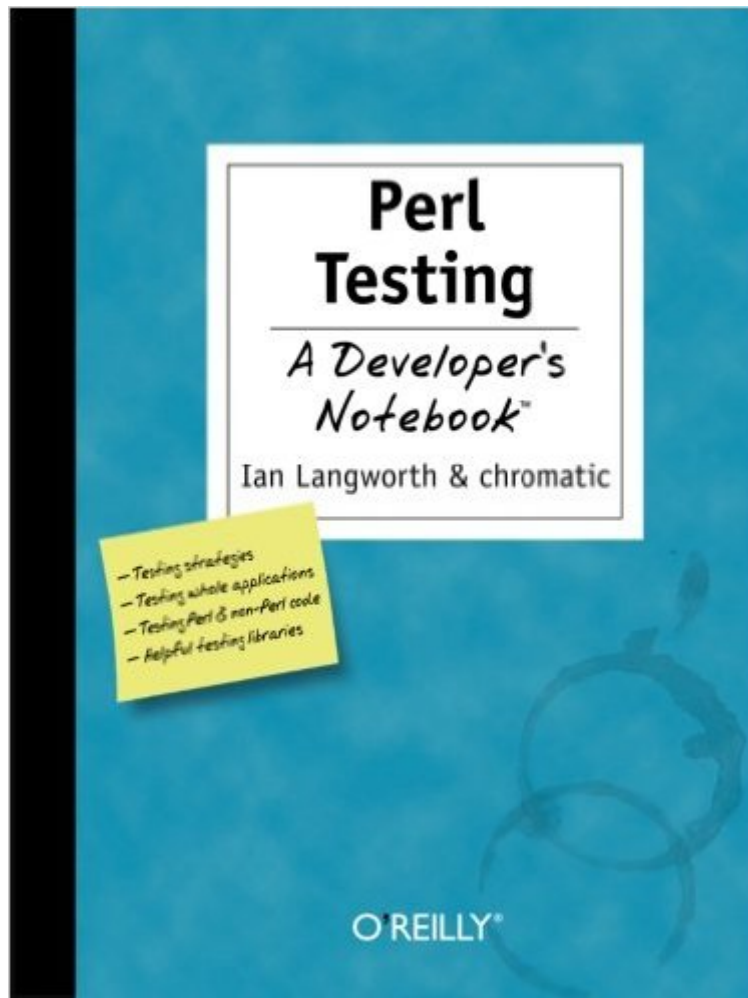# Perl Testing: A Developer's Notebook

Synopsis

Is there any sexier topic in software development than software testing? That is, besides game programming, 3D graphics, audio, high-performance clustering, cool websites, et cetera? Okay, so software testing is low on the list. And that's unfortunate, because good software testing can increase your productivity, improve your designs, raise your quality, ease your maintenance burdens, and help to satisfy your customers, coworkers, and managers.Perl has a strong history of automated tests. A very early release of Perl 1.0 included a comprehensive test suite, and it's only improved from there. Learning how Perl's test tools work and how to put them together to solve all sorts of previously intractable problems can make you a better programmer in general. Besides, it's easy to use the Perl tools described to handle all sorts of testing problems that you may encounter, even in other languages.Like all titles in O'Reilly's Developer's Notebook series, this "all lab, no lecture" book skips the boring prose and focuses instead on a series of exercises that speak to you instead of at you. Perl Testing: A Developer's Notebook will help you dive right in and:Write basic Perl tests with ease and interpret the resultsApply special techniques and modules to improve your testsBundle test suites along with projectsTest databases and their dataTest websites and web projectsUse the "Test Anything Protocol" which tests projects written in languages other than PerlWith today's increased workloads and short development cycles, unit tests are more vital to building robust, high-quality software than ever before. Once mastered, these lessons will help you ensure low-level code correctness, reduce software development cycle time, and ease maintenance burdens. You don't have to be a die-hard free and open source software developer who lives, breathes, and dreams Perl to use this book. You just have to want to do your job a little bit better.

Book Information

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Customer Reviews

I was initially not excited by O'Reilly's "Developer's Notebook" line of books. A lot of things conspired to make me turn up my nose. The design looked too gimmicky, the first few books turned me off (I don't remember specifics, but it was something like Excel Macros, Java Networking, and some other crap), and something inside me just felt like it was a dumb idea. I don't know why: I used to use similar references all the time, back when the Linux HOWTOs weren't useless. Anyway, when I heard that the new Perl testing book was going to be a notebook, I sort of groaned, but I still made sure I got it as soon as it was out and dug in.Testing is Really Important. It serves as a secondary form of documentation, it makes it easier to add new features, it makes it easier to fix broken features, and it makes your replacement's job a lot easier when you win the lottery and retire early. It's a sad fact that plenty of people don't test their code, and that many of those who want to just don't know how. PTDN is a crash course for those people. It gets right to the point: page one says, roughly, "You know you should be testing, so here's how you do it. First, run the CPAN shell and install Test::Simple."The rest of the book sticks to that no-crap attitude. "You want to do X. Here's what you do, and here's what happens when you do it." There isn't much of "why should I do this" or "how does this work on the inside" and that's just right. The book isn't there to show you how Devel::Cover works, or to explain the ideas behind agile development. It's there to help you do the job you know you need to do. It's like an old-style HOWTO extracted back one level of abstraction, or a set of nice fat articles on a series of related topics.

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