Loadrunner Controller User Guide

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`Engineering DevOps` Apress
`This work focuses on how to create high-quality 2D graphic images and animations for arcade-based games, educational programs and multimedia applications. It also aims to provide insight into basic computer game design from the perspective of a graphic artist.`

Rootkits and Bootkits Apress
To keep a client/server system "humming", users have to test it often. This book provides the tools to keep client/server systems running smoothly, covering the most popular applications and platforms including PowerBuilder, Visual Basic, and Delphi.

From Fundamentals to Application Methods Mercury Learning and Information
Explore the world of .NET design patterns and bring the benefits that the right patterns can offer to your toolkit today About This Book Dive into the powerful fundamentals of .NET framework for software development The code is explained piece by piece and the application of the pattern is also showcased. This fast-paced guide shows you how to implement the patterns into your existing applications Who This Book Is For This book is for those with familiarity with .NET development who would like to take their skills to the next

level and be in the driver's seat when it comes to modern development techniques. Basic object-oriented C# programming experience and an elementary familiarity with the .NET framework library is required. What You Will Learn Put patterns and pattern catalogs into the right perspective Apply patterns for software development under C#/.NET Use GoF and other patterns in real-life development scenarios Be able to enrich your design vocabulary and well articulate your design thoughts Leverage object/functional programming by mixing OOP and FP Understand the reactive programming model using Rx and RxJs Writing compositional code using C# LINQ constructs Be able to implement concurrent/parallel programming techniques using idioms under .NET Avoiding pitfalls when creating compositional, readable, and maintainable code using imperative, functional, and reactive code. In Detail Knowing about design patterns enables developers to improve their code base, promoting code reuse and making their design more robust. This book focuses on the practical aspects of programming in .NET. You will learn about some of the relevant design patterns (and their application) that are most widely used. We start with classic object-oriented programming (OOP) techniques, evaluate parallel programming and concurrency models, enhance implementations by mixing OOP and functional programming, and finally to the reactive programming model where functional programming and OOP are used in synergy to write better code. Throughout this book, we'll show you how to deal with architecture/design techniques, GoF patterns, relevant patterns from other catalogs, functional programming, and reactive programming techniques. After reading this book, you will be able to convincingly leverage these design patterns (factory pattern, builder pattern, prototype pattern, adapter pattern, facade pattern, decorator pattern, observer pattern and so on) for your programs. You will also be able to write fluid functional code in .NET that would leverage concurrency and parallelism! Style and approach This tutorial-based book takes a step-by-step approach. It covers the major patterns and explains them in a detailed manned along with code examples.

Performance, Security, and Usability Computing McGraw-Hill

This book presents the proceedings of the 2020 International Conference on Intelligent Systems Applications in Multi-modal Information Analytics, held in Changzhou, China, on June 18–19, 2020. It provides comprehensive coverage of the latest advances and trends in information technology, science and engineering. It addresses a number of broad themes, including data mining, multi-modal informatics, agent-based and multi-agent systems for health and education informatics, which inspire the development of intelligent information technologies. The contributions cover a wide range of topics such as AI applications and innovations in health and education informatics; data and knowledge management; multi-modal application management; and web/social media mining for multi-modal informatics. Outlining promising future research directions, the book is a valuable resource for students, researchers and professionals, and a useful reference guide for newcomers to the field.

Mastering Salesforce DevOps Springer Science & Business Media

This book features high-quality papers presented at the International Conference on Computational Intelligence and Communication Technology (CICT 2019) organized by ABES Engineering College, Ghaziabad, India, and held from February 22 to 23, 2019. It includes the latest advances and research findings in fields of computational science and communication such as communication & networking, web & informatics, hardware and software designs, distributed & parallel processing, advanced software engineering, advanced database management systems and bioinformatics. As such, it is of interest to research scholars, students, and engineers around the globe.

A Self-Teaching Introduction Mercury Learning and

Information
This practical guide brings DevOps principles to Salesforce development. It fits together two major movements within the IT world: the movement to Software/Platform as a Service (SaaS/PaaS), and the DevOps movement. While SaaS and PaaS allow companies to invest in their core competencies rather than maintain their own infrastructure, the goal of DevOps is to optimize the process of delivering software innovation and value. The release of Salesforce DX in late 2017 unlocks the possibility of a true DevOps workflow on Salesforce. But DevOps is new to the Salesforce world and there is not a widespread understanding of its goals and methods, and so adoption of Salesforce DX is still in the early stages. Mastering Salesforce DevOps explains how to build a powerful and comprehensive DevOps workflow for Salesforce—allowing you to finally deploy the world's most innovative platform using the world's most effective and efficient techniques. It addresses the need for a comprehensive guide to DevOps for Salesforce, allowing teams to bring proven practices from the IT world to resolve the hardest problems facing Salesforce developers today. What You Will Learn Improve company performance and software delivery performance using Salesforce DX Translate DevOps concepts into the unique language and practices of Salesforce Understand why and how you can implement Salesforce DX to achieve greater productivity and innovation Enable continuous delivery on Salesforce Build packages and architect code so it can be deployed easily Allow admins to participate in what has traditionally been a developer workflow Know the techniques for reducing the stress and risk of deployment Apply the full range of automated tests that can be used on Salesforce Who This Book Is for Salesforce developers, release managers, and those managing Salesforce development teams who need a guide to DevOps, and DevOps specialists who need to apply familiar concepts to Salesforce

Game Testing No Starch Press
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.

Application of Intelligent Systems in Multi-modal Information Analytics Springer Nature
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.

Pearson Education

An updated version of the bestselling Game Testing All In One, Second Edition, this book equips the reader with the rationale for vigorous testing of game software, how game testing and the tester fit into the game development process, practical knowledge of tools to apply to game testing, game tester roles and responsibilities, and the measurements to determine game quality and testing progress. The reader is taken step-by-step through test design and other QA methods, using real game situations. The book includes content for the latest console games and the new crop of touch, mobile, and social games that have recently emerged. A companion DVD contains the tools used for the examples in the book and additional resources such as test table templates and generic flow diagrams to get started quickly with any game test project. Each chapter includes questions and exercises, making the book suitable for classroom use as well as a personal study or reference tool. Features: * Uses a wide range of game titles and genres, including newer gaming experiences such as social networking games, games utilizing music and motion controllers, and touch games on mobile devices * Includes a new chapter on Exploratory Testing * Includes test methodology tutorials based on actual games with tools that readers can use for personal or professional development * Demonstrates methods and tools for tracking and managing game testing progress and game quality * Features a companion DVD with templates, resources, and projects from the book On the DVD: * Contains the tools used for the examples in the book as well as additional resources such as test table templates and generic flow diagrams that can be used for individual or group projects * All images from the text (including 4-color screenshots) * FIFA video from a project in the book eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com.

A Practical Guide to Successful Software Projects
PerfBytes Press
This overview of software testing provides key concepts, case studies, and numerous techniques to ensure software is reliable and secure. Using a self-

teaching format, the book covers important topics such as black, white, and gray box testing, video game testing, test point analysis, automation, and levels of testing. Includes end-of-chapter multiple-choice questions / answers to increase mastering of the topics. Features: • Includes case studies, case tools, and software lab experiments • Covers important topics such as black, white, and gray box testing, test management, automation, levels of testing, • Covers video game testing • Self-teaching method includes numerous exercises, projects, and case studies

The HitchHiking Guide to Load Testing Projects Dreamtech Press

If you are a Citrix® engineer, a virtualization consultant, or an IT project manager with prior experience of using Citrix XenApp® and related technologies for desktop virtualization and want to further explore the power of XenApp® for flawless desktop virtualization, then this book is for you.

Proceedings of CICT 2019 Cambridge University Press Overview of web systems and technologies. Performance and scalability. Usability and accessibility ...

Selenium WebDriver Recipes in C# Packt Publishing Ltd This book gives a detailed introduction into the Eclipse platform and covers all relevant aspects of Eclipse RCP development. Every topic in this book has a content section in which the topic is explained and afterwards you have several exercises to practice your learning. You will be guided through all relevant aspects of Eclipse 4

development using an comprehensive example which you continue to extend in the exercises. You will learn about the new programming concepts of Eclipse 4, e.g. the application model, dependency injection, CSS styling, the renderer framework, the event system and much more. Proven Eclipse technologies like SWT, JFace viewers, OSGi modularity and services, data binding, etc. are also covered in detail. This book requires a working knowledge of Java and assumes that you are familiar in using the Eclipse IDE for standard Java development. It assumes no previous experience of Eclipse plug-in and Eclipse RCP development.

Citrix XenApp® 7.5 Desktop Virtualization Solutions Springer Nature

Annotation Thousands of organizations are virtualizing large-scale Oracle database systems. But, until now, reliable best practices have been hard to find, and database and virtualization professionals have often brought differing and incompatible perspectives to the challenge. Now, there's a comprehensive best practice guide reflecting deep understanding of both Oracle and vSphere, and supported by extensive in-the-field experience with the full spectrum of applications and environments.

IBM Cloud Private Application Developer's Guide Apress

Solve your Selenium WebDriver problems with this quick guide to automated testing of web applications with Selenium WebDriver in C#. Selenium WebDriver

Recipes in C#, Second Edition contains hundreds of solutions to real-world problems, with clear explanations and ready-to-run Selenium test scripts that you can use in your own projects. You'll learn: How to locate web elements and test functions for hyperlinks, buttons, TextFields and TextAreas, radio buttons, CheckBoxes, and more How to use Selenium WebDriver for select lists, navigation, assertions, frames, file upload and pop-up dialogs How to debug test scripts and test data How to manage and deal with browser profiles and capabilities" /li> How to manage tests for advanced user interactions and experiences (UX) How to work with and manage tests and testing using Selenium Remote Control and Selenium Server AudienceThis book is for experienced .NET and C# Windows application programmers/developers.

Problem-Solving Frameworks for Object Technology Testing Client/server Systems

This overview of software quality assurance testing in a " self-teaching" format contains easy-to- understand chapters with tips and insights about software quality, its basic concepts, applications, and practical case studies. It includes numerous, end-of-chapter questions with answers to test your knowledge and reinforce mastery of the concepts being presented. The book also includes state of the art material on the video-game testing process (Chapter 14) and a game-testing plan template (Chapter 15) and Game Testing by the Numbers (Chapter 16). Features: • Covers important topics such as black, white, and gray box testing, test management, automation, levels of testing, quality models, system and acceptance testing and more • Covers video game testing and effectiveness • Self-teaching method includes software lab experiments, numerous exercises (many with answers), projects, and case studies

Improving the Test Process Packt Publishing Ltd
This book aims at providing the necessary knowledge in understanding the concepts of software testing and software quality assurance so that you can take any internationally recognized software testing / quality assurance certification examination and come out with flying colors. Also, equipped with this knowledge, you can do a great job as a testing and quality assurance professional in your career and contribute in developing reliable software for different applications, which in turn improves the quality of life of everyone on this earth.· Introduction· Software Development Life Cycle and Quality Assurance· Fundamentals of Testing· Testing Levels and Types· Static Testing Techniques· Dynamic Testing and Test Case Design Techniques· Managing the Testing Process· Software Testing Tools· Code of Ethics for Software Professionals

Cognitive Patterns Mercury Learning and Information
Testing Client/server SystemsComputing McGraw-Hill

Eclipse Rich Client Platform Springer
This book is an engineering reference manual that explains "How to do DevOps?". It is targeted to people and organizations that are "doing DevOps" but not satisfied with the results that they are getting. There

are plenty of books that describe different aspects of DevOps and customer user stories, but up until now there has not been a book that frames DevOps as an engineering problem with a step-by-step engineering solution and a clear list of recommended engineering practices to guide implementors. The step-by-step engineering prescriptions can be followed by leaders and practitioners to understand, assess, define, implement, operationalize, and evolve DevOps for their organization. The book provides a unique collection of engineering practices and solutions for DevOps. By confining the scope of the content of the book to the level of engineering practices, the content is applicable to the widest possible range of implementations. This book was born out of the author's desire to help others do DevOps, combined with a burning personal frustration. The frustration comes from hearing leaders and practitioners say, "We think we are doing DevOps, but we are not getting the business results we had expected." Engineering DevOps describes a strategic approach, applies engineering implementation discipline, and focuses operational expertise to define and accomplish specific goals for each leg of an organization's unique DevOps journey. This book guides the reader through a journey from defining an engineering strategy for DevOps to implementing The Three Ways of DevOps maturity using engineering practices: The First Way

(called "Continuous Flow") to The Second Way (called "Continuous Feedback") and finally The Third Way (called "Continuous Improvement"). This book is intended to be a guide that will continue to be relevant over time as your specific DevOps and DevOps more generally evolves.

A Fun, Step-By-Step Walk-Through Guide Wordware This essential textbook presents a concise introduction to the fundamental principles of software engineering, together with practical guidance on how to apply the theory in a real-world, industrial environment. The wide-ranging coverage encompasses all areas of software design, management, and quality. Topics and features: presents a broad overview of software engineering, including software lifecycles and phases in software development, and project management for software engineering; examines the areas of requirements engineering, software configuration management, software inspections, software testing, software quality assurance, and process quality; covers topics on software metrics and problem solving, software reliability and dependability, and software design and development, including Agile approaches; explains formal methods, a set of mathematical techniques to specify and derive a program from its specification, introducing the Z specification language; discusses software process improvement, describing the CMMI model, and introduces UML, a visual modelling language for software systems; reviews a range of tools to support various activities in software engineering, and offers advice on the selection

and management of a software supplier; describes such innovations in the field of software as distributed systems, service-oriented architecture, software as a service, cloud computing, and embedded systems; includes key learning topics, summaries and review questions in each chapter, together with a useful glossary. This practical and easy-to-follow textbook/reference is ideal for computer science students seeking to learn how to build high quality and reliable software on time and on budget. The text also serves as a self-study primer for software engineers, quality professionals, and software managers.