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This book is packed with the step by step tutorial and instructions in recipe format helping you setup test infrastructure and gradually advance your skills to plan, develop, and test your backbone applications.If you are a JavaScript developer looking for recipes to create and implement test support for your backbone application, then this book is ideal for you.

Learn how to build a full-stack application with Backbone.js by taking advantage of JavaScript modules, workflow automation, and Backbone's interface building blocks. With this practical guide, author Patrick Mulder takes experienced backend developers and JavaScript programmers through the steps necessary to create a fully functional single-page application. Backbone's rich ecosystem of plugins makes applications easier to design and scale, but knowing which tools to use for your project can be tricky. How do you combine views and the data layer with Backbone, or serve and deploy JavaScript assets? You'll not only learn the answers to these and many other questions; you'll also discover Backbone's vast number of use cases. Get started quickly by using a Backbone.js and Browserify Track state and organize data with Backbone models and collections Capture events from users by using views and manipulating the DOM Combine Backbone views with advanced HTML templates Use Backbone to browse remote data sources from an API Authenticate and authorize client-side interactions Build a backend API with Node.js and Restify Set up workflow automation with Bower, Grunt, Yeoman, and RequireJS

Leverage the features of TypeScript to boost your development skills and create captivating applications About This Book Learn how to develop modular, scalable, maintainable, and adaptable web applications by taking advantage of TypeScript Explore techniques to use TypeScript alongside other leading tools such as Angular 2, React, and Node.js Focusing on design patterns in TypeScript, this step-by-step guide demonstrates all the important design patterns in practice Who This Book Is For This Learning Path is for intermediate-level JavaScript developers who want to use TypeScript to build beautiful web applications and fun projects. No prior knowledge of TypeScript is required, but a basic understanding of jQuery is expected. This Learning Path is also for experienced TypeScript developers who want to take their skills to the next level, and also for web developers who wish to make the most of TypeScript. What You Will Learn Understand

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This is a step-by-step guide to design patterns, best practices, and solutions to common problems for Backbone.js-based application development. This book is for JavaScript developers who work with Backbone.js and want to learn the best design patterns to develop complex web applications. Basic knowledge of Backbone.js and JavaScript is essential.

If you build your Scala application through Test-Driven Development, you'll quickly see the advantages of testing before you write production code. This hands-on book shows you how to create tests with ScalaTest and the Specs2—two of the best testing frameworks available—and how to run your tests in the Simple Build Tool (SBT) designed specifically for Scala projects. By building a sample digital jukebox application, you'll discover how to isolate your tests from large subsystems and networks with mocking code, and how to use the ScalaCheck library for automated specification-based testing. If you're familiar with Scala, Ruby, or Python, this book is for you. Get an overview of Test-Driven Development Start a simple project with SBT and create tests before you write code Dive into SBT's basic commands, interactive mode, packaging, and history Use ScalaTest both in the command line and with SBT, and learn how to incorporate

JUnit and TestNG Work with the Specs2 framework, including Specification styles, matchers DSLs, and Data Tables Understand mocking by using Java frameworks EasyMock and Mockito, and the Scala-only framework ScalaMock Automate testing by using ScalaCheck to generate fake data

Professional testing of software is an essential task that requires a profound knowledge of testing techniques. The International Software Testing Qualifications Board (ISTQB) has developed a universally accepted, international qualification scheme aimed at software and system testing professionals, and has created the Syllabi and Tests for the "Certified Tester." Today about 300,000 people have taken the ISTQB certification exams. The authors of Software Testing Foundations, 4th Edition, are among the creators of the Certified Tester Syllabus and are currently active in the ISTQB. This thoroughly revised and updated fourth edition covers the "Foundations Level" (entry level) and teaches the most important methods of software testing. It is designed for self-study and provides the information necessary to pass the Certified Tester-Foundations Level exam, version 2011, as defined by the ISTQB. Also in this new edition, technical terms have been precisely stated according to the recently revised and updated ISTQB glossary. Topics covered: Fundamentals of Testing Testing and the Software Lifecycle Static and Dynamic Testing Techniques Test Management Test Tools Also mentioned are some updates to the syllabus that are due in 2015.

Foundation HTML5 Animation with JavaScript covers everything that you need to know to create dynamic scripted animation using the HTML5 canvas. It provides information on all the relevant math you'll need, before moving on to physics concepts like acceleration, velocity, easing, springs, collision detection, conservation of momentum, 3D, and forward and inverse kinematics. Foundation HTML5 Animation with JavaScript is a fantastic resource for all web developers working in HTML5 or switching over from Flash to create standards-compliant games, applications, and animations that will work across all modern browsers and most mobile devices, including iPhones, iPads, and Android devices. You will learn how to utilize the amazing animation and physics-based code originally created by author Keith Peters in his hugely successful Foundation ActionScript Animation in all of your HTML5 applications. In no time at all, you'll understand the concepts behind scripted animation and also have the ability to create all manner of exciting animations and games.

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(ES6 and ES7) today with TypeScript In Detail TypeScript is an open source and cross-platform typed superset of JavaScript that compiles to plain JavaScript that runs in any browser or any host. It allows developers to use the future versions of JavaScript (ECMAScript 6 and 7) today. TypeScript adds optional static types, classes, and modules to JavaScript, to enable great tooling and better structuring of large JavaScript applications. This book is a step-by-step guide that will get you started with TypeScript with the help of practical examples. You start off by understanding the basics of TypeScript. Next, automation tools like Grunt are explained followed by a detailed description of function, generics, callbacks and promises. After this, object-oriented features and the memory management functionality of TypeScript are explained. At the end of this book, you will have learned enough to implement all the concepts and build a single page application from scratch. Style and approach This is a step-by-step guide that covers the fundamentals of TypeScript with practical examples. Each chapter introduces a set of TypeScript language features and leads the readers toward the development of a real-world application.

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