

Book Review:

Software Quality and Testing Case Studies

by Mădălina Zurini and Alin Zamfiroiu



The book entitled *Software Quality and Testing: Case Studies*, by ASE Publishing House in 2017 with a very important objective: to present the importance of the quality software in the process of developing applications.

Quality evaluation approaches are multiple and have many perspectives, so it becomes a great importance for research area.

Also, it is presented a practical way to implement the unit tests for the software applications.

Quality and software testing play an essential role. The main components design of the system provide adequate quality individual users software applications and organizations, on interest continuous points.

In this context, this book presents a practical way for the quality assurance of a software application.

The content addresses an important area for research and organizations of any kind, namely that of mobile application quality assessment. The

need for such activities at the moment is beneficial for the development of quality software applications in the educational area.

The aim of this book is to help programmers understand through examples how to use design patterns in Object Oriented Programming. This paper addresses two real world examples and illustrates the main design patterns throughout implementation and use description.

The approach is based on researches already made by authors during the courses presented at Bucharest University of Economic Studies, on the experimental results obtained, and on the foundations taken on scientific publications.

The authors are based on the specific of software application' engineering and reengineering. The book contains four chapters and presents examples and real-life scenarios that are oriented to assure software quality and important topics.

Case Study - Software to manage the activity of an insurance brokerage firm chapter has developed a brokerage firm project, implementing the most used design patterns to provide effective solutions to common problems. Chosen patterns represent the most commonly used

templates of those described by Erich Gamma, Richard Helm, Ralph Johnson and John Vlissides in *Design Patterns: Elements of Reusable Object-Oriented Software* (Addison-Wesley, 1994) selection.

Case Study - Software for managing a cinema, the second chapter, developed an application for managing a cinema with the same design patterns, in order to help programmers on understanding when and how to use the described patterns. It is proposed two real-world scenarios. For each of those, problems are identified that resolved effectively by using a particular pattern.

Unit testing – Junit chapter include code testing Java source code for the first two projects using the JUnit framework.

Proposed subjects, last chapter presents some types topics that are solved with the first three chapters learned elements.

This book is intended for programmers, junior or experienced, who want to learn or refine effective writing and high quality code that will have a major impact on software development costs, financial and time optimization process.

The book is a practical, Mădălina Zurini and Alin Zamfiroiu contributions on special design patterns, Java exemplified and resources available on the Internet or in libraries. The concepts exercised through the examples provided by this book can be used for implementing any software, mobile, web or desktop solution based on reach practical author's activities.

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