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Jmeter Cookbook Erinle Bayo
Bayo Erinle is an author and senior software engineer with over 11 years of experience in designing, developing, testing, and architecting software. He has worked in various spectrums of the IT field, including government, commercial, finance, and health care.

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As strange as it sounds, Bayo Erinle's books (first Performance Testing With JMeter 2.9 and now JMeter Cookbook) are the first decent books about a specific decent load testing tool. For [at least] 20+ years of load testing history there was no good books published about a specific mature load testing tool. None. Well, at least none worth mentioning. There were several good generic books - but ...

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Bayo Erinle is an author and senior software engineer with over 11 years of experience in designing, developing, testing, and architecting software. He has worked in various spectrums of the IT field, including government, commercial, finance, and health care. As a result, he has been involved in the planning, development, implementation, integration, and testing of numerous applications ...

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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.

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.

A practical guide to help you undertand 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 guide to help you undertand 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 3.0Who This Book Is ForThis 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 JMeterIn DetailJMeter 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 approachThe 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.

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.

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.

Summary Go from zero to production readiness with Docker in 22 bite-sized lessons! Learn Docker in a Month of Lunches is an accessible task-focused guide to Docker on Linux, Windows, or Mac systems. In it, you'll learn practical Docker skills to help you tackle the challenges of modern IT, from cloud migration and microservices to handling legacy systems. There's no excessive theory or niche-use cases—just a quick-and-easy guide to the essentials of Docker you'll use every day. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology The idea behind Docker is simple: package applications in lightweight virtual containers that can be easily installed. The results of this simple idea are huge! Docker makes it possible to manage applications without creating custom infrastructures. Free, open source, and battle-tested, Docker has quickly become must-know technology for developers and administrators. About the book Learn Docker in a Month of Lunches introduces Docker concepts through a series of brief hands-on lessons. Following a learning path perfected by author Elton Stoneman, you'll run containers by chapter 2 and package applications by chapter 3. Each lesson teaches a practical skill you can practice on Windows, macOS, and Linux systems. By the end of the month you'll know how to containerize and run any kind of application with Docker. What's inside Package applications to run in containers Put containers into production Build optimized Docker images Run containerized apps at scale About the reader For IT professionals. No previous Docker experience required. About the author Elton Stoneman is a consultant, a former architect at Docker, a Microsoft MVP, and a Pluralsight author. Table of Contents PART 1 - UNDERSTANDING DOCKER CONTAINERS AND IMAGES 1. Before you begin 2. Understanding Docker and running Hello World 3. Building your own Docker images 4. Packaging applications from source code into Docker Images 5. Sharing images with Docker Hub and other registries 6. Using Docker volumes for persistent storage PART 2 - RUNNING DISTRIBUTED APPLICATIONS IN CONTAINERS 7. Running multi-container apps with Docker Compose 8. Supporting reliability with health checks and dependency checks 9. Adding observability with containerized monitoring 10. Running multiple environments with Docker Compose 11. Building and testing applications with Docker and Docker Compose PART 3 - RUNNING AT SCALE WITH A CONTAINER ORCHESTRATOR 12. Understanding orchestration: Docker Swarm and Kubernetes 13. Deploying distributed applications as stacks in Docker Swarm 14. Automating releases with upgrades and rollbacks 15. Configuring Docker for secure remote access and CI/CD 16. Building Docker images that run anywhere: Linux, Windows, Intel, and Arm PART 4 - GETTING YOUR CONTAINERS READY FOR PRODUCTION 17. Optimizing your Docker images for size, speed, and security 18. Application configuration management in containers 19. Writing and managing application logs with Docker 20. Controlling HTTP traffic to containers with a reverse proxy 21. Asynchronous communication with a message queue 22. Never the end

Summary Kanban in Action is a down-to-earth, no-frills, get-to-know-the-ropes introduction to kanban. It's based on the real-world experience and observations from two kanban coaches who have introduced this process to dozens of teams. You'll learn the principles of why kanban works, as well as nitty-gritty details like how to use different color stickies on a kanban board to help you organize and track your work items. About the Book Too much work and too little time? If this is daily life for your team, you need kanban, a lean knowledge-management method designed to involve all team members in continuous improvement of your process. Kanban in Action is a practical introduction to kanban. Written by two kanban coaches who have taught the method to dozens of teams, the book covers techniques for planning and forecasting, establishing meaningful metrics, visualizing queues and bottlenecks, and constructing and using a kanban board. Written for all members of the development team, including leaders, coders, and business stakeholders. No experience with kanban is required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside How to focus on work in process and finish faster Examples of successful implementations How team members can make informed decisions About the Authors Marcus Hammarberg is a kanban coach and software developer with experience in BDD, TDD, Specification by Example, Scrum, and XP. Joakim Sundén is an agile coach at Spotify who cofounded the first kanban user groups in

Europe. Table of Contents PART 1 LEARNING KANBAN Team Kanbaneros gets startedPART 2 UNDERSTANDING KANBAN Kanban principles Visualizing your work Work items Work in process Limiting work in process Managing flow PART 3 ADVANCED KANBAN Classes of service Planning and estimating Process improvement Using metrics to guide improvements Kanban pitfalls Teaching kanban through games

Design, test, and debug your apps using Android Studio About This Book See what Material design is about and how to apply it your apps Explore the possibilities to develop apps that works on any type of device A step-by-step practical guide that will help you build improved applications, change their look, and debug them Who This Book Is For This book is for developers that are already familiar with programming concepts and have already started creating apps for the Android platform, for example, by using the Eclipse IDE. It is for developers who intend to use Android Studio as their primary IDE or want to use Android Studio more efficiently. What You Will Learn Develop Android Studio applications using Genymotion Apply the concepts of Material design to your applications Use memory monitoring tools to tweak performance Build applications for Android Wearable Capture images, video, or audio within your Android app Use content providers to display data Build apps with a cloud-based backend Create media-related apps that will run on phones, phablets, tablets, and TVs In Detail This book starts with an introduction of Android Studio and why you should use this IDE rather than Eclipse. Moving ahead, it teaches you to build a simple app that requires no backend setup but uses Google Cloud or Parse instead. After that, you will learn how to create an Android app that can send and receive text and images using Google Cloud or Parse as a backend. It explains the concepts of Material design and how to apply them to an Android app. Also, it shows you how to build an app that runs on an Android wear device. Later, it explains how to build an app that takes advantage of the latest Android SDK while still supporting older Android versions. It also demonstrates how the performance of an app can be improved and how memory management tools that come with the Android Studio IDE can help you achieve this. By the end of the book, you will be able to develop high quality apps with a minimum amount of effort using the Android Studio IDE. Style and approach This is a practical guide full of challenges and many real-world examples that demonstrate interesting development concepts. Besides smartphones and tablets, it also covers Android wearable devices and Android TV. Although strongly recommended, it is not necessary to own any Android device yourself.