

Test Driven Ios Development Graham Lee

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Swift TDD Code Kata - Testing Time (Introduction) Lambda School Guest Lecture (1/4) SwiftConf '16: Dominik @DasDom Hauser | Test-Driven iOS Development with Swift MCE 2014: Jon Reid - Test Driven Development for iOS (and anything) ~~Pre-271 - Prophecy Update, 20-December-2020 (A Merry COVID-Christmas) TDD: Ultimate productivity, high salary, and a remarkable career | iOS Lead Essentials Podcast #009~~ Swift iOS Unit Testing Tutorial TDD Full Course (Learn Test Driven Development with Python) ~~Grindr Tech Talk: iOS Development with Test Driven Development 68 - Titus~~ ~~4-7#~~ Test Driven Development with Android | Android App Development Test Driven Development (TDD) on a real app Step Counter Using Test Driven Development in Swift Full-Stack Web Development \\"YouTube Transcription\\" coding tutorial (JavaScript, Google Cloud)

Test driven development, mocking and dependency injection on real app The Three Laws of TDD (Featuring Kotlin) | Test Driven Development (TDD) | Crash Course | 2020
 TDD in Python with pytest - Part 1 - Setup
 Swift TDD Code Kata - Testing Time (Your 1st Test) Lambda School Guest Lecture (2/4) BDD vs TDD (explained) | Test driven development (TDD) - Tutorial for Beginners

iOS Continuous Integration Setup with Git, GitHub, Travis CI, TDD, Xcode [S01 Extras]
 Android Test Driven Development with Victoria Gonda - the raywenderlich.com podcast Test-Driven Development in Tamil | iOS App Development | Test Driven Development Tutorial for iOS Coding Serbia Meetup - TDD in iOS development - Igor Stojanović i Marko Čičak Test driven iOS development by Håkon Bogen @ Mobile Meetup Oslo CppCon 2019: Feder Pike - Back to Basics: Test-driven Development | Test-Driven Development (TDD) in Python #3 - What Tests Should We Write? TDD Live Coding - Test Driven Development Tutorial with React, Jest, and Enzyme Harry Percival - Introduction to TDD with Django - PyCon 2018 Test Driven Ios Development Graham

Test-Driven iOS Development is the first book 100% focused on helping you successfully implement TDD and unit testing in an iOS environment. Long-time iOS/Mac developer Graham Lee helps you rapidly integrate TDD into your existing processes using Apple's Xcode 4 and the OCUnit unit testing framework.

Test-Driven iOS Development (Developer's Library): Lee ...

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Amazon.com: Test-Driven iOS Development (Developer's ...

Graham Lee's book "Test-Driven iOS Development" shows how iOS apps can be written using TDD but also shows how improved designs emerge from good TDD.

Test-Driven iOS Development: Book Review

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Lee, Test-Driven iOS Development | Pearson

Graham Lee, the author of Test-Driven iOS Development, explains how you can use his book like a kata: the Japanese martial art technique of improving a practice by repeating it over and over. Like this article?

As iOS apps become increasingly complex and business-critical, iOS developers must ensure consistently superior code quality. This means adopting best practices for creating and testing iOS apps. Test-Driven Development (TDD) is one of the most powerful of these best practices. Test-Driven iOS Development is the first book 100% focused on helping you successfully implement TDD and unit testing in an iOS environment. Long-time iOS/Mac developer Graham Lee helps you rapidly integrate TDD into your existing processes using Apple's Xcode 4 and the OCUnit unit testing framework. He guides you through constructing an entire Objective-C iOS app in a test-driven manner, from initial specification to functional product. Lee also introduces powerful patterns for applying TDD in iOS development, and previews powerful automated testing capabilities that will soon arrive on the iOS platform. Coverage includes Understanding the purpose, benefits, and costs of unit testing in iOS environments Mastering the principles of TDD, and applying them in areas from app design to refactoring Writing usable, readable, and repeatable iOS unit tests Using OCUnit to set up your Xcode project for TDD Using domain analysis to identify the classes and interactions your app needs, and designing it accordingly Considering third-party tools for iOS unit testing Building networking code in a test-driven manner Automating testing of view controller code that interacts with users Designing to interfaces, not implementations Testing concurrent code that typically runs in the background Applying TDD to existing apps Preparing for Behavior Driven Development (BDD) The only iOS-specific guide to TDD and unit testing, Test-Driven iOS Development covers both essential concepts and practical implementation.

Features hands-on sample projects and exercises designed to help programmers create iOS applications.

Pro iOS Continuous Integration teaches you how to utilize the strengths of continuous integration in your everyday work. CI is more popular now than ever, as iOS developers realize how time-consuming building and deploying an application for testing purposes and quality assurance can be. This book shows you how to make your developing life easier, with real-world applications and examples. With this book, you will learn what continuous integration and continuous delivery really are and how they can be used in your iOS projects. You will learn how to release an iOS application outside the App Store using Xcode. You'll understand how to leverage the power of the command line to build your projects, and run your tests. You'll use Jenkins and Bamboo to architect automatic builds and automate the whole build process. In addition, you'll also learn how to use Xcode server and bots, what quality assurance tools can be used to measure the quality of your code, and how to send builds to your beta testers. Author Romain Pouclet provides hands-on, practical experience in iOS continuous integration and, using this book, you will see that it's not actually that hard to set up a fully-featured continuous integration platform, whether you are an independent iOS developer working from home or a member of a team in a big company.

Now, one book can help you master mobile app development with both market-leading platforms: Apple's iOS and Google's Android. Perfect for both students and professionals, Learning Mobile App Development is the only tutorial with complete parallel coverage of both iOS and Android. With this guide, you can master either platform, or both--and gain a deeper understanding of the issues associated with developing mobile apps. You'll develop an actual working app on both iOS and Android, mastering the entire mobile app development lifecycle, from planning through licensing and distribution. Each tutorial in this book has been carefully designed to support readers with widely varying backgrounds and has been extensively tested in live developer training courses. If you're new to iOS, you'll also find an easy, practical introduction to Objective-C, Apple's native language.

Create Amazing Real-Time Motion Graphics with Quartz Composer! Apple's Quartz Composer makes it amazingly easy to create real-time graphics of all kinds: for screensavers, animations, kiosk art, film effects, Dashboard Widgets, graphically-rich apps, and more. But few content creators use QC, because they've had practically no useful help-until now. In this book/DVD bundle, two renowned VJs who've pushed this tool to the limit show you how to do it, too! You needn't be a technical expert: Graham Robinson and Surya Buchwald introduce each concept through a hands-on project, with videos demonstrating every step. They start extremely simple, offering beautiful visual feedback and encouraging you to freely explore. The video and text work together to help you build mastery fast, as you create everything from data-driven effects to compelling live performance visuals! Coverage includes Mastering Quartz Composer's powerful interface Grabbing live inputs from music or cameras for unique interaction and improvisation Outputting video files for everything from smartphone screens to HD video edits Using built-in image filters to add visual effects Creating organic motion with LFOs, interpolation, and trackballs Fixing problems and figuring out what you did wrong Making rain, fire, and other cool stuff with particles Integrating MIDI musical instruments and other audio resources Mastering lighting and timelines Building richer environments with replication, iteration, and 3D modeling Pushing the boundaries with secret patches, Corelmap filters, and GLSL If you're a motion graphics designer, filmmaker, VJ, artist, interactive programmer, Cocoa developer, or any other type of "Maker," this book will guide you from acolyte to wizard in no time... and it just might be the most fun instructional you'll ever read! 0321636945 / 9780321636942 Learning Quartz Composer: A Hands-On Guide to Creating Motion Graphics with Quartz Composer Package consists of: 013308776X / 9780133087765 Learning Quartz Composer: A Hands-On Guide to Creating Motion Graphics with Quartz Composer 0321857577 / 9780321857576 Learning Quartz Composer, DVD: A Hands-On Guide to Creating Motion Graphics with Quartz Composer 0321857585 / 9780321857583 Learning Quartz Composer, Book Component: A Hands-On Guide to Creating Motion Graphics with Quartz Composer

Describes the Core Audio framework, covering such topics as recording, playback, format conversion, MIDI connectivity, and audio units.

Fearlessly change the design of your iOS code with solid unit tests. Use Xcode's built-in test framework XCTest and Swift to get rapid feedback on all your code - including legacy code. Learn the tricks and techniques of testing all iOS code, especially view controllers (UIViewController), which are critical to iOS apps. Learn to isolate and replace dependencies in legacy code written without tests. Practice safe refactoring that makes these tests possible, and watch all your changes get verified quickly and automatically. Make even the boldest code changes with complete confidence. Manual code and UI testing get slower the deeper your navigation hierarchy goes. It can take several taps just to reach a particular screen, never mind the actual workflow tests. Automatic unit testing offers such rapid feedback that it can change the rules of development. Bring testing to iOS development, even for legacy code. Use XCTest to write unit tests in Swift for all your code. iOS developers typically reserve unit tests for their model classes alone. But that approach skips most of the code common to iOS apps, especially with UIViewController. Learn how to unit test these view controllers to expand your unit testing possibilities. Since good unit tests form the bedrock for safe refactoring, you're empowered to make bold changes. Learn how to avoid the most common mistakes Swift programmers make with the XCTest framework. Use code coverage to find holes in your test suites. Learn how to identify hard dependencies. Reshape the design of your code quickly, with less risk and less fear.

In Xcode 4 Unleashed, renowned Mac/iOS developer Fritz Anderson shows how to use Apple's powerful new Xcode 4 integrated development environment to develop outstanding software with the least effort possible. Anderson demonstrates Xcode 4 by walking through the construction of three full applications: a command-line tool, an iOS app, and a Mac OS X application. These case-study projects offer practical insights and realistic best practices for efficiently utilizing Xcode 4 in day-to-day development. Next, he drills down to offer an even deeper understanding of Xcode 4's most powerful capabilities. Through practical examples, he shows experienced Apple developers how to move to Xcode 4's libbrowser model from older document-based approaches. You'll also find thorough, up-to-the-minute coverage of key tasks ranging from builds and profiling to documentation. He concludes with a chapter-length roundup of tips, traps, and features for maximizing your productivity with Xcode 4: whether you're writing iOS apps or Mac applications, working solo, or as part of a large development team. Detailed information on how to Get started fast with Xcode 4 project workflow Master Xcode 4's new features and development paradigms Construct modern iOS and Mac user interfaces with Interface Builder Implement Model-View-Controller designs in iOS apps Use Storyboard to specify an iOS app's entire structure in one file Leverage Xcode's first-class unit testing and measurement tools Master the essentials of iOS provisioning Use Mac OS X bindings to simplify the link between data and screen Quickly localize Mac and iOS software for new languages and markets Package and share subprograms that can be integrated into any OS X application Use the Xcode Build System to move from source files to executable products Fully understand and optimize performance and resource usage Register your copy today at informit.com/register to download a free 90+ page guide to 4.4 & 4.5 feature changes

Use Xcode 5 to Write Great iOS and OS X Apps! Xcode 5 Start to Finish will help you use the tools in Apple's Xcode 5 to improve productivity, write great code, and leverage the newest iOS 7 and OS X Mavericks features. Drawing on thirty years of experience developing for Apple platforms and helping others do so, Fritz Anderson shows you a complete best-practice Xcode workflow. Through three full sample projects, you'll learn to integrate testing, source control, and other key skills into a high-efficiency process that works. Anderson shows you better ways to storyboard, instrument, build, and compile code, and helps you apply innovations ranging from Quick Look to Preview Assistant. By the time you're finished, you'll have the advanced Xcode skills to develop outstanding software. Coverage includes Setting breakpoints and tracing execution for active debugging Creating libraries by adding and building new targets Integrating Git or Subversion version control Creating iOS projects with MVC design Designing Core Data schemas for iOS apps Linking data models to views Designing UI views with Interface Builder Using the improved Xcode 5 Autolayout editor Improving reliability with unit testing Simplifying iOS provisioning Leveraging refactoring and continual error checking Using OS X bindings, bundles, packages, frameworks, and property lists Localizing your apps Controlling how Xcode builds source code into executables Analyzing processor and memory usage with Instruments Integrating with Mavericks Server's sleek continuous integration system Register your book at www.informit.com/register for access to this title's downloadable code.

Discover the untapped features of object-oriented programming and use it with other software tools to code fast, efficient applications. Key Features Explore the complexities of object-oriented programming (OOP) Discover what OOP can do for you Learn to use the key tools and software engineering practices to support your own programming needs Book Description Your experience and knowledge always influence the approach you take and the tools you use to write your programs. With a sound understanding of how to approach your goal and what software paradigms to use, you can create high-performing applications quickly and efficiently. In this two-part book, you'll discover the untapped features of object-oriented programming and use it with other software tools to code fast and efficient applications. The first part of the book begins with a discussion on how OOP is used today and moves on to analyze the ideas and problems that OOP doesn't address. It continues by deconstructing the complexity of OOP, showing you its fundamentally simple core. You'll see that, by using the distinctive elements of OOP, you can learn to build your applications more easily. The next part of this book talks about acquiring the skills to become a better programmer. You'll get an overview of how various tools, such as version control and build management, help make your life easier. This book also discusses the pros and cons of other programming paradigms, such as aspect-oriented programming and functional programming, and helps to select the correct approach for your projects. It ends by talking about the philosophy behind designing software and what it means to be a "good" developer. By the end of this two-part book, you will have learned that OOP is not always complex, and you will know how you can evolve into a better programmer by learning about ethics, teamwork, and documentation. What you will learn Untangle the complexity of object-oriented programming by breaking it down to its essential building blocks Realize the full potential of OOP to design efficient, maintainable programs Utilize coding best practices, including TDD, pair programming and code reviews, to improve your work Use tools, such as source control and IDEs, to work more efficiently Learn how to most productively work with other developers Build your own software development philosophy Who this book is for This book is ideal for programmers who want to understand the philosophy behind creating software and what it means to be [good] at designing software. Programmers who want to deconstruct the OOP paradigm and see how it can be reconstructed in a clear, straightforward way will also find this book useful. To understand the ideas expressed in this book, you must be an experienced programmer who wants to evolve their practice.