Chai. Test asynchronous JavaScript, decouple and properly mock out dependencies, measure code coverage, and create lightweight modular designs of both server-side and client-side code. Your investment in writing tests will pay high dividends as you create code that's predictable and cost-effective to change. Design and code JavaScript applications with automated tests. Writing meaningful tests is a skill that takes learning, some unlearning, and a lot of practice, and with this book, you'll hone that skill. Fire up the editor and get hands-on through practical exercises for effective automated testing and designing maintainable, modular code. Start by learning when and why to do manual testing vs. automated verification. Focus tests on the important things, like the pre-conditions, the invariants, complex logic, and gnarly edge cases. Then begin to design asynchronous functions using automated tests. Carefully decouple and mock out intricate dependencies such as the DOM, geolocation API, file and database access, and Ajax calls to remote servers. Step by

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step, test code that uses Node.js, Express, MongoDB, jQuery, and AngularJS. Know when and how to use tools such as Chai, Istanbul, Karma, Mocha, Protractor, and Sinon. Create tests with minimum effort and run them fast without having to spin up web servers or manually edit HTML pages to run in browsers. Then explore end-to-end testing to ensure all parts are wired and working well together. Don't just imagine creating testable code, write it. What You Need: A computer with a text editor and your favorite browser. The book provides instructions to install the necessary automated testing-related tools.

Building Native Mobile Apps with JavaScript
Principles and Practice

Techniques, Practices, and Patterns for Building and
Maintaining Effective Software Projects

Case Studies of Software Test Automation

Write better Python code with simple and maintainable tests

A History of the Free and Open Source Software Revolution

A Context-Driven Approach

This book is intended for automation testers and developers who want to enhance their skills from web-based automation to mobile application automation using Appium. Basic knowledge of mobile application testing, Selenium WebDriver, and programming is assumed.

Robot Framework Test Automation

Science of Selenium

Learn to Automate Effectively Using

WebDriverIO APIs

Selenium WebDriver Quick Start Guide

Practical WebDriverIO

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*Creating native cross-platform mobile apps
A JavaScript and jQuery Developer's Guide*