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Connect, Second Edition, is a fun, four-level, multi-skills American English course especially written and designed for young adolescents. The comprehensive, interleaved Teacher's Edition 4 provides step-by-step instructions to present, practice, and review all new language for Student's Book 4. It also features the audio scripts, optional exercises, and informative notes. Publisher description (fortsat): With this book you will: Write better code, and take less time to write it

Discover the tricky places where bugs breed Learn how to think of all the things that could go wrong Test individual pieces of code without having to include the whole project Test effectively with the whole team We'll also cover how to use Mock Objects for testing, how to write high quality test code, and how to use unit testing to improve your design skills. We'll show you frequent "gotchas"--Along with the fixes--to save you time when problems come up. But the best part is that you don't need a sweeping mandate to change your whole team or your whole company. You don't need to adopt Extreme Programming, or Test-Driven Development, or change your development process in order to reap the proven benefits of unit testing. You can start unit testing, the pragmatic way, right away." Adopt the Rust programming language by learning how to build fully functional web applications and services and address challenges relating to safety and performance Key FeaturesBuild scalable web applications in Rust using popular frameworks such as Actix, Rocket, and WarpCreate front-end components that can be injected into multiple viewsDevelop data models in Rust to interact with the databaseBook Description Are safety and high performance a big concern for you while developing web applications? While most programming languages have a safety or speed trade-off, Rust provides memory safety without using a garbage collector. This means that with its low memory footprint, you can build high-performance and secure web apps with relative ease. This book will take you through each stage of the web development process, showing you how to combine Rust and modern web development principles to build supercharged web apps. You'll start with an introduction to Rust and understand how to avoid common pitfalls when migrating from traditional dynamic programming languages. The book will show you how to structure Rust code for a project that spans multiple pages and modules. Next, you'll explore the Actix Web framework and get a basic web server up and running. As you advance, you'll learn how to process JSON requests and display data from the web app via HTML, CSS, and JavaScript. You'll also be able to persist data and create RESTful services in Rust. Later, you'll build an automated deployment process for the app on an AWS EC2 instance and Docker Hub. Finally, you'll play around with some popular web frameworks in Rust and compare them. By the end of this Rust book, you'll be able to confidently create scalable and fast web applications with Rust. What you will learnStructure scalable web apps in Rust in Rocket, Actix Web, and WarpApply data persistence for your web apps using PostgreSQLBuild login, JWT, and config modules for your web appsServe HTML, CSS, and JavaScript from the Actix Web serverBuild unit tests and functional API tests in Postman and NewmanDeploy the Rust app with NGINX and Docker onto an AWS EC2 instanceWho this book is for This book on web programming with Rust is for web developers who have programmed in traditional languages such as Python, Ruby, JavaScript, and Java and are looking to develop high-performance web applications with Rust. Although no

prior experience with Rust is necessary, a solid understanding of web development principles and basic knowledge of HTML, CSS, and JavaScript are required if you want to get the most out of this book. "Connect is a four-level, four-skills American English course for young adolescents. Connect encourages students to connect to English through contemporary, high-interest topics and contexts, fun dialogs, and games. Each student's book includes grammar and vocabulary presentations and a multi-skills, graded syllabus"--Provided by publisher. Most people who write software have at least some experience with unit testing-even if they don't call it that. If you have ever written a few lines of throwaway code just to try something out, you've built a unit test. On the other end of the software spectrum, many large-scale applications have huge batteries of test cases that are repeatedly run and added to throughout the development process. What are unit test frameworks and how are they used? Simply stated, they are software tools to support writing and running unit tests, including a foundation on which to build tests and the functionality to execute the tests and report their results. They are not solely tools for testing; they can also be used as development tools on a par with preprocessors and debuggers. Unit test frameworks can contribute to almost every stage of software development and are key tools for doing Agile Development and building big-free code. Unit Test Frameworks covers the usage, philosophy, and architecture of unit test frameworks. Tutorials and example code are platform-independent and compatible with Windows, Mac OS X, Unix, and Linux. The companion CD includes complete versions of JUnit, CppUnit, NUnit, and XMLUnit, as well as the complete set of code examples. Top 50 JUnit Unit Testing Interview Questions JUnit Unit testing is one of the most important aspects of software development. This book contains JUnit and Unit testing software engineer level interview questions that an interviewer asks. Each question is accompanied with an answer so that you can prepare for job interview in short time. We have compiled this list after attending dozens of technical interviews in top-notch companies like- Airbnb, Netflix, Amazon etc. Often, these questions and concepts are used in our daily work. But these are most helpful when an Interviewer is trying to test your deep knowledge of JUnit and unit testing. What are the JUnit Unit testing topics covered in this book? We cover a wide variety of JUnit Unit testing topics in this book. Some of the topics are Test Driven Development, JUnit tests, sample unit tests, Behavior Driven Development etc. How will this book help me? By reading this book, you do not have to spend time searching the Internet for Unit testing interview questions. We have already compiled the list of the most popular and the latest Unit testing Interview questions. Are there answers in this book? Yes, in this book each question is followed by an answer. So you can save time in interview preparation. What is the level of questions in this book? This book contains questions that are good for a beginner software engineer to a senior quality engineer. The difficulty level of question varies

in the book from Fresher to a Seasoned professional. What are the sample questions in this book? What is Unit testing? What is the difference between Manual testing and Automated testing? What are the advantages of automated testing? There is assert keyword in Java. How does it not interfere with assert in JUnit? What is a Unit test case? Why JUnit does not report all the failures in a single test? What is @Test and how can we use it? What is the difference between @Before and @BeforeClass annotation? What is the difference between @After and @AfterClass annotation? How can we use @Disabled annotation in test class? How can we JUnit test case from command prompt? What is the use of JUnitCore class? How will you pass a command-line arguments to a JUnit test? What should be the frequency of running unit test cases? Is it possible to change the return type of JUnit test method from void to some other type? How will you unit test a scenario in which exception is raised? What is JUnit framework? What are the main uses of JUnit? When is the right time to write a Unit test in Software Development cycle? What is Test Driven Development (TDD)? What is the typical format of simple JUnit test class? What are JUnit TestCase and TestSuite? What is Behavior Driven Development (BDD)? What is the software development process in Behavior Driven Development? What are the conditions for which getter and setter methods should be unit tested? What is Mike Cohn's Test Pyramid? <http://www.knowledgepowerhouse.com> This test answer key accompanies BJU Press' Bible Truths A Tests, 4th Edition. Loose-leaf, three hole-punched, full-size test reproductions have the correct answer overlaid in italic grey font. Where appropriate, the teacher's guide or student text page where the answers may be found is noted. 7 unit tests. JUnit Interview Questions You'll Most Likely Be Asked is a perfect companion to stand ahead above the rest in today's competitive job market. This fast-paced action novel is set in a future where the world has been almost destroyed. Like the award-winning novel Freak the Mighty, this is Philbrick at his very best. It's the story of an epileptic teenager nicknamed Spaz, who begins the heroic fight to bring human intelligence back to the planet. In a world where most people are plugged into brain-drain entertainment systems, Spaz is the rare human being who can see life as it really is. When he meets an old man called Ryter, he begins to learn about Earth and its past. With Ryter as his companion, Spaz sets off an unlikely quest to save his dying sister -- and in the process, perhaps the world. Competitive examination preparation takes enormous efforts & time on the part of a student to learn, practice and master each unit of the syllabus. To check proficiency level in each unit, student must take self-assessment to identify his/her weak areas to work upon, that eventually builds confidence to win. Also performance of a student in exam improves significantly if student is familiar with the exact nature, type and difficulty level of the questions being asked in the Exam. With this objective in mind, we are presenting before you this book containing unit tests. Some features of the books are- The complete syllabus is divided into

logical units and there is a self- assessment tests for each unit. Tests are prepared by subject experts who have decade of experience to prepare students for competitive exams. Tests are as per the latest pattern of the examination. Detailed explanatory solution of each test paper is also given. Student is advised to attempt these Tests once they complete the preparation/revision of unit. They should attempt these Test in exam like environment in a specified time. Student is advised to properly analyze the solutions and think of alternative methods and linkage to the solutions of identical problems also. We firmly believe that the book in this form will definitely help a genuine, hardworking student. We have put our best efforts to make this book error free, still there may be some errors. We would appreciate if the same is brought to our notice. We wish to utilize the opportunity to place on record our special thanks to all faculty members and editorial team for their efforts to make this book. The unit tests and answer keys have been done to save the teacher time, and they are reproducible. Software testing is indispensable and is one of the most discussed topics in software development today. Many companies address this issue by assigning a dedicated software testing phase towards the end of their development cycle. However, quality cannot be tested into a buggy application. Early and continuous unit testing has been shown to be crucial for high quality software and low defect rates. Yet current books on testing ignore the developer's point of view and give little guidance on how to bring the overwhelming amount of testing theory into practice. Unit Testing in Java represents a practical introduction to unit testing for software developers. It introduces the basic test-first approach and then discusses a large number of special issues and problem cases. The book instructs developers through each step and motivates them to explore further. Shows how the discovery and avoidance of software errors is a demanding and creative activity in its own right and can build confidence early in a project. Demonstrates how automated tests can detect the unwanted effects of small changes in code within the entire system. Discusses how testing works with persistency, concurrency, distribution, and web applications. Includes a discussion of testing with C++ and Smalltalk. Answer key for Building Spelling Skills, grade 6. Summary The Art of Unit Testing, Second Edition guides you step by step from writing your first simple tests to developing robust test sets that are maintainable, readable, and trustworthy. You'll master the foundational ideas and quickly move to high-value subjects like mocks, stubs, and isolation, including frameworks such as Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, working with legacy code, and even "untestable" code. Along the way, you'll learn about integration testing and techniques and tools for testing databases and other technologies. About this Book You know you should be unit testing, so why aren't you doing it? If you're new to unit testing, if you find unit testing tedious, or if you're just not getting enough payoff for the effort you put into it, keep reading. The Art of Unit Testing, Second Edition guides you

step by step from writing your first simple unit tests to building complete test sets that are maintainable, readable, and trustworthy. You'll move quickly to more complicated subjects like mocks and stubs, while learning to use isolation (mocking) frameworks like Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, refactor code applications, and learn how to test "untestable" code. Along the way, you'll learn about integration testing and techniques for testing with databases. The examples in the book use C#, but will benefit anyone using a statically typed language such as Java or C++.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

What's Inside Create readable, maintainable, trustworthy tests Fakes, stubs, mock objects, and isolation (mocking) frameworks Simple dependency injection techniques Refactoring legacy code

About the Author Roy Osherove has been coding for over 15 years, and he consults and trains teams worldwide on the gentle art of unit testing and test-driven development. His blog is at ArtOfUnitTesting.com.

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PART 2 CORE TECHNIQUES Using stubs to break dependencies Interaction testing using mock objects Isolation (mocking) frameworks Digging deeper into isolation frameworks

PART 3 THE TEST CODE Test hierarchies and organization The pillars of good unit tests

PART 4 DESIGN AND PROCESS Integrating unit testing into the organization Working with legacy code Design and testability

Competitive examination preparation takes enormous efforts & time on the part of a student to learn, practice and master each unit of the syllabus. To check proficiency level in each unit, student must take self-assessment to identify his/her weak areas to work upon, that eventually builds confidence to win. Also performance of a student in exam improves significantly if student is familiar with the exact nature, type and difficulty level of the questions being asked in the Exam. With this objective in mind, we are presenting before you this book containing unit tests. Some features of the books are-

The complete syllabus is divided into logical units and there is a self- assessment tests for each unit. Tests are prepared by subject experts who have decade of experience to prepare students for competitive exams. Tests are as per the latest pattern of the examination. Detailed explanatory solution of each test paper is also given. Student is advised to attempt these Tests once they complete the preparation/revision of unit. They should attempt these Test in exam like environment in a specified time. Student is advised to properly analyze the solutions and think of alternative methods and linkage to the solutions of identical problems also. We firmly believe that the book in this form will definitely help a genuine, hardworking student. We have put our best efforts to make this book error free, still there may be some errors. We would appreciate if the same is brought to our notice. We wish to utilize the opportunity to place on record our special thanks to all faculty members and editorial team for their efforts to make this book. Contains drill and practice

exercises, puzzles, and games. Question formats include multiple choice and constructed response. Instructional unit tests, midway review tests, final review tests, a test skill cross-reference guide, helping hand test strategies, and an answer key are included. Step by step guide to become an expert in Angular

DESCRIPTION This book provide all the important aspects required for angular developers looking for brief and useful content for frequently asked Angular Interview questions. You have already worked with other Modern Web Frameworks like AngularJS 1.x, KnockoutJs, Ember, Backbone and now you are keen to become an expert in Angular including version 2, 4, 5 and 6. You have no framework experience at all but you have a profound understanding of Angular and now you are keen to know how to bring your web apps as well as mobile apps to the next level. This book will give you an idea of the Angular framework (including version 2, 4, 5 and 6 and provide you an excellent understanding of the concepts. Changing job is one of the biggest challenges for any IT professional. When IT professional starts searching job, they realise that they need much more than experience. Working on a project is one thing and cracking an interview is another. This book will give you a bird's eye view of what is needed in an interview. It will help you in doing a quick revision so that you can be ready for the discussion faster.

KEY FEATURES Book provide all the important aspects required for angular developers Learn modern Web Frameworks like AngularJS 1.x, KnockoutJs, Ember, Backbone Book will give you an idea of the Angular framework (including version 2, 4, 5 and 6) and provide you an excellent understanding of the concepts.

WHAT WILL YOU LEARN The Basic Concepts of Angular, its Components, Directives and Modules Angular Form, Elements, Templates, and Validations Dependency Injection (DI), HttpClient Angular Services, Routing and Navigation Angular Compiler, Pipes, Service Workers Server Side Rendering (Angular Universal) Angular Security, Cookies Basic Understanding of Angular Testing and TypeScript

WHO THIS BOOK IS FOR You are new or have some experience in Angular and now want to take the step to become an expert in Angular and want to learn more about how you can apply the new concepts specifically for an Interview or developing robust web apps as well as mobile apps.

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Answer key for Building Spelling Skills, grade 4. Competitive examination preparation takes enormous efforts & time on the part of a student to learn, practice and master each unit of the syllabus. To check proficiency level in each unit, student must take self-assessment to identify his/her weak areas to work upon, that eventually

builds confidence to win. Also performance of a student in exam improves significantly if student is familiar with the exact nature, type and difficulty level of the questions being asked in the Exam. With this objective in mind, we are presenting before you this book containing unit tests. Some features of the books are- The complete syllabus is divided into logical units and there is a self- assessment tests for each unit. Tests are prepared by subject experts who have decade of experience to prepare students for competitive exams. Tests are as per the latest pattern of the examination. Detailed explanatory solution of each test paper is also given. Student is advised to attempt these Tests once they complete the preparation/revision of unit. They should attempt these Test in exam like environment in a specified time. Student is advised to properly analyze the solutions and think of alternative methods and linkage to the solutions of identical problems also. We firmly believe that the book in this form will definitely help a genuine, hardworking student. We have put our best efforts to make this book error free, still there may be some errors. We would appreciate if the same is brought to our notice. We wish to utilize the opportunity to place on record our special thanks to all faculty members and editorial team for their efforts to make this book. Competitive examination preparation takes enormous efforts & time on the part of a student to learn, practice and master each unit of the syllabus. To check proficiency level in each unit, student must take self-assessment to identify his/her weak areas to work upon, that eventually builds confidence to win. Also performance of a student in exam improves significantly if student is familiar with the exact nature, type and difficulty level of the questions being asked in the Exam. With this objective in mind, we are presenting before you this book containing unit tests. Some features of the books are- The complete syllabus is divided into logical units and there is a self- assessment tests for each unit. Tests are prepared by subject experts who have decade of experience to prepare students for competitive exams. Tests are as per the latest pattern of the examination. Detailed explanatory solution of each test paper is also given. Student is advised to attempt these Tests once they complete the preparation/revision of unit. They should attempt these Test in exam like environment in a specified time. Student is advised to properly analyze the solutions and think of alternative methods and linkage to the solutions of identical problems also. We firmly believe that the book in this form will definitely help a genuine, hardworking student. We have put our best efforts to make this book error free, still there may be some errors. We would appreciate if the same is brought to our notice. We wish to utilize the opportunity to place on record our special thanks to all faculty members and editorial team for their efforts to make this book. The Pragmatic Programmers classic is back! Freshly updated for modern software development, Pragmatic Unit Testing in Java 8 With JUnit teaches you how to write and run easily maintained unit tests in JUnit with confidence. You'll learn mnemonics to help you know what tests to write, how to remember all the

boundary conditions, and what the qualities of a good test are. You'll see how unit tests can pay off by allowing you to keep your system code clean, and you'll learn how to handle the stuff that seems too tough to test. Pragmatic Unit Testing in Java 8 With JUnit steps you through all the important unit testing topics. If you've never written a unit test, you'll see screen shots from Eclipse, IntelliJ IDEA, and NetBeans that will help you get past the hard part--getting set up and started. Once past the basics, you'll learn why you want to write unit tests and how to effectively use JUnit. But the meaty part of the book is its collected unit testing wisdom from people who've been there, done that on production systems for at least 15 years: veteran author and developer Jeff Langr, building on the wisdom of Pragmatic Programmers Andy Hunt and Dave Thomas. You'll learn: How to craft your unit tests to minimize your effort in maintaining them. How to use unit tests to help keep your system clean. How to test the tough stuff. Memorable mnemonics to help you remember what's important when writing unit tests. How to help your team reap and sustain the benefits of unit testing. You won't just learn about unit testing in theory--you'll work through numerous code examples. When it comes to programming, hands-on is the only way to learn! Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their legacy systems under control. The topics covered include Understanding the mechanics of software change: adding features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or platform—with examples in Java, C++, C, and C# Accurately identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes. Get to grips with the advanced concepts of interactive computing to make the most out of IPython About This Book Most updated book on Interactive computing with IPython 4.0; Detailed, example-rich guide that lets you use the most advanced level interactive programming with IPython; Get flexible interactive programming with IPython using this comprehensive guide Who This Book Is For This book is for IPython developers who want to make the most of IPython and perform advanced scientific computing with IPython utilizing the ease of interactive computing. It is

ideal for users who wish to learn about the interactive and parallel computing properties of IPython 4.0, along with its integration with third-party tools and concepts such as testing and documenting results. What You Will Learn Develop skills to use IPython for high performance computing (HPC) Understand the IPython interactive shell Use XeroMQ and MPI to pass messages Integrate third-party tools like R, Julia, and JavaScript with IPython Visualize the data Acquire knowledge to test and document the data Get to grips with the recent developments in the Jupyter notebook system In Detail IPython is an interactive computational environment in which you can combine code execution, rich text, mathematics, plots, and rich media. This book will get IPython developers up to date with the latest advancements in IPython and dive deep into interactive computing with IPython. This an advanced guide on interactive and parallel computing with IPython will explore advanced visualizations and high-performance computing with IPython in detail. You will quickly brush up your knowledge of IPython kernels and wrapper kernels, then we'll move to advanced concepts such as testing, Sphinx, JS events, interactive work, and the ZMQ cluster. The book will cover topics such as IPython Console Lexer, advanced configuration, and third-party tools. By the end of this book, you will be able to use IPython for interactive and parallel computing in a high-performance computing environment. Style and approach This is a comprehensive guide to IPython for interactive, exploratory and parallel computing. It will let the IPython get up to date with the latest advancements in IPython and dive deeper into interactive computing with IPython Radically improve your testing practice and software quality with new testing styles, good patterns, and reliable automation. Key Features A practical and results-driven approach to unit testing Refine your existing unit tests by implementing modern best practices Learn the four pillars of a good unit test Safely automate your testing process to save time and money Spot which tests need refactoring, and which need to be deleted entirely Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Great testing practices maximize your project quality and delivery speed by identifying bad code early in the development process. Wrong tests will break your code, multiply bugs, and increase time and costs. You owe it to yourself—and your projects—to learn how to do excellent unit testing. Unit Testing Principles, Patterns and Practices teaches you to design and write tests that target key areas of your code including the domain model. In this clearly written guide, you learn to develop professional-quality tests and test suites and integrate testing throughout the application life cycle. As you adopt a testing mindset, you'll be amazed at how better tests cause you to write better code. What You Will Learn Universal guidelines to assess any unit test Testing to identify and avoid anti-patterns Refactoring tests along with the production code Using integration tests to verify the whole system This Book Is Written For For readers who know the

basics of unit testing. Examples are written in C# and can easily be applied to any language. About the Author Vladimir Khorikov is an author, blogger, and Microsoft MVP. He has mentored numerous teams on the ins and outs of unit testing.

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Competitive examination preparation takes enormous efforts & time on the part of a student to learn, practice and master each unit of the syllabus. To check proficiency level in each unit, student must take self-assessment to identify his/her weak areas to work upon, that eventually builds confidence to win. Also performance of a student in exam improves significantly if student is familiar with the exact nature, type and difficulty level of the questions being asked in the Exam. With this objective in mind, we are presenting before you this book containing unit tests. Some features of the books are- The complete syllabus is divided into logical units and there is a self-assessment tests for each unit. Tests are prepared by subject experts who have decade of experience to prepare students for competitive exams. Tests are as per the latest pattern of the examination. Detailed explanatory solution of each test paper is also given. Student is advised to attempt these Tests once they complete the preparation/revision of unit. They should attempt these Test in exam like environment in a specified time. Student is advised to properly analyze the solutions and think of alternative methods and linkage to the solutions of identical problems also. We firmly believe that the book in this form will definitely help a genuine, hardworking student. We have put our best efforts to make this book error free, still there may be some errors. We would appreciate if the same is brought to our notice. We wish to utilize the opportunity to place on record our special thanks to all faculty members and editorial team for their efforts to make this book.

Automated testing is a cornerstone of agile development. An effective testing strategy will deliver new functionality more aggressively, accelerate user feedback, and improve quality. However, for many developers, creating effective automated tests is a unique and unfamiliar challenge. xUnit Test Patterns is the definitive guide to writing automated tests using xUnit, the most popular unit testing framework in use today. Agile coach and test automation expert Gerard Meszaros describes 68 proven patterns for making tests easier to write, understand, and maintain. He then shows you how to make them more robust and repeatable--and far more cost-effective. Loaded with information, this book feels like three books in one. The first part is a detailed tutorial on test automation that covers everything from test strategy to in-depth test coding. The second part, a catalog of 18 frequently

encountered "test smells," provides trouble-shooting guidelines to help you determine the root cause of problems and the most applicable patterns. The third part contains detailed descriptions of each pattern, including refactoring instructions illustrated by extensive code samples in multiple programming languages. A black hole isn't really a hole . . . is it? Get ready to S-T-R-E-T-C-H your mind with this beloved and best-selling science book. Updated with an all-new chapter about the first black-hole image ever! What are black holes, what causes them, and how the heck did scientists discover them? Acclaimed STEM writer Carolyn DeCristofano's playful text shares how astronomers find black holes, introduces our nearest black-hole neighbors, and provides an excellent introduction to an extremely complex scientific topic. Gorgeous space paintings supplement real telescopic images, and funny doodles and speech bubbles keep the content light and fun. Competitive examination preparation takes enormous efforts & time on the part of a student to learn, practice and master each unit of the syllabus. To check proficiency level in each unit, student must take self-assessment to identify his/her weak areas to work upon, that eventually builds confidence to win. Also performance of a student in exam improves significantly if student is familiar with the exact nature, type and difficulty level of the questions being asked in the Exam. With this objective in mind, we are presenting before you this book containing unit tests. Some features of the books are- The complete syllabus is divided into logical units and there is a self- assessment tests for each unit. Tests are prepared by subject experts who have decade of experience to prepare students for competitive exams. Tests are as per the latest pattern of the examination. Detailed explanatory solution of each test paper is also given. Student is advised to attempt these Tests once they complete the preparation/revision of unit. They should attempt these Test in exam like environment in a specified time. Student is advised to properly analyze the solutions and think of alternative methods and linkage to the solutions of identical problems also. We firmly believe that the book in this form will definitely help a genuine, hardworking student. We have put our best efforts to make this book error free, still there may be some errors. We would appreciate if the same is brought to our notice. We wish to utilize the opportunity to place on record our special thanks to all faculty members and editorial team for their efforts to make this book. Entity Framework Core in Action, Second Edition teaches you to write flawless database interactions for .NET applications. Summary Entity Framework Core in Action, Second Edition is an in-depth guide to reading and writing databases with EF Core. Revised from the bestselling original edition, it's filled with over 100 diagrams, code snippets, and examples—including building and scaling your own bookselling web application. Learn from author Jon Smith's extensive experience working with EF Core in production, as you discover time-saving patterns and best practices for security, performance tuning, and unit testing. All of the book's code is available on GitHub. Purchase of the print book

includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Entity Framework radically simplifies data access in .NET applications. This easy-to-use object-relational mapper (ORM) lets you write database code in pure C#. It automatically maps classes to database tables and enables queries with standard LINQ commands. It even generates SQL, so you don't have to! About the book Entity Framework Core in Action, Second Edition teaches you to write flawless database interactions for .NET applications. Following relevant examples from author Jon Smith's extensive experience, you'll progress quickly from EF basics to advanced techniques. In addition to the latest EF features, this book addresses performance, security, refactoring, and unit testing. This updated edition also contains new material on NoSQL databases. What's inside Configure EF to define every table and column Update your schema as your app grows Integrating EF with existing C# application Write and test business logic for database access Applying a Domain-Driven Design to EF Core Getting the best performance out of EF Core About the reader For .NET developers familiar with relational databases. About the author Jon P. Smith is a freelance software developer and architect with a special focus on .NET and Azure. Table of Contents PART 1 1 Introduction to Entity Framework Core 2 Querying the database 3 Changing the database content 4 Using EF Core in business logic 5 Using EF Core in ASP.NET Core web applications 6 Tips and techniques for reading and writing with EF Core PART 2 7 Configuring nonrelational properties 8 Configuring relationships 9 Handling database migrations 10 Configuring advanced features and handling concurrency conflicts 11 Going deeper into the DbContext PART 3 12 Using entity events to solve business problems 13 Domain-Driven Design and other architectural approaches 14 EF Core performance tuning 15 Master class on performance-tuning database queries 16 Cosmos DB, CQRS, and other database types 17 Unit testing EF Core applications

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