

Jmeter Cookbook Erinle Bayo

This book is great for you if you are a developer, quality assurance engineer, tester, or test manager who is looking to get a firmer grasp of elementary, deep, and advanced testing concepts using Apache JMeter. It's assumed you have access to a computer and an Internet connection. No prior testing or programming experience is required, but would be helpful.

A strategic leader is essentially the leader of any organization and someone who has to steer the company in times of change, whilst motivating and inspiring their team. Strategic Leadership from the renowned leadership expert John Adair encourages leaders to focus on tomorrow rather than yesterday. It explores the nature and origin of strategic leadership, transferable skills and the art of inspiring others. It then describes the role itself and broad functions of that role such as building and maintaining a team, achieving a common task and motivating and developing the individual. It moves on to assess the skills you need to be effective, and the seven generic functions that make up the role of strategic leader which include providing direction, strategic thinking and planning, building partnerships and developing tomorrow's leaders. Full of checklists, summaries and historical examples, Strategic Leadership will encourage you to ask the right questions whilst defining the role and skills of a strategic leader.

This handbook is for anyone responsible for a Web site, from the person running a personal site off a Linux PC at home up to large corporate site managers who wants to improve their performance right now.

Short Sims: A Game Changer explores the design concepts, dialogue, and formatting of interactive simulations. Interactivity is the key to effective educational media in schools, corporations, the military, and government. However, challenges like ineffective linear content or expenses can derail the product. This book provides a proven methodology to guide anyone through the steps of quickly creating highly engaging and responsive content. The process combines decades of research and implementations with leading organizations (Bill & Melinda Gates Foundation, Harvard Business School Publishing, Visa, State Department) with new tools that have just emerged. Key Features This book provides numerous code examples to illustrate how to put the techniques into practice. It includes expanded introductions to mathematics fundamental to computer graphics and game development. Graphics and physics are covered in introductory overviews. Author Bio Clark Aldrich is an education technology thought leader—the author of six books and developer of patent and award-winning projects. He currently builds custom Short Sims for organizations using a revolutionary methodology he has pioneered, or helps them build their own, through www.shortsims.com. He is also the host of an audio series called Education X Media (www.edbymedia.com) about evolving pedagogy in academics, corporations, and the military. He has been called a "guru" by Fortune Magazine and a "maverick" by CNN. Aldrich and his work have been featured in hundreds of other sources, including CBS, ABC, The New York Times, USA Today, the Associated Press, Wall Street Journal, NPR, CNET, Business 2.0, BusinessWeek, and U.S. News and World Report. He has written monthly columns for Training Magazine and Online Learning Magazine. Previously, he was the founder and former director of research for Gartner's e-learning coverage. Earlier in his career, he worked on special projects for Xerox' executive team. He also served for many years as the Governor's representative on the education task force Joint Committee on Educational Technology, volunteered on several non-profit organizations aimed at child advocacy, and has served on numerous boards. He earned from Brown University a degree in cognitive science (during which he also taught at a leading environmental education foundation). He grew up in Concord, Massachusetts, and is the ninth great-grandson of Governors John Winthrop and Thomas Dudley, first and second governors of the Massachusetts Bay Colony, and Captain Walter Neale, the first colonial governor of lower New Hampshire.

Quickly ramp up your practical knowledge of Apache JMeter for software performance testing and focus on actual business problems. This step-by-step guide covers what you will need to know to write and execute test scripts, and verify the results. Pro Apache JMeter covers almost every aspect of Apache JMeter in detail and includes helpful screenshots and a case study. A performance primer chapter provides a high-level summary of terms used in performance testing on a day-to-day basis that also is useful for non-technical readers. A sample web application Digital Toys has been developed and test scripts are provided for you to try while progressing through the chapters. What You'll Learn Create and execute an Apache JMeter test plan Interpret the results of your test plan Understand distributed testing using Apache JMeter Use Apache JMeter advanced features such as JDBC, REST, FTP, AJAX, SOAP, and mobile performance testing Read a sample case study covering end-to-end planning and execution of a performance testing project Generate and analyze a performance dashboard Who This Book Is For Software performance testing professionals, quality assurance professionals, architects, engineers, project managers, product managers

Troubleshoot the most widespread and pernicious Java performance problems using a set of open-source and freely-available tools that will make you dramatically more productive in finding the root causes of slow performance. This is a brief book that focuses on a small number of performance anti-patterns, and you'll find that most problems you encounter fit into one of these anti-patterns. The book provides a specific method in a series of steps referred to as the "P.A.t.h. Checklist" that encompasses persistence, alien systems, threads, and heap management. These steps guide you through a troubleshooting process that is repeatable, that you can apply to any performance problem in a Java application. This technique is especially helpful in 'dark' environments with little monitoring. Performance problems are not always localized to Java, but often fall into the realms of database access and server load. This book gives attention to both of these issues through examples showing how to identify repetitive SQL, and identify architecture-wide performance problems ahead of production rollout. Learn how to apply load like an expert, and determine how much load to apply to determine whether your system scales. Included are walk-throughs of a dozen server-side performance puzzles that are ready to run on your own machine. Following these examples helps you learn to: Assess the performance health of four main problems areas in a Java system: The P.A.t.h. Checklist presents each area with its own set of plug-it-in-now tools Pinpoint the code at fault for CPU and other bottlenecks without a Java profiler Find memory leaks in just minutes using heapSpank, the author's open-source leak detector utility that is freely available from heapSpank.org The repeatable method provided in this book is an antidote to lackluster average response times that are multi-second throughout the industry. This book provides a long absent, easy-to-follow, performance training regimen that will benefit anyone programming in Java. What You'll Learn Avoid the 6 most common ways to mess up a load test Determine the exact number of threads to dial into the load generator to test your system's scalability Detect the three most common SQL performance anti-patterns Measure network response times of calls to back-end systems ('alien systems') Identify whether garbage collection performance is healthy or unhealthy and whether delays are caused by problems in the old or new generation, so you know which generation needs to be adjusted Who This Book Is For Intermediate and expert Java developers and architects. Java experts will be able to update their skill set with the latest and most productive, open-source Java performance tools. Intermediate Java developers are exposed to the most common performance defects that repeatedly show up in Java applications, ones that account for the bulk of slow-performing systems. Experts and intermediates alike will benefit from the chapters on load generation.

This book explains in detail how to implement unit tests using two very popular open source Java technologies: JUnit and Mockito. It presents a range of techniques necessary to write high quality unit tests - e.g. mocks, parametrized tests and matchers. It also discusses trade-offs related to the choices we have to make when dealing with some real-life code issues. The book stresses the importance of writing readable and maintainable unit tests, and puts a lot of stress on code quality. It shows how to achieve testable code and to eliminate common mistakes by following the Test Driven Development approach. Every topic discussed in the book is illustrated with code examples, and each chapter is accompanied by some exercises. By reading this book you will: Grasp the role and purpose of unit tests Write high-quality, readable and

maintainable unit tests Learn how to use JUnit and Mockito (but also other useful tools) Avoid common pitfalls when writing unit tests Recognize bad unit tests, and fix them in no time Develop code following the Test Driven Development (TDD) approach Use mocks, stubs and test-spies intelligently Measure the quality of your tests using code coverage and mutation testing Learn how to improve your tests' code so it is an asset and not a burden Test collections, expected exceptions, time-dependent methods and much more Customize test reports so that they show you what you really need to know Master tools and techniques your team members have never even heard of (priceless!):) Nowadays every developer is expected to write unit tests. While simple in theory, in practice writing high-quality unit tests can turn out to be a real challenge. This book will help.

Hackers exploit browser vulnerabilities to attack deep within networks The Browser Hacker's Handbook gives a practical understanding of hacking the everyday web browser and using it as a beachhead to launch further attacks deep into corporate networks. Written by a team of highly experienced computer security experts, the handbook provides hands-on tutorials exploring a range of current attack methods. The web browser has become the most popular and widely used computer "program" in the world. As the gateway to the Internet, it is part of the storefront to any business that operates online, but it is also one of the most vulnerable entry points of any system. With attacks on the rise, companies are increasingly employing browser-hardening techniques to protect the unique vulnerabilities inherent in all currently used browsers. The Browser Hacker's Handbook thoroughly covers complex security issues and explores relevant topics such as: Bypassing the Same Origin Policy ARP spoofing, social engineering, and phishing to access browsers DNS tunneling, attacking web applications, and proxying—all from the browser Exploiting the browser and its ecosystem (plugins and extensions) Cross-origin attacks, including Inter-protocol Communication and Exploitation The Browser Hacker's Handbook is written with a professional security engagement in mind. Leveraging browsers as pivot points into a target's network should form an integral component into any social engineering or red-team security assessment. This handbook provides a complete methodology to understand and structure your next browser penetration test. An easy to follow guide, featuring step-by-step practical tutorials to help you understand how to automate web applications for testing purposes. If you are a quality assurance / testing professional, a software developer, or a web application developer looking to create automation test scripts for your web applications, this is the perfect guide for you! As a prerequisite, this book expects you to have a basic knowledge of Core Java, although any previous knowledge of WebDriver or Selenium1 is not needed. By the end of this book, you will have acquired a comprehensive knowledge of WebDriver, which will help you in writing your automation tests.

This second edition of C# Game Programming Cookbook for Unity 3D expounds upon the first with more details and techniques. With a fresh array of chapters, updated C# code and examples, Jeff W. Murray's book will help the reader understand structured game development in Unity unlike ever before. New to this edition is a step-by-step tutorial for building a 2D infinite runner game from the framework and scripts included in the book. The book contains a flexible and reusable framework in C# suitable for all game types. From game state handling to audio mixers to asynchronous scene loading, the focus of this book is building a reusable structure to take care of many of the most used systems. Improve your game's sound in a dedicated audio chapter covering topics such as audio mixers, fading, and audio ducking effects, or dissect a fully featured racing game with car physics, lap counting, artificial intelligence steering behaviors, and game management. Use this book to guide your way through all the required code and framework to build a multi-level arena blaster game. Features Focuses on programming, structure, and an industry-level, C#-based framework Extensive breakdowns of all the important classes Example projects illustrate and break down common and important Unity C# programming concepts, such as coroutines, singletons, static variables, inheritance, and scriptable objects. Three fully playable example games with source code: a 2D infinite runner, an arena blaster, and an isometric racing game The script library includes a base Game Manager, timed and proximity spawning, save profile manager, weapons control, artificial intelligence controllers (path following, target chasing and line-of-sight patrolling behaviors), user interface Canvas management and fading, car physics controllers, and more. Code and screenshots have been updated with the latest versions of Unity. These updates will help illustrate how to create 2D games and 3D games based on the most up-to-date methods and techniques. Experienced C# programmers will discover ways to structure Unity projects for reusability and scalability. The concepts offered within the book are instrumental to mastering C# and Unity. In his game career spanning more than 20 years, Jeff W. Murray has worked with some of the world's largest brands as a Game Designer, Programmer, and Director. A Unity user for over 14 years, he now works as a consultant and freelancer between developing his own VR games and experiments with Unity.

This book is great for developers, quality assurance engineers, testers, and test managers new to Apache JMeter, or those who are looking to get a good grounding in how to effectively use and become proficient with JMeter. No prior testing experience is required.

This practical book provides a step-by-step approach to testing mission-critical applications for scalability and performance before they're deployed -- a vital topic to which other books devote one chapter, if that. Businesses today live and die by network applications and web services. Because of the increasing complexity of these programs, and the pressure to deploy them quickly, many professionals don't take the time to ensure that they'll perform well and scale effectively. The Art of Application Performance Testing explains the complete life cycle of the testing process, and demonstrates best practices to help you plan, gain approval for, coordinate, and conduct performance tests on your applications. With this book, you'll learn to: Set realistic performance testing goals Implement an effective application performance testing strategy Interpret performance test results Cope with different application technologies and architectures Use automated performance testing tools Test traditional local applications, web-based applications, and web services (SOAs) Recognize and resolve issues that are often overlooked in performance tests Written by a consultant with 30 years of experience in the IT industry and over 12 years experience with performance testing, this easy-to-read book is illustrated with real-world examples and packed with practical advice. The Art of Application Performance Testing thoroughly explains the pitfalls of an inadequate testing strategy and offers you a robust, structured approach for ensuring that your applications perform well and scale effectively when the need arises. "Ian has maintained a vendor-agnostic methodology beautifully in this material. The metrics and graphs, along with background information provided in his case studies, eloquently convey to the reader, 'Methodology above all, tools at your discretion...' Ian's expertise shines through throughout the entire reading experience." -- Matt St. Onge, Enterprise Solution Architect, HCL Technologies America / Teradyne

QuickTest Professional Unplugged, the first book written by author Tarun Lalwani and the first ever book on QTP as well, has already turned out a bestseller since its publication in 2009. Tarun Lalwani has won the Best Automation Book award in 2nd ATI Automation honors for the same. This book is good for those starting out a career in Testing Automation or even for those with few years of QTP experience. It is the culmination of 3 years of research and effort in this field. The book gives a pragmatic view of using QTP in various situations. And is recommended for those aspiring to be experts or advanced users of QTP. QTP Unplugged 2nd Edition comes with all the updates till QTP 11 in a new chapter and few minor fixes in the code. The new chapter covers many features that got added over the previous version of QTP. The chapter also discusses the Object Repository feature in details which had seen a major change from QTP 8.X to QTP 9. Quotes from the Reviewers "I find this to be a very pragmatic, hands on book for those who want to extend their QTP skills beyond basic expert view programming. This book is written by a QTP master for those who wish to eventually become masters themselves." -- Terry "Tarun Lalwani has singlehandedly helped thousands of people to expand their knowledge of QuickTest Professional. Here is a book the automated testing community has been crying-out for. This book will help QTP practitioners, from beginner to expert. I have used QTP from V6.0 and during the review I learnt something from every chapter." -- Mark

This guide will get you up and running with Azure DevOps Services to implement DevOps practices like configuration management, release

management, continuous integration, infrastructure as code, and application monitoring.

With the proliferation of mobile devices and bring-your-own-devices (BYOD) within enterprise networks, the boundaries of where the network begins and ends have been blurred. Cisco Identity Services Engine (ISE) is the leading security policy management platform that unifies and automates access control to proactively enforce role-based access to enterprise networks. In Practical Deployment of Cisco Identity Services Engine (ISE), Andy Richter and Jeremy Wood share their expertise from dozens of real-world implementations of ISE and the methods they have used for optimizing ISE in a wide range of environments. ISE can be difficult, requiring a team of security and network professionals, with the knowledge of many different specialties. Practical Deployment of Cisco Identity Services Engine (ISE) shows you how to deploy ISE with the necessary integration across multiple different technologies required to make ISE work like a system. Andy Richter and Jeremy Wood explain end-to-end how to make the system work in the real world, giving you the benefit of their ISE expertise, as well as all the required ancillary technologies and configurations to make ISE work.

Take advantage of JavaScript's power to build robust web-scale or enterprise applications that are easy to extend and maintain. By applying the design patterns outlined in this practical book, experienced JavaScript developers will learn how to write flexible and resilient code that's easier—yes, easier—to work with as your code base grows. JavaScript may be the most essential web programming language, but in the real world, JavaScript applications often break when you make changes. With this book, author Eric Elliott shows you how to add client- and server-side features to a large JavaScript application without negatively affecting the rest of your code. Examine the anatomy of a large-scale JavaScript application Build modern web apps with the capabilities of desktop applications Learn best practices for code organization, modularity, and reuse Separate your application into different layers of responsibility Build efficient, self-describing hypermedia APIs with Node.js Test, integrate, and deploy software updates in rapid cycles Control resource access with user authentication and authorization Expand your application's reach through internationalization

* Implement and use Variant Configuration with SAP * Build and maintain a complete product model * Updated coverage on SAP ERP 6.0 enhancement pack 5 and CRM 7.0 With this all-inclusive reference, you have everything you need to implement, customize, and use Variant Configuration with SAP. Whether you're a consultant, work directly with variant configuration, or are a manager, this book contains essential information you need in order to make key decisions on how Variant Configuration works best for your company. Variant Configuration in ERP and CRM Understand how to integrate Variant Configuration in processes such as quality management and customer service, and explore the necessary Customizing steps. Advanced Integration Topics Find extensive coverage on business processes for SAP ERP, including the Order Engineering Workbench, planning Variant Configuration, and more. Industry-Specific Solutions Learn about unique configurations and enhancements that are possible within specific industries and how to manage them, accompanied by customer examples and practical suggestions. Expert Knowledge Benefit from the authors' and SAP customers' notes on special challenges encountered when implementing and using Variant Configuration for product models. Updated and Expanded This new edition covers integrated Product and Process Engineering (iPPE), Product Data Replication (PDR), the new PLM environment, and much more. Highlights Product Model * Configuration profile and scenarios Business Processes in SAP ERP * Integrated process and product engineering (iPPE) * Integration, Customizing Product Configuration * Variant Configurator LO-VC * Internet Pricing and Configurator (IPC) Challenges * Performance optimization, change services * Product Data Replication (PDR) Project and Practical Reports * Industry solution DIMP reports, project managers, SAP customers and partners * Configuration Workgroup (CWG) and outlook on SAP Business ByDesign The Authors Uwe Blumohr, Manfred Munch, and Marin Ukalovic work at SAP and hold different positions in the area of Variant Configuration.

The updated second edition of the popular tutorial guide to automated testing. Selenium is one of the most popular open-source automated testing tools available today. Understanding Selenium-RC and writing automated tests in a programming language are sought after skills on the job market and a great way of maximising the benefit from automated testing. Contrary to the beliefs of many testers, learning to code does not have to be complicated or hard. "Selenium Simplified" takes you through the process of installing and learning to use all the basic tools needed to write automated tests using Java as the programming language. Written in a tutorial style, this book helps you learn to code even if you haven't programmed before. No time is wasted on the theory of automation or padding about the tools. This book focuses on the practical knowledge needed to automate tests for production systems.

A brand-new edition of the popular introductory textbook that explores how computer hardware, software, and networks work Computers are everywhere. Some are highly visible, in laptops, tablets, cell phones, and smart watches. But most are invisible, like those in appliances, cars, medical equipment, transportation systems, power grids, and weapons. We never see the myriad computers that quietly collect, share, and sometimes leak personal data about us. Governments and companies increasingly use computers to monitor what we do. Social networks and advertisers know more about us than we should be comfortable with. Criminals have all-too-easy access to our data. Do we truly understand the power of computers in our world? In this updated edition of Understanding the Digital World, Brian Kernighan explains how computer hardware, software, and networks work. Topics include how computers are built and how they compute; what programming is; how the Internet and web operate; and how all of these affect security, privacy, property, and other important social, political, and economic issues. Kernighan touches on fundamental ideas from computer science and some of the inherent limitations of computers, and new sections in the book explore Python programming, big data, machine learning, and much more. Numerous color illustrations, notes on sources for further exploration, and a glossary explaining technical terms and buzzwords are included. Understanding the Digital World is a must-read for readers of all backgrounds who want to know more about computers and communications.

Introduction to system performance; Monitoring system activity; Managing the workload; Memory performance; Disk performance issues; Network performance; Terminal performance; Kernel configuration.

Sams Teach Yourself C Programming in One Hour a Day, Seventh Edition is the newest version of the worldwide best-seller Sams Teach Yourself C in 21 Days. Fully revised for the new C11 standard and libraries, it now emphasizes platform-independent C programming using free, open-source C compilers. This edition strengthens its focus on C programming fundamentals, and adds new material on popular C-based object-oriented programming languages such as Objective-C. Filled with carefully explained code, clear syntax examples, and well-crafted exercises, this is the broadest and deepest introductory C tutorial available. It's ideal for anyone who's serious about truly mastering C – including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps. Friendly and accessible, it delivers step-by-step, hands-on experience that starts with simple tasks and gradually builds to professional-quality techniques. Each lesson is designed to be completed in hour or less, introducing and clearly explaining essential concepts, providing practical examples, and encouraging you to build simple programs on your own. Coverage includes: Understanding C program components and structure Mastering essential C syntax and program control Using core language features, including numeric arrays, pointers, characters, strings, structures, and variable scope Interacting with the screen, printer, and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I: FUNDAMENTALS OF C 1 Getting Started with C 2 The Components of a C Program 3 Storing Information: Variables and Constants 4 The Pieces of a C Program: Statements, Expressions, and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II: PUTTING C TO WORK 8 Using Numeric Arrays 9 Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures, Unions, and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14 Working with the Screen, Printer, and Keyboard PART III: ADVANCED C 15 Pointers to Pointers and Arrays of Pointers 16 Pointers to Functions and Linked Lists 17 Using Disk Files 18 Manipulating

Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use PART IV: APPENDIXES A ASCII Chart B C/C++ Reserved Words C Common C Functions D Answers

A practical guide to help you understand the ability of Apache jMeter to load and performance test various server types in a more efficient way. About This Book Use jMeter to create and run tests to improve the performance of your webpages and applications Learn to build a test plan for your websites and analyze the results Unleash the power of various features and changes introduced in Apache jMeter 3.0 Who This Book Is For This book is for software professionals who want to understand and improve the performance of their applications with Apache jMeter. What You Will Learn See why performance testing is necessary and learn how to set up JMeter Record and test with JMeter Handle various form inputs in JMeter and parse results during testing Manage user sessions in web applications in the context of a JMeter test Monitor JMeter results in real time Perform distributed testing with JMeter Get acquainted with helpful tips and best practices for working with JMeter In Detail JMeter is a Java application designed to load and test performance for web application. JMeter extends to improve the functioning of various other static and dynamic resources. This book is a great starting point to learn about JMeter. It covers the new features introduced with JMeter 3 and enables you to dive deep into the new techniques needed for measuring your website performance. The book starts with the basics of performance testing and guides you through recording your first test scenario, before diving deeper into JMeter. You will also learn how to configure JMeter and browsers to help record test plans. Moving on, you will learn how to capture form submission in JMeter, dive into managing sessions with JMeter and see how to leverage some of the components provided by JMeter to handle web application HTTP sessions. You will also learn how JMeter can help monitor tests in real-time. Further, you will go in depth into distributed testing and see how to leverage the capabilities of JMeter to accomplish this. You will get acquainted with some tips and best practices with regard to performance testing. By the end of the book, you will have learned how to take full advantage of the real power behind Apache JMeter. Style and approach The book is a practical guide starting with introducing the readers to the importance of automated testing. It will then be a beginner's journey from getting introduced to Apache jMeter to an in-detail discussion of more advanced features and possibilities with it.

A practical and easy-to-follow, yet comprehensive, guide to learning advanced JUnit testing. Each topic is explained and placed in context, and for the more inquisitive, there are more details of the concepts used. This book is for you if you are a developer with some experience in Java application development as well as a basic knowledge of JUnit testing. But for those whose skill set is void of any prior experience with JUnit testing, the book also covers basic fundamentals to get you acquainted with the concepts before putting them into practise.

O JMeter é uma aplicação Java projetado para carregar e testar o desempenho de aplicações web. Este livro é um ótimo ponto de partida para conhecê-lo. Ele aborda os novos recursos introduzidos com o JMeter3 e permite conhecer a fundo as novas técnicas necessárias para a avaliação do desempenho de um site. O livro começa com os aspectos básicos do teste de desempenho e nos guia pelo registro do primeiro cenário de teste, antes de se aprofundar no JMeter. Além disso, ensina a configurar o JMeter e os navegadores para nos ajudarem a registrar planos de teste. Ao avançar, você aprenderá a capturar o envio de formulários no JMeter, examinará o gerenciamento de sessões com a ferramenta e verá como se beneficiar de alguns dos componentes fornecidos pelo JMeter para a manipulação de sessões HTTP de aplicações web. Também aprenderá como o JMeter pode ajudar a monitorar testes em tempo real. Examinaremos detalhadamente a execução de testes distribuídos e veremos como nos beneficiar dos recursos do JMeter para realizá-los. Você também conhecerá algumas dicas e melhores práticas relacionadas ao teste de desempenho. Ao terminar o livro, saberá extrair o máximo do poder fornecido pelo Apache JMeter. Você aprenderá: por que o teste de desempenho é necessário e a configurar o JMeter a registrar e testar com JMeter a manipular entradas de formulário no JMeter e analisar os resultados durante o teste a gerenciar sessões de usuário em aplicações web no contexto de um teste do JMeter a monitorar os resultados do JMeter em tempo real a executar testes distribuídos com JMeter dicas e melhores práticas úteis para o trabalho com JMeter

This is a mathematics textbook with theorems and proofs. The choice of topics has been guided by the needs of computer science students. The method of semantic tableaux provides an elegant way to teach logic that is both theoretically sound and yet sufficiently elementary for undergraduates. In order to provide a balanced treatment of logic, tableaux are related to deductive proof systems. The book presents various logical systems and contains exercises. Still further, Prolog source code is available on an accompanying Web site. The author is an Associate Professor at the Department of Science Teaching, Weizmann Institute of Science.

A practical guide to help you understand the ability of Apache jMeter to load and performance test various server types in a more efficient way. About This Book* Use jMeter to create and run tests to improve the performance of your webpages and applications* Learn to build a test plan for your websites and analyze the results* Unleash the power of various features and changes introduced in Apache jMeter 3.0 Who This Book Is For This book is for software professionals who want to understand and improve the performance of their applications with Apache jMeter. What You Will Learn* See why performance testing is necessary and learn how to set up JMeter* Record and test with JMeter* Handle various form inputs in JMeter and parse results during testing* Manage user sessions in web applications in the context of a JMeter test* Monitor JMeter results in real time* Perform distributed testing with JMeter* Get acquainted with helpful tips and best practices for working with JMeter In Detail JMeter is a Java application designed to load and test performance for web application. JMeter extends to improve the functioning of various other static and dynamic resources. This book is a great starting point to learn about JMeter. It covers the new features introduced with JMeter 3 and enables you to dive deep into the new techniques needed for measuring your website performance. The book starts with the basics of performance testing and guides you through recording your first test scenario, before diving deeper into JMeter. You will also learn how to configure JMeter and browsers to help record test plans. Moving on, you will learn how to capture form submission in JMeter, dive into managing sessions with JMeter and see how to leverage some of the components provided by JMeter to handle web application HTTP sessions. You will also learn how JMeter can help monitor tests in real-time. Further, you will go in depth into distributed testing and see how to leverage the capabilities of JMeter to accomplish this. You will get acquainted with some tips and best practices with regard to performance testing. By the end of the book, you will have learned how to take full advantage of the real power behind Apache JMeter. Style and approach The book is a practical guide starting with introducing the readers to the importance of automated testing. It will then be a beginner's journey from getting introduced to Apache jMeter to an in-detail discussion of more advanced features and possibilities with it.

This book is written in a friendly, beginner's guide style with plenty of step-by-step instructions with appropriate examples. This book is great for developers and testers who are new to TestNg and want to learn how to use TestNG for writing their application as well as functional tests. This book assumes that you have experience in Java and OOPs concepts and have worked with certain IDE.

This book moves beyond the myths and media hype to take a closer look at America's love of sport and how it so often comes in conflict with our most basic values. With reverence yet a sharp eye for the influence of big business, corruption, price gouging,

political maneuvering, and media grandstanding, Eitzen portrays famous and lesser known events from professional and college sports, including well known coaches and players, to give us a deeper understanding of what sports means to us and how it affects our everyday world.

Learn how to get the most out of JMeter, improve the productivity of your apps, and integrate JMeter with your Agile and DevOps processes. Key Features Gain insights into preparing test environments and selecting the correct use cases to load test Learn to analyze a load test with Backend Listener, HTML Report Dashboard, and View Results Tree Explore how to integrate JMeter in the software factory Book Description Load tests help identify the maximum number of requests a software system can handle. One popular open source tool for load testing is JMeter. By leveraging the features and capabilities of JMeter, you can perform extensive load testing and fix issues in your application before they become problematic. This book is written by JMeter developers and begins by discussing the whole process, including recording a script, setting it up, and launching it, enabling you to almost immediately start load testing. You'll learn the best practices that you must follow while designing test cases. You'll also explore the different protocols offered by JMeter through various real-world examples. Finally, you'll see how to integrate JMeter into the DevOps approach and create professional reports. You'll discover ways to use the eco-system of JMeter to integrate new protocols, enrich its monitoring, and leverage its power through the use of the cloud. By the end of this book, you'll know all that's needed to perform comprehensive load testing on your applications by using all the best practices and features of JMeter. What you will learn Explore various JMeter concepts, including Timers scope and Assertions scope Discover the types of test protocols and load tests that JMeter supports Design a realistic test scenario using various tips and best practices Prepare your test environment with injectors and the system under test Learn and apply good practices when recording a script Integrate JMeter with Jenkins using Maven Who this book is for This book contains all the valuable information you need in one place and is a must for everybody who is seriously working with JMeter. It might be a little condensed for absolute beginners, but this book is the best you can find if you already have some performance testing experience and want to get further. In particular, it would be invaluable to developers who want to expand their JMeter knowledge into advanced topics or switch to JMeter from other load testing tools. Step by step directions to get started with Selenium using Python as a programming languageKey features Get introduced to the world of Selenium Understand the concept of locators in Selenium Learn how to write scripts using Selenium WebDriver in Python Learn the concepts of synchronization Learn how to handle different HTML elements like form, table, alert, frame, and dropdown Learn about design patterns like the page object model, data-driven tests, and adding assertionsDescription Selenium is the most popular open source test automation tool available in the market. In the last decade, its usage has dramatically increased in the IT sector across all types of organizations. The reason for its popularity is mainly because it supports multiple programming languages, test executions on multiple browsers and operating systems. In this book, we will learn about the different components of Selenium. We will discuss the concepts of WebDriver and learn how to apply test automation concepts with it to automate the testing of our application. We will learn the process of recognizing the test objects on the screen and writing Selenium commands using Python as a programming languageWe will also discuss how to use design patterns like the page object mode and data-driven testing to ensure building a robust test framework, which is modular and scalable in nature. What will you learnThe objective is to introduce the world of Selenium to a manual tester who knows Python as a programming language. You will learn to demystify the concept of identifying test objects and writing Selenium commands to create robust test scripts. This book will help learn to automate different HTML elements, which we come across in the web applications we need to test. You will understand how to build a good test suite by learning the concept of design patterns like the page object model and data-driven tests to ensure maintainability of code. Who this book is for This book is for people who have experience in manual testing and knowledge in Python as a programming language. This book will also be helpful for a developer who knows Python as a programming language and is looking for test automation as a career option. Table of contents1. Selenium - Important Conceptual Background2. Selenium IDE3. Locators in Selenium4. Installation and Setup5. Selenium WebDriver6. Unit Test Creation n Python7. Synchronizing Tests8. Parameterization of Tests9. Handling Different Web Elements10. Working with Frames11. Concept of the Page Object Model12. Implementing Selenium Grid About the authorPallavi has an overall professional experience of 14 years. She has worked in varied roles as a product/project manager in the presales team and marketing team for solutions on test automation tools.She holds two provisional patents along with other contributors for her work on building tool agnostic test automation framework solutions. Currently, she is acting as a test automation coach, writer, speakerand owner at 5 Elements Learning where she collaborates and works with test automation enthusiasts across the globe. As an avid learner, she likes to keep herself updated to the latest trends andTechnologies. She is a firm believer in a larger good and likes to live by example.She volunteers her time for the organization eVidyaloka where she acts as a centre administrator. She is a lifetime member for the Jabarkhet forest reserve and People for Animals.Her Website: <http://5elementslearning.com>Her LinkedIn Profile:

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Linear algebra is growing in importance. 3D entertainment, animations in movies and video games are developed using linear algebra. Animated characters are generated using equations straight out of this book. Linear algebra is used to extract knowledge from the massive amounts of data generated from modern technology. The Fourth Edition of this popular text introduces linear algebra in a comprehensive, geometric, and algorithmic way. The authors start with the fundamentals in 2D and 3D, then move on to higher dimensions, expanding on the fundamentals and introducing new topics, which are necessary for many real-life applications and the development of abstract thought. Applications are introduced to motivate topics. The subtitle, A Geometry Toolbox, hints at the book's geometric approach, which is supported by many sketches and figures. Furthermore, the book covers applications of triangles, polygons, conics, and curves. Examples demonstrate each topic in action. This practical approach to a linear algebra course, whether through classroom instruction or self-study, is unique to this book. New to the Fourth Edition: Ten new application sections. A new section on change of basis. This concept now appears in several places. Chapters 14-16 on higher dimensions are notably revised. A deeper look at polynomials in the gallery of spaces. Introduces the QR decomposition and its relevance to least squares. Similarity and diagonalization are given more attention, as are eigenfunctions. A longer thread on least squares, running from orthogonal projections to a solution via SVD and the pseudoinverse. More applications for PCA have been added. More examples, exercises, and more on the kernel and general linear spaces. A list of applications has been added in Appendix A. The book gives instructors the option of tailoring the course for the primary interests of their students: mathematics, engineering, science, computer graphics, and geometric modeling.

Because performance is paramount today, this thoroughly updated guide shows you how to test mission-critical applications for

scalability and performance before you deploy them—whether it's to the cloud or a mobile device. You'll learn the complete testing process lifecycle step-by-step, along with best practices to plan, coordinate, and conduct performance tests on your applications. Set realistic performance testing goals Implement an effective application performance testing strategy Interpret performance test results Cope with different application technologies and architectures Understand the importance of End User Monitoring (EUM) Use automated performance testing tools Test traditional local applications, web applications, and web services Recognize and resolves issues often overlooked in performance tests Written by a consultant with over 15 years' experience with performance testing, The Art of Application Performance Testing thoroughly explains the pitfalls of an inadequate testing strategy and offers a robust, structured approach for ensuring that your applications perform well and scale effectively when the need arises.

Your one-stop guide to the common patterns and practices, showing you how to apply these using the Go programming language About This Book This short, concise, and practical guide is packed with real-world examples of building microservices with Go It is easy to read and will benefit smaller teams who want to extend the functionality of their existing systems Using this practical approach will save your money in terms of maintaining a monolithic architecture and demonstrate capabilities in ease of use Who This Book Is For You should have a working knowledge of programming in Go, including writing and compiling basic applications. However, no knowledge of RESTful architecture, microservices, or web services is expected. If you are looking to apply techniques to your own projects, taking your first steps into microservice architecture, this book is for you. What You Will Learn Plan a microservice architecture and design a microservice Write a microservice with a RESTful API and a database Understand the common idioms and common patterns in microservices architecture Leverage tools and automation that helps microservices become horizontally scalable Get a grounding in containerization with Docker and Docker-Compose, which will greatly accelerate your development lifecycle Manage and secure Microservices at scale with monitoring, logging, service discovery, and automation Test microservices and integrate API tests in Go In Detail Microservice architecture is sweeping the world as the de facto pattern to build web-based applications. Golang is a language particularly well suited to building them. Its strong community, encouragement of idiomatic style, and statically-linked binary artifacts make integrating it with other technologies and managing microservices at scale consistent and intuitive. This book will teach you the common patterns and practices, showing you how to apply these using the Go programming language. It will teach you the fundamental concepts of architectural design and RESTful communication, and show you patterns that provide manageable code that is supportable in development and at scale in production. We will provide you with examples on how to put these concepts and patterns into practice with Go. Whether you are planning a new application or working in an existing monolith, this book will explain and illustrate with practical examples how teams of all sizes can start solving problems with microservices. It will help you understand Docker and Docker-Compose and how it can be used to isolate microservice dependencies and build environments. We finish off by showing you various techniques to monitor, test, and secure your microservices. By the end, you will know the benefits of system resilience of a microservice and the advantages of Go stack. Style and approach The step-by-step tutorial focuses on building microservices. Each chapter expands upon the previous one, teaching you the main skills and techniques required to be a successful microservice practitioner.

JMeter is the tool of choice when it comes to performance testing. While there is plenty of reference material on the Internet, there is no proper book to guide you through all the steps of creating, running and interpreting the results of performance testing using JMeter. This book aims to address this need. This book discusses the basics and presents a framework for performance testing. You will be able to create performance testing plan that is relevant based on your requirements. This book follows step by step approach and guides you through the installation, configuration, test plan creation, execution and result interpretation using JMeter tool. This also presents a case study which explains, in great detail, on how JMeter can be used in all the aspects of performance testing in a typical project.

Covers topics such as testing methodology, planning a performance test, monitoring application performance, analyzing the Web tier, and transaction cost analysis.

This is a focused guide with lots of practical recipes with presentations of business issues and presentation of the whole test of the system. This book shows the use of Mockito's popular unit testing frameworks such as JUnit, PowerMock, TestNG, and so on. If you are a software developer with no testing experience (especially with Mockito) and you want to start using Mockito in the most efficient way then this book is for you. This book assumes that you have a good knowledge level and understanding of Java-based unit testing frameworks.

Explore the world of APIs and learn how to integrate them with production-ready applications using Postman and the Newman CLI Key Features Learn the tenets of effective API testing and API design Gain an in-depth understanding of the various features Postman has to offer Know when and how to use Postman for creating high-quality APIs for software and web apps Book Description Postman enables the exploration and testing of web APIs, helping testers and developers figure out how an API works. With Postman, you can create effective test automation for any APIs. If you want to put your knowledge of APIs to work quickly, this practical guide to using Postman will help you get started. The book provides a hands-on approach to learning the implementation and associated methodologies that will have you up and running with Postman in no time. Complete with step-by-step explanations of essential concepts, practical examples, and self-assessment questions, this book begins by taking you through the principles of effective API testing. A combination of theory coupled with real-world examples will help you learn how to use Postman to create well-designed, documented, and tested APIs. You'll then be able to try some hands-on projects that will teach you how to add test automation to an already existing API with Postman, and guide you in using Postman to create a well-designed API from scratch. By the end of this book, you'll be able to use Postman to set up and run API tests for any API that you are working with. What you will learn Find out what is involved in effective API testing Use data-driven testing in Postman to create scalable API tests Understand what a well-designed API looks like Become well-versed with API terminology, including the different types of APIs Get to grips with performing functional and non-functional testing of an API Discover how to use industry standards such as OpenAPI and mocking in Postman Who this book is for The book is for software testing professionals and software developers looking to improve product and API quality through API test automation. You will find this book useful if understand APIs and want to build your skills for creating, testing, and documenting APIs. The book assumes beginner-level knowledge of JavaScript and API development.

The Basics of Web Hacking introduces you to a tool-driven process to identify the most widespread vulnerabilities in Web applications. No prior experience is needed. Web apps are a "path of least resistance" that can be exploited to cause the most damage to a system, with the lowest hurdles to overcome. This is a perfect storm for beginning hackers. The process set forth in this book introduces not only the theory and practical information related to these vulnerabilities, but also the detailed configuration and usage of widely available tools necessary to exploit these vulnerabilities. The Basics of Web Hacking provides a simple and clean explanation of how to utilize tools such as Burp Suite, sqlmap, and Zed Attack Proxy (ZAP), as well as basic network scanning tools such as nmap, Nikto, Nessus, Metasploit, John the Ripper, web shells, netcat, and more. Dr. Josh Pauli teaches software security at Dakota State University and has presented on this topic to the U.S. Department of Homeland Security, the NSA, BlackHat Briefings, and Defcon. He will lead you through a focused, three-part approach to Web security, including hacking the server, hacking the Web app, and hacking the Web user. With Dr. Pauli's approach, you will fully understand the what/where/why/how of the most widespread Web vulnerabilities and how easily they can be exploited with the correct tools. You will learn how to set up a safe environment to conduct these attacks, including an attacker Virtual Machine (VM) with all necessary tools and several known-vulnerable Web application VMs that are widely available and maintained for this very purpose. Once you complete the entire process, not only will you be prepared to test for the most damaging Web exploits, you will also be prepared to conduct more advanced Web

hacks that mandate a strong base of knowledge. Provides a simple and clean approach to Web hacking, including hands-on examples and exercises that are designed to teach you how to hack the server, hack the Web app, and hack the Web user Covers the most significant new tools such as nmap, Nikto, Nessus, Metasploit, John the Ripper, web shells, netcat, and more! Written by an author who works in the field as a penetration tester and who teaches Web security classes at Dakota State University

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