Instant Sikuli Test Automation

ALEXANDER WILSON

Science Gateways for Distributed Computing Infrastructures Packt Publishing Ltd

Pro Puppet is an in-depth guide to installing, using, and developing the popular configuration management tool Puppet. The book is a comprehensive follow-up to the previous title Pulling Strings with Puppet. Puppet provides a way to automate everything from user management to server configuration. You'll learn how to create Puppet recipes, extend Puppet, and use Facter to gather configuration data from your servers. Puppet is a must-have tool for system administrators, and Pro Puppet will teach you how to maximize its capabilities and customize it for your environment. Install and configure Puppet to immediately start automating tasks and create reporting solutions Learn insider tricks and techniques to better manage your infrastructure Become a Puppet expert!

How Google Tests Software John Wiley & Sons

A powerful reminder to anyone who thinks design is primarily a visual pursuit, The Senses accompanies a major exhibition at the Cooper-Hewitt Smithsonian Design Museum that explores how space, materials, sound, and light affect the mind and body. Learn how contemporary designers, including Petra Blaisse, Bruce Mau, Malin+Goetz and many others, engage sensory experience. Multisensory design can solve problems and enhance life for everyone, including those with sensory disabilities. Featuring thematic essays on topics ranging from design for the table to tactile graphics, tactile sound, and visualizing the senses, this book is a call to action for multisensory design practice. The Senses: Design Beyond Vision is mandatory reading for students and professionals working in diverse fields, including products, interiors, graphics, interaction, sound, animation, and data visualization, or anyone seeking the widest possible understanding of design. The book, designed by David Genco with Ellen Lupton, is edited by Lupton and curator Andrea Lipps. Includes essays by Lupton, Lipps, Christopher Brosius, Hansel Bauman, Karen Kraskow, Binglei Yan, and Simon Kinnear.

Practical Programming for Total Beginners Chronicle Books

An easy to follow guide, featuring stepbystep 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.

9th International Conference, ACE 2012, Kathmandu, Nepal, November 3-5, 2012, Proceedings Packt Publishing Ltd

Discover over 100 easy-to-follow recipes to help you implement efficient game physics and collision detection in your games About This Book Get a comprehensive coverage of techniques to create high performance collision detection in games Learn the core mathematics concepts and physics involved in depicting collision detection for your games Get a hands-on experience of building a rigid body physics engine Who This Book Is For This book is for beginner to intermediate game developers. You don't need to have a formal education in games—you can be a hobbyist or indie developer who started making games with Unity 3D. What You Will Learn Implement fundamental maths so you can develop solid game physics Use matrices to encode linear transformations Know how to check geometric primitives for collisions Build a Physics engine that can create realistic rigid body behavior Understand advanced techniques, including the Separating Axis Theorem Create physically accurate collision reactions Explore spatial partitioning as an acceleration structure for collisions Resolve rigid body collisions between primitive shapes In Detail Physics is really important for game programmers who want to add realism and functionality to their games. Collision detection in particular is a problem that affects all game developers, regardless of the platform, engine, or toolkit they use. This book will teach you the concepts and formulas behind collision detection. You will also be taught how to build a simple physics engine, where Rigid Body physics is the main focus, and learn about intersection algorithms for primitive shapes. You'll begin by building a strong foundation in mathematics that will be used throughout the book. We'll guide you through implementing 2D and 3D primitives and show you how to perform effective collision tests for them. We then pivot to one of the harder areas of game development—collision detection and resolution. Further on, you will learn what a Physics engine is, how to set up a game window, and how to implement rendering. We'll explore advanced physics topics such as constraint solving. You'll also find out how to implement a rudimentary physics engine, which you can use to build an Angry Birds type of game or a more advanced game. By the end of the book, you will have implemented all primitive and some advanced collision tests, and you will be able to read on geometry and linear Algebra formulas to take forward to your own games! Style and approach Gain the necessary skills needed to build a Physics engine for your games through practical recipes, in an easy-to-read manner. Every topic explained in the book has clear, easy to understand code accompanying it.

Robot Framework Test Automation No Starch Press

This book explains the steps necessary to write manual accessibility tests and convert them into automated selenium-based accessibility tests to run part of regression test packs. If you are searching a topic on Google or buying a product online, web accessibility is a basic need. If a web page is easier to access when using a mouse and complex to navigate with keyboard, this is extremely difficult for users with disabilities. Web Accessibility Testing is a most important testing practice for customers facing web applications. This book explains the steps necessary to write manual accessibility tests and convert them into automated selenium-based accessibility tests to run part of regression test packs. WCAG and Section 508 guidelines are considered across the book while explaining the test design steps. Software testers with accessibility testing knowledge are in high demand at large organizations since the need to do manual and automated accessibility testing is growing rapidly. This book illustrates the types of accessibility testing with test cases and code examples.

Selenium Framework Design in Data-Driven Testing Addison-Wesley

This book presents selected papers from the International Symposium on Geotechnics for Transportation Infrastructure (ISGTI 2018). The research papers cover geotechnical interventions for the diverse fields of policy formulation, design, implementation, operation and management of the different modes of travel, namely road, air, rail and waterways. This book will be of interest to academic and industry researchers working in transportation geotechnics, as also to practicing engineers, policy makers, and civil agencies.

Python for Offensive PenTest Simon and Schuster

Instant Sikuli Test Automation

Learning Behavior-driven Development with JavaScript Springer Nature

This book constitutes the refereed conference proceedings of the 9th International Conference on Advances in Computer Entertainment, ACE 2012, held in Kathmandu, Nepal, in November 2012. The 10 full paper and 19 short papers presented together with 5 papers from the special track Arts and Culture and 35 extended abstracts were carefully reviewed and selected from a total of 140 submissions in all categories. The papers cover topics across a wide spectrum of disciplines including computer science, design, arts, sociology, anthropology, psychology, and marketing. Focusing on all areas related to interactive entertainment they aim at stimulating discussion in the development of new and compelling entertainment computing and interactive art concepts and applications.

Mastering OpenCV with Practical Computer Vision Projects Apress

Over 90 recipes to help you build and run automated tests for your web applications with Selenium

WebDriver About This Book Learn to leverage the power of Selenium WebDriver with simple examples that illustrate real-world problems and their workarounds Explains the testing of mobile applications with Appium for mobile platforms such as iOS and Android A pragmatic manual with engaging recipes and attractive screenshots to test your web applications efficiently Who This Book Is For This book is intended for software quality assurance/testing professionals, software project managers, or software developers with prior experience in using Selenium and Java to test web-based applications. This books also provides examples for C#, Python and Ruby users. What You Will Learn Understand how the locators work and use various locator methods to build reliable tests Build reliable and maintainable tests with the Selenium WebDriver API Use the PageFactory pattern to build a robust and easy to maintain test framework Build data-driven tests and extend Selenium API to implement custom steps and checks Integrate and use ATDD/BDD tools such as Cucumber, SpecFlow, Capybara, and Behave with the Selenium WebDriver API Set up iPhone/iPad and Android simulators and devices to test your mobile web application with Appium Set up Selenium Grid for faster and parallel running of tests, increasing test coverage and reducing test execution time for cross-browser testing Build extended Selenium WebDriver tests for additional coverage In Detail This book is an incremental guide that will help you learn and use the advanced features of the Selenium toolset including the WebDriver API in various situations to build a reliable test automation. You start off by setting up the test development environment and gain tips on the advanced locater strategy and the effective use of the Selenium WebDriver API. After that, the use of design patterns such as data - driven tests and PageFactory are demonstrated. You will then be familiarised with extending Selenium WebDriver API by implementing custom tasks and setting up your own distributed environment to run tests in parallel for cross-browser testing. Finally, we give you some tips on integrating Selenium WebDriver with other popular tools and testing mobile applications. By the end of this book, you will have learned enough to solve complex testing issues on your own. Style and approach This recipe-based guide covers real-life scenarios of testing your web apps with Selenium. Each recipe begins with a short introduction and key concepts along with illustrated examples of use cases, and ends with detailed but informative descriptions of the inner workings of the example.

Human-Centered Software Engineering Springer Science & Business Media

Written in an engaging, easy-to-follow style, this practical guide will teach you to create test suites and automated acceptance Tests with the Robot Framework.If you are an automation engineer, QA engineer, developer or tester who is looking to get started with Robot Framework, as well as find a standardized testing solution, this book is ideal for you. No prior knowledge of Robot Framework or acceptance testing is required, although a basic knowledge of Python is required for few sections of the book.

Hands-On Mobile App Testing Packt Publishing Ltd

Python is fast becoming the programming language of choice for hackers, reverse engineers, and software testers because it's easy to write quickly, and it has the low-level support and libraries that make hackers happy. But until now, there has been no real manual on how to use Python for a variety of hacking tasks. You had to dig through forum posts and man pages, endlessly tweaking your own code to get everything working. Not anymore. Gray Hat Python explains the concepts behind hacking tools and techniques like debuggers, trojans, fuzzers, and emulators. But author Justin Seitz goes beyond theory, showing you how to harness existing Python-based security tools—and how to build your own when the pre-built ones won't cut it. You'll learn how to: –Automate tedious reversing and security tasks –Design and program your own debugger –Learn how to fuzz Windows drivers and create powerful fuzzers from scratch –Have fun with code and library injection, soft and hard hooking techniques, and other software trickery –Sniff secure traffic out of an encrypted web browser session –Use PyDBG, Immunity Debugger, Sulley, IDAPython, PyEMU, and more The world's best hackers are using Python to do their handiwork. Shouldn't you?

Head First Java Packt Publishing Ltd

This book provides essential insights on the adoption of modern software engineering practices at large companies producing software-intensive systems, where hundreds or even thousands of engineers collaborate to deliver on new systems and new versions of already deployed ones. It is based on the findings collected and lessons learned at the Software Center (SC), a unique collaboration between research and industry, with Chalmers University of Technology, Gothenburg University and Malmö University as academic partners and Ericsson, AB Volvo, Volvo Car Corporation, Saab Electronic Defense Systems, Grundfos, Axis Communications, Jeppesen (Boeing) and Sony Mobile as industrial partners. The 17 chapters present the “Stairway to Heaven” model, which represents the typical evolution path companies move through as they develop and mature their software engineering capabilities. The chapters describe theoretical frameworks, conceptual models and, most importantly, the industrial experiences gained by the partner companies in applying novel software engineering techniques. The book’s structure consists of six parts. Part I describes the model in detail and presents an overview of lessons learned in the collaboration between industry and academia. Part II deals with the first step of the Stairway to Heaven, in which R&D adopts agile work practices. Part III of the book combines the next two phases, i.e., continuous integration (CI) and continuous delivery (CD), as they are closely intertwined. Part IV is concerned with the highest level, referred to as “R&D as an innovation system,” while Part V addresses a topic that is separate from the Stairway to Heaven and yet critically important in large organizations: organizational performance metrics that capture data, and visualizations of the status of software assets, defects and teams. Lastly, Part VI presents the perspectives of two of the SC partner companies. The book is intended for practitioners and professionals in the software-intensive systems industry, providing concrete models, frameworks and case studies that show the specific challenges that the partner companies encountered, their approaches to overcoming them, and the results. Researchers will gain valuable insights on the problems faced by large software companies, and on how to effectively tackle them in the context of successful cooperation projects.

Software Automation Testing Secrets Revealed Springer Nature

Decades of software testing experience condensed into the most important lessons learned. The world's leading software testing experts lend you their wisdom and years of experience to help you avoid the most common mistakes in testing software. Each lesson is an assertion related to software testing, followed by an explanation or example that shows you the how, when, and why of the testing lesson. More than just tips, tricks, and pitfalls to avoid, Lessons Learned in Software Testing speeds you through the critical testing phase of the software development project without the extensive trial and error it normally takes to do so. The ultimate resource for software testers and developers at every level of expertise, this guidebook features: * Over 200 lessons gleaned from over 30 years of combined testing experience * Tips, tricks, and common pitfalls to avoid by simply reading the book rather than finding out the hard way * Lessons for all key topic areas, including test design, test management, testing strategies, and bug reporting * Explanations and examples of each testing trouble spot help illustrate each lesson's assertion

Version Control with Subversion Apress

Automate your mobile app testing About This Book How to automate testing with Appium Apply techniques for creating comprehensive tests How to test on physical devices or emulators Who This Book Is For Are you a mobile developer or a software tester who wishes to use Appium for your test automation? If so, then this is the right book for you .You must have basic Java programming knowledge. You don't need to have prior knowledge of Appium. What You Will Learn Discover Appium and how to set up an automation framework for mobile testing Understand desired capabilities and learn to find element locators Learn to automate gestures and synchronize tests using Appium Take an incremental approach to implement page object pattern Learn to run Appium tests on emulators or physical devices Set up Jenkins to run mobile automation tests by easy to learn steps Discover tips and tricks to record video of test execution, inter app automation concepts Learn to run Appium tests in parallel on multiple devices simultaneously In Detail Appium is an open source test automation framework for mobile applications. It allows you to test all three types of mobile applications: native, hybrid, and mobile web. It allows you to run the automated tests on actual devices, emulators, and simulators. Today, when every mobile app is made on at least two platforms, iOS and Android, you need a tool that allows you to test across platforms. Having two different frameworks for the same app increases the cost of the product and time to maintain it as well. Appium helps save this cost. With mobile app growth exploding, mobile app automation is mainstream now. In this book, author Nishant Verma provides you with a firm grounding in the concepts of Appium while diving into how to set up appium & Cucumber-jvm test automation framework, implement page object design pattern, automate gestures, test execution on emulators and physical devices, and implement continuous integration with Jenkins. The mobile app we have referenced in this book is Quikr because of its relatively lower learning curve to understand the application. It's a local classifieds shopping app. Style and approach This book takes a practical, step-by-step approach to testing and automating individual apps such as native, hybrid, and mobile web apps using different examples.

Apple Device Management Packt Pub Limited

This book is for people who want to learn Java. Particularly people on a team that want to learn Java, but who aren't going to be coding the main Java application i.e. Testers, Managers, Business Analysts, Front End Developers, Designers, etc. If you already know Java then this book may not be for you. This book is aimed at beginners. Designed to help the reader get started fast, the book is easy to follow, and has examples related to testing. You can find the companion web site for the book at http: //javafortesters.com The book covers 'just enough' to get people writing tests and abstraction layers. For example, the book cover the basics of Inheritance, but doesn't really cover Interfaces in detail. We explain the concept of Interfaces, because we need to know it to understand Collections, but not how to write them. Why? Because the book covers enough to get you started, and working. But not overload the reader. Once you are on your way, and have gained some experience. You should have the basic knowledge to understand the additional concepts. Why 'for testers'? Java Developers coding production applications in Java need to learn Java differently from other people on the team. Throughout the author's career, he has have written thousands of lines of Java code, but has rarely had to compile the code into an application. Yet, when we learn Java from most books, one of the first things we learn is 'javac' and the 'main' method and working from the command line. And this is confusing. Most of the code the author writes is wrapped up in a JUnit @Test method. The author has trained many people to write automation in Java, and everytime he has taught Java to testers or other people on the team, we start with a JUnit @Test method and run tests from the IDE. Testers, and other people on the team use java differently. This book provides a different order and approach to learning Java. You can find the source code for all examples and exercises used in the book over on github: https: //github.com/eviltester/javaForTestersCode

7th IFIP WG 13.2 International Working Conference, HCSE 2018, Sophia Antipolis, France, September 3–5, 2018, Revised Selected Papers Packt Publishing Ltd

This book is ideal for any JavaScript developer who is interested in producing well-tested code. If you have no prior experience with testing, Node.js, or any other tool, do not worry, as they will be explained from scratch.

A practical guide to ethical hacking and penetration testing using Python Springer

Take a deep dive into building data-driven test frameworks using Selenium WebDriver Key Features A comprehensive guide to designing data-driven test frameworks using the Selenium 3 WebDriver API, AppiumDriver API, Java-Bindings, and TestNG Learn how to use Selenium Page Object Design Patterns and D.R.Y. (Don’t Repeat Yourself) Approaches to software development in automated testing Discover the Selenium Grid Architecture and build your own grid for browser and mobile devices Use third party tools and services like ExtentReports for results processing, reporting, and SauceLabs for cloud-based test services Book Description The Selenium WebDriver 3.x Technology is an open source API available to test both Browser and Mobile applications. It is completely platform independent in that tests built for one browser or mobile device, will also work on all other browsers and mobile devices. Selenium supports all major development languages which allow it to be tied directly into the technology used to develop the applications. This guide will provide a step-by-step approach to designing and building a data-driven test framework using Selenium WebDriver, Java, and TestNG. The book starts off by introducing users to the Selenium Page Object Design Patterns and D.R.Y Approaches to Software Development. In doing so, it covers designing and building a Selenium WebDriver framework that supports both Browser and Mobile Devices. It will lead the user through a journey of architecting their own framework with a scalable driver class, Java utility classes, JSON Data Provider, Data-Driven Test Classes, and support for third party tools and plugins. Users will learn how to design and build a Selenium Grid from scratch to allow the framework to scale and support different browsers, mobile devices, versions, and platforms, and how they can leverage third party grids in the Cloud like SauceLabs. Other topics covered include designing abstract base and sub-classes, inheritance, dual-driver support, parallel testing, testing multi-branded applications, best practices for using locators, and data encapsulation. Finally, you will be presented with a sample fully-functional framework to get them up and running with the Selenium WebDriver for browser testing. By the end of the book, you will be able to design your own automation testing framework and perform data-driven testing with Selenium WebDriver. What you will learn Design the Selenium Driver Class for local, remote, and third party grid support Build Page Object Classes using the Selenium Page Object Model Develop Data-Driven Test Classes using the TestNG framework Encapsulate Data using the JSON Protocol Build a Selenium Grid for RemoteWebDriver Testing Construct Utility Classes for use in Synchronization, File I/O, Reporting and Test Listener Classes Run the sample framework and see the benefits of a live data-driven framework in real-time Who this book is for This book is intended for software quality assurance/testing professionals, software project managers, or software developers with prior experience in using Selenium and Java to test web-based applications.This book is geared towards the quality assurance and development professionals responsible for designing and building enterprise-based testing frameworks.The user should have a working knowledge of the Java, TestNG, and Selenium technologies

Instant Sikuli Test Automation Instant Sikuli Test AutomationGet to grips with a new technology, understand what it is and what it can do for you, and then get to work with the most important features and tasks. A concise guide written in an easy-to follow style using the Starter guide approach.This book is aimed at automation and testing professionals who want to use Sikuli to automate GUI. Some Python programming experience is assumed.Science Gateways for Distributed Computing InfrastructuresDevelopment Framework and Exploitation by Scientific User Communities

Charles Edge, Zack Smith, and Beau Hunter provide detailed explanations of the technology required for large-scale Mac OS X deployments and show you how to integrate it with other operating systems and applications. Enterprise Mac Administrator's Guide addresses the growing size and spread of Mac OS X deployments in corporations and institutions worldwide. In some cases, this is due to the growth of traditional Mac environments, but for the most part it has to do with "switcher" campaigns, where Windows and/or Linux environments are migrating to Mac OS X. However, there is a steep culture shock with these types of migrations. The products that are used are different, the nomenclature is different, and most importantly the best practices for dealing with the operating system are different. Apple provides a number of tools to help automate and guide IT toward managing a large number of Mac OS X computers—it has since before Mac OS X was initially released. However, if you want to put together all of the pieces to tell a compelling story about how to run an IT department or a deployment of Macs, you need to compile information from a number of different sources. This book will provide explanations of the technology required. Provides complete solutions for the large- and medium-scale integration of directory services, imaging, and security Complete guide for integrating Macs and Mac OS X into mixed environments with confidence and no down time One-stop volume for IT professionals who need the technical details to get their job done as efficiently and effectively as possible

Information Science Packt Publishing Ltd

This book constitutes the refereed post-conference proceedings of the 7th IFIP WG 13.2 International Conference on Human-Centered Software Engineering, HCSE 2018, held in Sophia Antipolis, France, in September 2018. The 11 full papers and 7 short papers presented together with 5 poster and demo papers were carefully reviewed and selected from 36 submissions. The papers focus on the interdependencies between user interface properties and contribute to the development of theories, methods, tools and approaches for dealing with multiple properties that should be taken into account when developing interactive systems. They are organized in the following topical sections: HCI education and training; model-based and model-driven approaches; task modeling and task-based approaches; tools and tool support; and usability evaluation and UI testing.

No Starch Press

Your one-stop guide to using Python, creating your own hacking tools, and making the most out of resources available for this programming language Key Features Comprehensive information on building a web application penetration testing framework using Python Master web application penetration testing using the multi-paradigm programming language Python Detect vulnerabilities in a system or application by writing your own Python scripts Book Description Python is an easy-to-learn and cross-platform programming language that has unlimited third-party libraries. Plenty of open source hacking tools are written in Python, which can be easily integrated within your script. This book is packed with step-by-step instructions and working examples to make you a skilled penetration tester. It is divided into clear bite-sized chunks, so you can learn at your own pace and focus on the areas of most interest to you. This book will teach you how to code a reverse shell and build an anonymous shell. You will also learn how to hack passwords and perform a privilege escalation on Windows with practical examples. You will set up your own virtual hacking environment in VirtualBox, which will help you run multiple operating systems for your testing environment. By the end of this book, you will have learned how to code your own scripts and mastered ethical hacking from scratch. What you will learn Code your own reverse shell (TCP and HTTP) Create your own anonymous shell by interacting with Twitter, Google Forms, and SourceForge Replicate Metasploit features and build an advanced shell Hack passwords using multiple techniques (API hooking, keyloggers, and clipboard hijacking) Exfiltrate data from your target Add encryption (AES, RSA, and XOR) to your shell to learn how cryptography is being abused by malware Discover privilege escalation on Windows with practical examples Countermeasures against most attacks Who this book is for This book is for ethical hackers; penetration testers; students preparing for OSCP, OSCE, GPEN, GXPN, and CEH; information security professionals; cybersecurity consultants; system and network security administrators; and programmers who are keen on learning all about penetration testing.