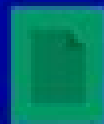


範例程式5.2 TestVoidMethod.java

void方法並不會回傳任何數值。呼叫void方法必須是個敘述。



TestVoidMethod

Run

Test Void

Mauricio Aniche

A red circular graphic with a gradient, appearing as a semi-circle or a partial circle, located to the right of the name bar.

Test Void:

Unit Testing in Java Johannes Link, 2003-06-03 Software testing is indispensable and is one of the most discussed topics in software development today. Many companies address this issue by assigning a dedicated software testing phase towards the end of their development cycle. However, quality cannot be tested into a buggy application. Early and continuous unit testing has been shown to be crucial for high quality software and low defect rates. Yet current books on testing ignore the developer's point of view and give little guidance on how to bring the overwhelming amount of testing theory into practice. *Unit Testing in Java* represents a practical introduction to unit testing for software developers. It introduces the basic test-first approach and then discusses a large number of special issues and problem cases. The book instructs developers through each step and motivates them to explore further. Shows how the discovery and avoidance of software errors is a demanding and creative activity in its own right and can build confidence early in a project. Demonstrates how automated tests can detect the unwanted effects of small changes in code within the entire system. Discusses how testing works with persistency, concurrency, distribution, and web applications. Includes a discussion of testing with C and Smalltalk. **Mastering**

Software Testing with JUnit 5 Boni Garcia, 2017-10-27 A comprehensive hands-on guide on unit testing framework for Java programming language. About This Book In-depth coverage of Jupiter, the new programming and extension model provided by JUnit 5. Integration of JUnit 5 with other frameworks such as Mockito, Spring, Selenium, Cucumber, and Docker. Best practices for writing meaningful Jupiter test cases. Who This Book Is For This book is for Java software engineers and testers. If you are a Java developer who is keen on improving the quality of your code and building world-class applications, then this book is for you. Prior experience of the concepts of automated testing will be helpful. What You Will Learn The importance of software testing and its impact on software quality. The options available for testing Java applications. The architecture, features, and extension model of JUnit 5. Writing test cases using the Jupiter programming model. How to use the latest and advanced features of JUnit 5. Integrating JUnit 5 with existing third-party frameworks. Best practices for writing meaningful JUnit 5 test cases. Managing software testing activities in a living software project. In Detail When building an application, it is of utmost importance to have clean code, a productive environment, and efficient systems in place. Having automated unit testing in place helps developers to achieve these goals. The JUnit testing framework is a popular choice among Java developers and has recently released a major version update with JUnit 5. This book shows you how to make use of the power of JUnit 5 to write better software. The book begins with an introduction to software quality and software testing. After that, you will see an in-depth analysis of all the features of Jupiter, the new programming and extension model provided by JUnit 5. You will learn how to integrate JUnit 5 with other frameworks such as Mockito, Spring, Selenium, Cucumber, and Docker. After the technical features of JUnit 5, the final part of this book will train you for the daily work of a software tester. You will learn best practices for writing meaningful tests. Finally, you will learn how software testing fits into the overall software development process and

sits alongside continuous integration defect tracking and test reporting Style and approach The book offers definitive and comprehensive coverage of all the Unit testing concepts with JUnit and its features using several real world examples so that readers can put their learning to practice almost immediately This book is structured in three parts Software testing foundations software quality and Java testing JUnit 5 in depth programming and extension model of JUnit 5 Software testing in practice how to write and manage JUnit 5 tests *Effective Software Testing* Mauricio Aniche,2022-04-26

Effective Software Testing is a hands on guide to creating bug free software Written for developers it guides you through all the different types of testing from single units up to entire components You ll also learn how to engineer code that facilitates testing and how to write easy to maintain test code Offering a thorough systematic approach this book includes annotated source code samples realistic scenarios and reasoned explanations

S. Chand's ICSE Commerical Applications for Classes 9 Dr. S. Rajesh, S Chand s ICSE Commerical Applications for Classes 9 **Code of Federal Regulations** ,2008

Hands-on Application Development using Spring Boot Shagun Bakliwal,2021-10-30 A pragmatic guide for Java developers to help build Microservices and Cloud Apps using Spring Boot KEY FEATURES Develops microservices from start to finish using the Spring Boot Framework Creates cloud native applications using Spring Boot s production ready features Covers the API gateway unit testing cloud deployments and managing high traffic applications DESCRIPTION Spring is an excellent framework for developing both web and cloud native applications This book on application development using Spring Boot simplifies the process of writing boilerplate code for complex software It allows developers to concentrate on the application s concept rather than on the internal Java configuration This book will guide you on how to make the best use of the strength that Spring Boot provides You ll gain an understanding of how Spring Boot configuration works in conjunction with application development including auto configuration and overriding default configurations You will learn to develop scalable dependable microservices to accelerate the development lifecycle of a cloud based application Each chapter will walk you through the features of Spring Boot as a Software Development Framework such as performing Create Read Update and Delete CRUD operations on a database and securing web services with appropriate logging By the end of this book you will develop test and deploy applications ready for production and how to establish them as cloud based applications The readers will also gain the expertise of writing unit and integration test cases WHAT YOU WILL LEARN Get to know Spring Boot and all its capabilities Build start to end production ready applications Explore the API Gateway and practice how to run request routing Learn API doc tools like Swagger and host your apps on Cloud Practice how to balance the application s load when the system is under high traffic Learn to write unit tests and integration tests for bug free coding WHO THIS BOOK IS FOR This book is for Java developers who want to quickly develop test and deploy production ready applications This book will also appeal to cloud native application developers and cloud engineers No prior Spring Boot knowledge is required as the basics are covered in the book TABLE OF CONTENTS 1 Getting Started with Spring Boot 2

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Pragmatic Unit Testing in Java with JUnit Jeff Langr, 2024-11-08 The classic Pragmatic Unit Testing with Java in JUnit returns for a third edition streamlined and rewritten with updated and more accessible code examples In this edition you will learn how to create concise maintainable unit tests with confidence New chapters provide a foundation of examples for testing common concepts and guidance on incorporating modern AI tools into your development and testing Updated topics include improving test quality via development mnemonics increasing ROI through test and production code refactoring and using tests to drive development Pragmatic Unit Testing in Java with JUnit steps you through all the important unit testing topics If you've never written a unit test you will be hand held through the hard part getting set up and started Once past the basics you will see numerous examples in order to start understanding what tests for common code concepts look like You will then learn how to effectively use the essential features of JUnit the predominant tool for writing and executing unit tests in Java You will gain the combined wisdom of Jeff Langr and original authors Andy Hunt and Dave Thomas providing decades of unit testing experience on real production systems You will learn how to Craft your code to make unit testing easier in the first place Craft your unit tests to minimize your maintenance effort Use unit tests to support keeping your system clean through refactoring Refactor toward a design that will create the highest possible ROI Test the tough stuff including code that must be mocked Remember what's important when writing unit tests Help your team reap and sustain the benefits of unit testing Use AI tooling as part of a development process that incorporates unit testing You won't just learn about unit testing in theory you will learn about real unit testing the Pragmatic way by working through numerous code examples What You Need You will need the Java SDK Software Development Kit version 21 or higher to work through the examples in the book You will also want an IDE Integrated Development Environment in which to build code While most of the book doesn't assume use of any specific IDE you will find a number of getting started screen shots to help you if you're using IntelliJ IDEA

Southwestern Medicine, 1925 Programming Languages and Systems Mooly Sagiv, 2005-03-23 This book constitutes the refereed proceedings of the 14th European Symposium on Programming ESOP 2005 held in Edinburgh UK in April 2005 as part of ETAPS The 28 revised full papers presented with the extended abstract of an invited paper were carefully reviewed and selected from 14 submissions The papers deal with a broad variety of current issues in the specification analysis and implementation of programming languages and systems

C George S. Tselikis, Nikolaos D. Tselikas, 2017-06-26 This easy to use classroom tested textbook covers the C programming language for computer science and IT students Designed for a compulsory fundamental course it presents the theory and principles of C More than 500 exercises and examples of progressive difficulty aid students in understanding all the aspects and

peculiarities of the C language The exercises test students on various levels of programming and the examples enhance their concrete understanding of programming know how Instructor s manual and PowerPoint slides are available upon qualifying course adoption

Real-World Java Victor Grazi, Jeanne Boyarsky, 2025-01-14 A concise handbook for the most common tools used in modern Java development Good Java developers learn Java syntax how to create loops and switches and can work out a lambda filter stream But great Java developers need to understand the vast ecosystem of tools and frameworks for collaboration testing building and more In Real World Java Helping You Navigate the Java Ecosystem a team of veteran Java developers delivers a concise and authoritative discussion of the most common frameworks tools and techniques used in enterprise Java development shops The authors provide just enough background and examples to allow you to dive right into the expert guidance on annotations logging frameworks observability performance tuning testing tools and collaboration that real life commercial Java development typically relies on You ll expand your Java development toolkit with frameworks and utilities like Spring Git Prometheus and Project Lombok You ll also discover links to tested downloadable code examples that demonstrate the skills discussed in the book Real World Java is the perfect resource for everyone already somewhat comfortable with the language but who wants to familiarize themselves with the tools and frameworks used in contemporary Java software development

Microservices with Spring Boot and Spring Cloud Magnus Larsson, 2021-07-29 A step by step guide to creating and deploying production quality microservices based applications Key Features Build cloud native production ready microservices with this comprehensively updated guide Understand the challenges of building large scale microservice architectures Learn how to get the best out of Spring Cloud Kubernetes and Istio in combination Book Description With this book you ll learn how to efficiently build and deploy microservices This new edition has been updated for the most recent versions of Spring Java Kubernetes and Istio demonstrating faster and simpler handling of Spring Boot local Kubernetes clusters and Istio installation The expanded scope includes native compilation of Spring based microservices support for Mac and Windows with WSL2 and an introduction to Helm 3 for packaging and deployment A revamped security chapter now follows the OAuth 2.1 specification and makes use of the newly launched Spring Authorization Server from the Spring team Starting with a set of simple cooperating microservices you ll add persistence and resilience make your microservices reactive and document their APIs using OpenAPI You ll understand how fundamental design patterns are applied to add important functionality such as service discovery with Netflix Eureka and edge servers with Spring Cloud Gateway You ll learn how to deploy your microservices using Kubernetes and adopt Istio You ll explore centralized log management using the Elasticsearch Fluentd and Kibana EFK stack and monitor microservices using Prometheus and Grafana By the end of this book you ll be confident in building microservices that are scalable and robust using Spring Boot and Spring Cloud What you will learn Build reactive microservices using Spring Boot Develop resilient and scalable microservices using Spring Cloud Use OAuth 2.1 OIDC and Spring Security to protect public APIs Implement Docker

to bridge the gap between development testing and production Deploy and manage microservices with Kubernetes Apply Istio for improved security observability and traffic management Write and run automated microservice tests with JUnit testcontainers Gradle and bash Who this book is for If you are a Java or Spring Boot developer who wants to learn how to build microservice landscapes from scratch this book is for you No familiarity with microservices architecture is required

JUnit Pocket Guide Kent Beck, 2004-09-23 JUnit created by Kent Beck and Erich Gamma is an open source framework for test driven development in any Java based code JUnit automates unit testing and reduces the effort required to frequently test code while developing it While there are lots of bits of documentation all over the place there isn't a go to manual that serves as a quick reference for JUnit This Pocket Guide meets the need bringing together all the bits of hard to remember information syntax and rules for working with JUnit as well as delivering the insight and sage advice that can only come from a technology's creator Any programmer who has written or is writing Java Code will find this book valuable Specifically it will appeal to programmers and developers of any level that use JUnit to do their unit testing in test driven development under agile methodologies such as Extreme Programming XP another Beck creation

Advanced Metaprogramming in Classic C++ Davide Di Gennaro, 2015-05-08 Advanced Metaproprogramming in Classic C aims to be both an introduction and a reference to C template metaprogramming TMP TMP is presented in the book as a set of techniques that will bring a new style in C and make code exceptionally clear and efficient The book deals with language aspects design patterns examples and applications seen as case studies Special emphasis is put on small reusable techniques that will improve the quality of daily work What makes the book exceptional is the level of understanding of the concepts involved imparted by the author This is not just a rote overview of metaprogramming You will truly understand difficult topics like static assertions how to write metafunctions overload resolution lambda expressions and many others More than that you will work through them with practical examples guided by the author's frank explanations This book requires you to think and to learn and to understand the language so that you can program at a higher level

Multi-Threaded Programming in C++ Mark Walmsley, 2012-12-06 This is a book about multi threaded programming it could well be subtitled How to write computer programs that do lots of different things all at once A multi threaded application contains many separate threads of execution all running concurrently and each assigned to its own particular task the individual tasks are typically simple but the combination can be very powerful Multi threading therefore engenders a divide and conquer strategy which allows complex monoliths to be broken up into more manageable chunks Indeed multi threading is perhaps the most exciting addition to the software engineer's toolkit since the advent of object oriented programming another topic about which this book has a lot to say Multi threading and object orientation are wonderful companions and allows the basic building blocks for multi threaded programming to be neatly packaged as objects whilst multi threading techniques can be applied to transform objects from passive repositories of functionality into active entities that perform their own internal processing independently

of external code A general background in computing is assumed as well as familiarity with the C language and a basic knowledge of C would also be helpful the more useful facets of the C language are introduced on a need to know basis but for a fuller exposition than is possible here the reader is advised to rush out and buy the book Programming in C ISBN 0859344355

JUnit in Action Catalin Tudose, 2020-11-16 JUnit in Action Third Edition has been completely rewritten for this release The book is full of examples that demonstrate JUnit s modern features including its new architecture nested tagged and dynamic tests and dependency injection Summary JUnit is the gold standard for unit testing Java applications Filled with powerful new features designed to automate software testing JUnit 5 boosts your productivity and helps avoid debugging nightmares Whether you re just starting with JUnit or you want to ramp up on the new features JUnit in Action Third Edition has you covered Extensively revised with new code and new chapters JUnit in Action Third Edition is an up to date guide to smooth software testing Dozens of hands on examples illustrate JUnit 5 s innovations for dependency injection nested testing parameterized tests and more Throughout you ll learn how to use JUnit 5 to automate your testing for a process that consumes less resources and gives you more time for developing Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the technology The JUnit framework is the gold standard for unit testing Java applications and knowing it is an essential skill for Java developers The latest version JUnit 5 is a total overhaul now supporting modern Java features like Lambdas and Streams About the book JUnit in Action Third Edition has been completely rewritten for this release The book is full of examples that demonstrate JUnit s modern features including its new architecture nested tagged and dynamic tests and dependency injection You ll benefit from author Catalin Tudose s unique pyramid testing strategy which breaks the testing process into layers and sets you on the path to bug free code creation What s inside Migrating from JUnit 4 to 5 Effective test automation Test driven development and behavior driven development Using mocks for test isolation Connecting JUnit 5 with Maven or Gradle About the reader For intermediate Java developers About the author Catalin Tudose has a Ph D in Computer Science and over 15 years of experience as a Senior Java Developer and Technical Team Lead Previous editions were authored by Petar Tahchiev Felipe Leme Gary Gregory and Vincent Massol Table of Contents PART 1 JUNIT 1 JUnit jump start 2 Exploring core JUnit 3 JUnit architecture 4 Migrating from JUnit 4 to JUnit 5 5 Software testing principles PART 2 DIFFERENT TESTING STRATEGIES 6 Test quality 7 Coarse grained testing with stubs 8 Testing with mock objects 9 In container testing PART 3 WORKING WITH JUNIT 5 AND OTHER TOOLS 10 Running JUnit tests from Maven 3 11 Running JUnit tests from Gradle 6 12 JUnit 5 IDE support 13 Continuous integration with JUnit 5 PART 4 WORKING WITH MODERN FRAMEWORKS AND JUNIT 5 14 JUnit 5 extension model 15 Presentation layer testing 16 Testing Spring applications 17 Testing Spring Boot applications 18 Testing a REST API 19 Testing database applications PART 5 DEVELOPING APPLICATIONS WITH JUNIT 5 20 Test driven development with JUnit 5 21 Behavior driven development in JUnit 5 22 Implementing a test pyramid strategy with JUnit 5

Refactoring with C# Matt Eland, 2023-11-24 Learn how to improve the maintainability of C code using modern tools and techniques to resolve technical debt while working safely and efficiently with legacy code Key Features Apply a wide range of refactoring techniques using the latest tools and features of C Discover ways to safely improve your code using tests Roslyn analyzers and AI assistance Find ways of communicating technical debt and improving your code in agile and enterprise settings Purchase of the print or Kindle book includes a free PDF eBook Book Description Software projects start as brand new greenfield projects but invariably become muddled in technical debt far sooner than you'd expect In Refactoring with C you'll explore what technical debt is and how it arises before walking through the process of safely refactoring C code using modern tooling in Visual Studio and more recent C language features using C 12 and NET 8 This book written by a Microsoft MVP will guide you through the process of refactoring safely through advanced unit testing with XUnit and libraries like Moq Snapper and Scientist NET You'll explore maintainable code through SOLID principles and defensive coding techniques made possible in newer versions of C You'll also find out how to run code analysis and write custom Roslyn analyzers to detect and resolve issues unique to your code The nature of coding is changing and you'll explore how to use AI with the GitHub Copilot Chat to refactor test document and generate code before ending with a discussion about communicating technical debt to leadership and getting organizational buy in to refactor your code in enterprise organizations and in agile teams By the end of this book you'll understand the nature of refactoring and see how you can safely effectively and repeatably pay down the technical debt in your application while adding value to your business What you will learn Understand technical debt its causes and effects and ways to prevent it Explore different ways of refactoring classes methods and lines of code Discover how to write effective unit tests supported by libraries such as Moq Understand SOLID principles and factors that lead to maintainable code Use AI to analyze improve and test code with the GitHub Copilot Chat Apply code analysis and custom Roslyn analyzers to ensure that code stays clean Communicate tech debt and code standards successfully in agile teams Who this book is for This book is for any developer familiar with C who wants to improve the code they work with on a day to day basis While this book will be most beneficial to new developers with only a year or two of experience even senior engineers and engineering managers can make the most of this book by exploring not just the process of refactoring but advanced techniques with libraries like Moq Snapper Scientist NET and writing custom Roslyn analyzers

Hands-On Selenium WebDriver with Java Boni Garcia, 2022-03-31 Get started with Selenium WebDriver the open source library for automating tests to ensure your web application performs as expected In this practical hands on book author Boni Garcia takes Java developers through Selenium's main features for automating web navigation browser manipulation web element interaction and more with ready to be executed test examples You'll start by learning the core features of Selenium composed of WebDriver Grid and IDE and its ecosystem Discover why Selenium WebDriver is the de facto library for developing end to end tests on your web application You'll explore ways to use advanced Selenium

WebDriver features including using web browsers in Docker containers or the DevTools protocol Selenium WebDriver examples in this book are available on GitHub With this book you ll learn how to Set up a Java project containing end to end tests that use Selenium WebDriver Conduct automated interaction with web applications Use strategies for managing browser specific capabilities and cross browser testing Interact with web forms manage pop up messages and execute JavaScript Control remote browsers and use advanced browser infrastructure for Selenium WebDriver tests in the cloud Model web pages using object oriented classes to ease test maintenance and reduce code duplication **Software**

Development for Engineers William Buchanan,1997-09-26 Specialisation in software has become a thing of the past With the move towards graphical user interface programming engineers must have a sound knowledge of several programming languages and for the first time most of the main technical languages are introduced in a single volume All the example programs included relate to real life applications to provide a long needed reference that students will find invaluable throughout their studies and a definitive guide for professional developers requiring an insight into other languages Using C and Pascal to provide a basic grounding in software development the author then goes on to introduce more advanced concepts such as object orientated design through the development of C Sections on Visual Basic and 80X86 Assembly Language follow before Java Windows NT and DOS are introduced finishing with an overview of the UNIX system

Compiling Natural Semantics Mikael Pettersson,2005-11-20 Natural Semantics has become a popular tool among programming language researchers for specifying many aspects of programming languages However due to the lack of practical tools for implementation the natural semantics formalism has so far largely been limited to theoretical applications This book introduces the rational meta language RML as a practical language for natural semantics specifications The main part of the work is devoted to the problem of compiling natural semantics actually RML into highly efficient code For this purpose an effective compilation strategy for RML is developed and implemented in the rml2c compiler This compiler ultimately produces low level C code Benchmarking results show that rml2c produced code is much faster than code resulting from compilers based on alternative implementation approaches

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