
Building Distributed Systems And Microservices In Go With

Microservices in Action
Microservices Development Cookbook
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Release It!
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Understanding Distributed Systems, Second Edition
The Art of Scalability
Building Event-Driven Microservices
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Building Evolutionary Architectures

*Building Distributed Systems And
Microservices In Go With*

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KEELY RANDY

Microservices in Action Springer Science & Business Media
Understand how to apply distributed tracing to microservices-
based architectures Key FeaturesA thorough conceptual
introduction to distributed tracingAn exploration of the most
important open standards in the spaceA how-to guide for code
instrumentation and operating a tracing infrastructureBook
Description Mastering Distributed Tracing will equip you to

operate and enhance your own tracing infrastructure. Through practical exercises and code examples, you will learn how end-to-end tracing can be used as a powerful application performance management and comprehension tool. The rise of Internet-scale companies, like Google and Amazon, ushered in a new era of distributed systems operating on thousands of nodes across multiple data centers. Microservices increased that complexity, often exponentially. It is harder to debug these systems, track down failures, detect bottlenecks, or even simply understand what is going on. Distributed tracing focuses on solving these problems for complex distributed systems. Today, tracing

standards have developed and we have much faster systems, making instrumentation less intrusive and data more valuable. Yuri Shkuro, the creator of Jaeger, a popular open-source distributed tracing system, delivers end-to-end coverage of the field in *Mastering Distributed Tracing*. Review the history and theoretical foundations of tracing; solve the data gathering problem through code instrumentation, with open standards like OpenTracing, W3C Trace Context, and OpenCensus; and discuss the benefits and applications of a distributed tracing infrastructure for understanding, and profiling, complex systems. What you will learn How to get started with using a distributed tracing system How to get the most value out of end-to-end tracing Learn about open standards in the space Learn about code instrumentation and operating a tracing infrastructure Learn where distributed tracing fits into microservices as a core function Who this book is for Any developer interested in testing large systems will find this book very revealing and in places, surprising. Every microservice architect and developer should have an insight into distributed tracing, and the book will help them on their way. System administrators with some development skills will also benefit. No particular programming language skills are required, although an ability to read Java, while non-essential, will help with the core chapters. *Microservices Development Cookbook* Packt Publishing Ltd Summary The best way to learn microservices development is to build something! *Bootstrapping Microservices with Docker, Kubernetes, and Terraform* guides you from zero through to a complete microservices project, including fast prototyping, development, and deployment. You'll get your feet wet using

industry-standard tools as you learn and practice the practical skills you'll use for every microservices application. Following a true bootstrapping approach, you'll begin with a simple, familiar application and build up your knowledge and skills as you create and deploy a real microservices project. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Taking microservices from proof of concept to production is a complex, multi-step operation relying on tools like Docker, Terraform, and Kubernetes for packaging and deployment. The best way to learn the process is to build a project from the ground up, and that's exactly what you'll do with this book! About the book *In Bootstrapping Microservices with Docker, Kubernetes, and Terraform*, author Ashley Davis lays out a comprehensive approach to building microservices. You'll start with a simple design and work layer-by-layer until you've created your own video streaming application. As you go, you'll learn to configure cloud infrastructure with Terraform, package microservices using Docker, and deploy your finished project to a Kubernetes cluster. What's inside Developing and testing microservices applications Working with cloud providers Applying automated testing Implementing infrastructure as code and setting up a continuous delivery pipeline Monitoring, managing, and troubleshooting About the reader Examples are in JavaScript. No experience with microservices, Kubernetes, Terraform, or Docker required. About the author Ashley Davis is a software developer, entrepreneur, stock trader, and the author of Manning's *Data Wrangling with JavaScript*. Table of Contents 1 Why microservices? 2 Creating your first microservice 3 Publishing your first microservice 4 Data

management for microservices 5 Communication between microservices 6 Creating your production environment 7 Getting to continuous delivery 8 Automated testing for microservices 9 Exploring FlixTube 10 Healthy microservices 11 Pathways to scalability

Mastering Spring Cloud O'Reilly Media

Software services are established as a programming concept, but their impact on the overall architecture of enterprise IT and business operations is not well-understood. This has led to problems in deploying SOA, and some disillusionment. The SOA Source Book adds to this a collection of reference material for SOA. It is an invaluable resource for enterprise architects working with SOA. The SOA Source Book will help enterprise architects to use SOA effectively. It explains: What SOA is How to evaluate SOA features in business terms How to model SOA How to use The Open Group Architecture Framework (TOGAF) for SOA SOA governance This book explains how TOGAF can help to make an Enterprise Architecture. Enterprise Architecture is an approach that can help management to understand this growing complexity.

Release It! Addison-Wesley Professional

Quickly learn and employ practical methods for developing microservices Key Features Get to grips with microservice architecture to build enterprise-ready applications Adopt the best practices to find solutions to specific problems Monitor and manage your services in production Book Description Microservices have become a popular way to build distributed systems that power modern web and mobile apps. Deploying your application as a suite of independently deployable, modular,

and scalable services has many benefits. In this book, you'll learn to employ microservices in order to make your application more fault-tolerant and easier to scale and change. Using an example-driven approach, *Microservice Development Cookbook* introduces you to the microservice architectural style. You'll learn how to transition from a traditional monolithic application to a suite of small services that interact to provide smooth functionality to your client applications. You'll also learn about the patterns used to organize services, so you can optimize request handling and processing and see how to handle service-to-service interactions. You'll then move on to understanding how to secure microservices and add monitoring in order to debug problems. This book also covers fault-tolerance and reliability patterns that help you use microservices to isolate failures in your applications. By the end of the book, you'll be able to work with a team to break a large, monolithic codebase into independently deployable and scalable microservices. You'll also study how to efficiently and effortlessly manage a microservice-based architecture. What you will learn Learn how to design microservice-based systems Create services that fail without impacting users Monitor your services to perform debugging and create observable systems Manage the security of your services Create fast and reliable deployment pipelines Manage multiple environments for your services Simplify the local development of microservice-based systems Who this book is for *Microservice Development Cookbook* is for developers who would like to build effective and scalable microservices. Basic knowledge of the microservices architecture is assumed.

[Monolith to Microservices](#) Apress

"Forewords by Martin Fowler and Ian Robinson"--From front cover.

Production-Ready Microservices Simon and Schuster

Microservices is an architectural style in which large, complex software applications are composed of one or more smaller services. Each of these microservices focuses on completing one task that represents a small business capability. These microservices can be developed in any programming language. They communicate with each other using language-neutral protocols, such as Representational State Transfer (REST), or messaging applications, such as IBM® MQ Light. This IBM Redbooks® publication gives a broad understanding of this increasingly popular architectural style, and provides some real-life examples of how you can develop applications using the microservices approach with IBM Bluemix™. The source code for all of these sample scenarios can be found on GitHub (<https://github.com/>). The book also presents some case studies from IBM products. We explain the architectural decisions made, our experiences, and lessons learned when redesigning these products using the microservices approach. Information technology (IT) professionals interested in learning about microservices and how to develop or redesign an application in Bluemix using microservices can benefit from this book.

Distributed Tracing in Practice "O'Reilly Media, Inc."

An effective guide to learning how to build a large-scale distributed application using the wide range of functionalities in Gin Key Features Explore the commonly used functionalities of Gin to build web applications Become well-versed with rendering HTML templates with the Gin engine Solve commonly occurring

challenges such as scaling, caching, and deployment Book Description Gin is a high-performance HTTP web framework used to build web applications and microservices in Go. This book is designed to teach you the ins and outs of the Gin framework with the help of practical examples. You'll start by exploring the basics of the Gin framework, before progressing to build a real-world RESTful API. Along the way, you'll learn how to write custom middleware and understand the routing mechanism, as well as how to bind user data and validate incoming HTTP requests. The book also demonstrates how to store and retrieve data at scale with a NoSQL database such as MongoDB, and how to implement a caching layer with Redis. Next, you'll understand how to secure and test your API endpoints with authentication protocols such as OAuth 2 and JWT. Later chapters will guide you through rendering HTML templates on the server-side and building a frontend application with the React web framework to consume API responses. Finally, you'll deploy your application on Amazon Web Services (AWS) and learn how to automate the deployment process with a continuous integration/continuous delivery (CI/CD) pipeline. By the end of this Gin book, you will be able to design, build, and deploy a production-ready distributed application from scratch using the Gin framework. What you will learn Build a production-ready REST API with the Gin framework Scale web applications with event-driven architecture Use NoSQL databases for data persistence Set up authentication middleware with JWT and Auth0 Deploy a Gin-based RESTful API on AWS with Docker and Kubernetes Implement a CI/CD workflow for Gin web apps Who this book is for This book is for Go developers who are comfortable with the Go language and seeking to learn REST API

design and development with the Gin framework. Beginner-level knowledge of the Go programming language is required to make the most of this book.

Building Microservices with JavaScript Packt Publishing Ltd

Without established design patterns to guide them, developers have had to build distributed systems from scratch, and most of these systems are very unique indeed. Today, the increasing use of containers has paved the way for core distributed system patterns and reusable containerized components. This practical guide presents a collection of repeatable, generic patterns to help make the development of reliable distributed systems far more approachable and efficient. Author Brendan Burns—Director of Engineering at Microsoft Azure—demonstrates how you can adapt existing software design patterns for designing and building reliable distributed applications. Systems engineers and application developers will learn how these long-established patterns provide a common language and framework for dramatically increasing the quality of your system. Understand how patterns and reusable components enable the rapid development of reliable distributed systems Use the side-car, adapter, and ambassador patterns to split your application into a group of containers on a single machine Explore loosely coupled multi-node distributed patterns for replication, scaling, and communication between the components Learn distributed system patterns for large-scale batch data processing covering work-queues, event-based processing, and coordinated workflows

Distributed Services with Go Packt Publishing Ltd

You know the basics of Go and are eager to put your knowledge to work. This book is just what you need to apply Go to real-world

situations. You'll build a distributed service that's highly available, resilient, and scalable. Along the way you'll master the techniques, tools, and tricks that skilled Go programmers use every day to build quality applications. Level up your Go skills today. Take your Go skills to the next level by learning how to design, develop, and deploy a distributed service. Start from the bare essentials of storage handling, then work your way through networking a client and server, and finally to distributing server instances, deployment, and testing. All this will make coding in your day job or side projects easier, faster, and more fun. Lay out your applications and libraries to be modular and easy to maintain. Build networked, secure clients and servers with gRPC. Monitor your applications with metrics, logs, and traces to make them debuggable and reliable. Test and benchmark your applications to ensure they're correct and fast. Build your own distributed services with service discovery and consensus. Write CLIs to configure your applications. Deploy applications to the cloud with Kubernetes and manage them with your own Kubernetes Operator. Dive into writing Go and join the hundreds of thousands who are using it to build software for the real world. What You Need: Go 1.11 and Kubernetes 1.12.

Microservice Architecture "O'Reilly Media, Inc."

Microservices architectures offer faster change speeds, better scalability, and cleaner, evolvable system designs. But implementing your first microservices architecture is difficult. How do you make myriad choices, educate your team on all the technical details, and navigate the organization to a successful execution to maximize your chance of success? With this book, authors Ronnie Mitra and Irakli Nadareishvili provide step-by-step

guidance for building an effective microservices architecture. Architects and engineers will follow an implementation journey based on techniques and architectures that have proven to work for microservices systems. You'll build an operating model, a microservices design, an infrastructure foundation, and two working microservices, then put those pieces together as a single implementation. For anyone tasked with building microservices or a microservices architecture, this guide is invaluable. Learn an effective and explicit end-to-end microservices system design Define teams, their responsibilities, and guidelines for working together Understand how to slice a big application into a collection of microservices Examine how to isolate and embed data into corresponding microservices Build a simple yet powerful CI/CD pipeline for infrastructure changes Write code for sample microservices Deploy a working microservices application on Amazon Web Services

The Tao of Microservices Packt Publishing Ltd

Your one-stop guide to the common patterns and practices, showing you how to apply these using the Go programming language About This Book This short, concise, and practical guide is packed with real-world examples of building microservices with Go It is easy to read and will benefit smaller teams who want to extend the functionality of their existing systems Using this practical approach will save your money in terms of maintaining a monolithic architecture and demonstrate capabilities in ease of use Who This Book Is For You should have a working knowledge of programming in Go, including writing and compiling basic applications. However, no knowledge of RESTful architecture, microservices, or web services is expected. If you are looking to

apply techniques to your own projects, taking your first steps into microservice architecture, this book is for you. What You Will Learn Plan a microservice architecture and design a microservice Write a microservice with a RESTful API and a database Understand the common idioms and common patterns in microservices architecture Leverage tools and automation that helps microservices become horizontally scalable Get a grounding in containerization with Docker and Docker-Compose, which will greatly accelerate your development lifecycle Manage and secure Microservices at scale with monitoring, logging, service discovery, and automation Test microservices and integrate API tests in Go In Detail Microservice architecture is sweeping the world as the de facto pattern to build web-based applications. Golang is a language particularly well suited to building them. Its strong community, encouragement of idiomatic style, and statically-linked binary artifacts make integrating it with other technologies and managing microservices at scale consistent and intuitive. This book will teach you the common patterns and practices, showing you how to apply these using the Go programming language. It will teach you the fundamental concepts of architectural design and RESTful communication, and show you patterns that provide manageable code that is supportable in development and at scale in production. We will provide you with examples on how to put these concepts and patterns into practice with Go. Whether you are planning a new application or working in an existing monolith, this book will explain and illustrate with practical examples how teams of all sizes can start solving problems with microservices. It will help you understand Docker and Docker-Compose and how it can be

used to isolate microservice dependencies and build environments. We finish off by showing you various techniques to monitor, test, and secure your microservices. By the end, you will know the benefits of system resilience of a microservice and the advantages of Go stack. Style and approach The step-by-step tutorial focuses on building microservices. Each chapter expands upon the previous one, teaching you the main skills and techniques required to be a successful microservice practitioner. *Service Design Patterns* "O'Reilly Media, Inc."

Organizations today often struggle to balance business requirements with ever-increasing volumes of data. Additionally, the demand for leveraging large-scale, real-time data is growing rapidly among the most competitive digital industries. Conventional system architectures may not be up to the task. With this practical guide, you'll learn how to leverage large-scale data usage across the business units in your organization using the principles of event-driven microservices. Author Adam Bellemare takes you through the process of building an event-driven microservice-powered organization. You'll reconsider how data is produced, accessed, and propagated across your organization. Learn powerful yet simple patterns for unlocking the value of this data. Incorporate event-driven design and architectural principles into your own systems. And completely rethink how your organization delivers value by unlocking near-real-time access to data at scale. You'll learn: How to leverage event-driven architectures to deliver exceptional business value The role of microservices in supporting event-driven designs Architectural patterns to ensure success both within and between teams in your organization Application patterns for developing

powerful event-driven microservices Components and tooling required to get your microservice ecosystem off the ground **Building Microservices with Go** Pragmatic Bookshelf Summary The Tao of Microservices guides you on the path to understanding how to apply microservice architectures to your own real-world projects. This high-level book offers a conceptual view of microservice design, along with core concepts and their application. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology An application, even a complex one, can be designed as a system of independent components, each of which handles a single responsibility. Individual microservices are easy for small teams without extensive knowledge of the entire system design to build and maintain. Microservice applications rely on modern patterns like asynchronous, message-based communication, and they can be optimized to work well in cloud and container-centric environments. About the Book The Tao of Microservices guides you on the path to understanding and building microservices. Based on the invaluable experience of microservices guru Richard Rodger, this book exposes the thinking behind microservice designs. You'll master individual concepts like asynchronous messaging, service APIs, and encapsulation as you learn to apply microservices architecture to real-world projects. Along the way, you'll dig deep into detailed case studies with source code and documentation and explore best practices for team development, planning for change, and tool choice. What's Inside Principles of the microservice architecture Breaking down real-world case studies Implementing large-scale systems When not to use microservices About the

Reader This book is for developers and architects. Examples use JavaScript and Node.js. About the Author Richard Rodger, CEO of voxgig, a social network for the events industry, has many years of experience building microservice-based systems for major global companies. Table of Contents PART 1 - BUILDING MICROSERVICES Brave new world Services Messages Data Deployment PART 2 - RUNNING MICROSERVICES Measurement Migration People Case study: Nodezoo.com

Building Distributed Applications in Gin "O'Reilly Media, Inc." Since most applications today are distributed in some fashion, monitoring their health and performance requires a new approach. Enter distributed tracing, a method of profiling and monitoring distributed applications—particularly those that use microservice architectures. There's just one problem: distributed tracing can be hard. But it doesn't have to be. With this guide, you'll learn what distributed tracing is and how to use it to understand the performance and operation of your software. Key players at LightStep and other organizations walk you through instrumenting your code for tracing, collecting the data that your instrumentation produces, and turning it into useful operational insights. If you want to implement distributed tracing, this book tells you what you need to know. You'll learn: The pieces of a distributed tracing deployment: instrumentation, data collection, and analysis Best practices for instrumentation: methods for generating trace data from your services How to deal with (or avoid) overhead using sampling and other techniques How to use distributed tracing to improve baseline performance and to mitigate regressions quickly Where distributed tracing is headed in the future

Practical Microservices Architectural Patterns Packt Publishing Ltd Learn to develop, test, and deploy your Spring Boot distributed application and explore various best practices. Key Features Build and deploy your microservices architecture in the cloud Build event-driven resilient systems using Hystrix and Turbine Explore API management tools such as KONG and API documentation tools such as Swagger Book Description Spring is one of the best frameworks on the market for developing web, enterprise, and cloud ready software. Spring Boot simplifies the building of complex software dramatically by reducing the amount of boilerplate code, and by providing production-ready features and a simple deployment model. This book will address the challenges related to power that come with Spring Boot's great configurability and flexibility. You will understand how Spring Boot configuration works under the hood, how to overwrite default configurations, and how to use advanced techniques to prepare Spring Boot applications to work in production. This book will also introduce readers to a relatively new topic in the Spring ecosystem - cloud native patterns, reactive programming, and applications. Get up to speed with microservices with Spring Boot and Spring Cloud. Each chapter aims to solve a specific problem or teach you a useful skillset. By the end of this book, you will be proficient in building and deploying your Spring Boot application. What you will learn Build logically structured and highly maintainable Spring Boot applications Configure RESTful microservices using Spring Boot Make the application production and operation-friendly with Spring Actuator Build modern, high-performance distributed applications using cloud patterns Manage and deploy your Spring Boot application to the cloud

(AWS) Monitor distributed applications using log aggregation and ELK Who this book is for The book is targeted at experienced Spring and Java developers who have a basic knowledge of working with Spring Boot. The reader should be familiar with Spring Boot basics, and aware of its benefits over traditional Spring Framework-based applications.

Domain-driven Design Packt Publishing Ltd

One of the biggest challenges for organizations that have adopted microservice architecture is the lack of architectural, operational, and organizational standardization. After splitting a monolithic application or building a microservice ecosystem from scratch, many engineers are left wondering what's next. In this practical book, author Susan Fowler presents a set of microservice standards in depth, drawing from her experience standardizing over a thousand microservices at Uber. You'll learn how to design microservices that are stable, reliable, scalable, fault tolerant, performant, monitored, documented, and prepared for any catastrophe. Explore production-readiness standards, including: Stability and Reliability: develop, deploy, introduce, and deprecate microservices; protect against dependency failures Scalability and Performance: learn essential components for achieving greater microservice efficiency Fault Tolerance and Catastrophe Preparedness: ensure availability by actively pushing microservices to fail in real time Monitoring: learn how to monitor, log, and display key metrics; establish alerting and on-call procedures Documentation and Understanding: mitigate tradeoffs that come with microservice adoption, including organizational sprawl and technical debt

[Designing Microservices Platforms with NATS](#) Packt Publishing Ltd

Jack the Ripper and legacy codebases have more in common than you'd think. Inspired by forensic psychology methods, you'll learn strategies to predict the future of your codebase, assess refactoring direction, and understand how your team influences the design. With its unique blend of forensic psychology and code analysis, this book arms you with the strategies you need, no matter what programming language you use. Software is a living entity that's constantly changing. To understand software systems, we need to know where they came from and how they evolved. By mining commit data and analyzing the history of your code, you can start fixes ahead of time to eliminate broken designs, maintenance issues, and team productivity bottlenecks. In this book, you'll learn forensic psychology techniques to successfully maintain your software. You'll create a geographic profile from your commit data to find hotspots, and apply temporal coupling concepts to uncover hidden relationships between unrelated areas in your code. You'll also measure the effectiveness of your code improvements. You'll learn how to apply these techniques on projects both large and small. For small projects, you'll get new insights into your design and how well the code fits your ideas. For large projects, you'll identify the good and the fragile parts. Large-scale development is also a social activity, and the team's dynamics influence code quality. That's why this book shows you how to uncover social biases when analyzing the evolution of your system. You'll use commit messages as eyewitness accounts to what is really happening in your code. Finally, you'll put it all together by tracking organizational problems in the code and finding out how to fix them. Come join the hunt for better code! What You Need: You

need Java 6 and Python 2.7 to run the accompanying analysis tools. You also need Git to follow along with the examples.

Mastering Spring Boot 2.0 Packt Publishing Ltd

This book describes the key concepts, principles and implementation options for creating high-assurance cloud computing solutions. The guide starts with a broad technical overview and basic introduction to cloud computing, looking at the overall architecture of the cloud, client systems, the modern Internet and cloud computing data centers. It then delves into the core challenges of showing how reliability and fault-tolerance can be abstracted, how the resulting questions can be solved, and how the solutions can be leveraged to create a wide range of practical cloud applications. The author's style is practical, and the guide should be readily understandable without any special background. Concrete examples are often drawn from real-world settings to illustrate key insights. Appendices show how the most important reliability models can be formalized, describe the API of the Isis2 platform, and offer more than 80 problems at varying levels of difficulty.

Bootstrapping Microservices with Docker, Kubernetes, and Terraform Addison-Wesley

The software development ecosystem is constantly changing, providing a constant stream of new tools, frameworks, techniques, and paradigms. Over the past few years, incremental developments in core engineering practices for software development have created the foundations for rethinking how architecture changes over time, along with ways to protect important architectural characteristics as it evolves. This practical guide ties those parts together with a new way to think about

architecture and time.

Microservices: Up and Running "O'Reilly Media, Inc."

A single dramatic software failure can cost a company millions of dollars - but can be avoided with simple changes to design and architecture. This new edition of the best-selling industry standard shows you how to create systems that run longer, with fewer failures, and recover better when bad things happen. New coverage includes DevOps, microservices, and cloud-native architecture. Stability antipatterns have grown to include systemic problems in large-scale systems. This is a must-have pragmatic guide to engineering for production systems. If you're a software developer, and you don't want to get alerts every night for the rest of your life, help is here. With a combination of case studies about huge losses - lost revenue, lost reputation, lost time, lost opportunity - and practical, down-to-earth advice that was all gained through painful experience, this book helps you avoid the pitfalls that cost companies millions of dollars in downtime and reputation. Eighty percent of project life-cycle cost is in production, yet few books address this topic. This updated edition deals with the production of today's systems - larger, more complex, and heavily virtualized - and includes information on chaos engineering, the discipline of applying randomness and deliberate stress to reveal systematic problems. Build systems that survive the real world, avoid downtime, implement zero-downtime upgrades and continuous delivery, and make cloud-native applications resilient. Examine ways to architect, design, and build software - particularly distributed systems - that stands up to the typhoon winds of a flash mob, a Slashdotting, or a link on Reddit. Take a hard look at software that failed the test and

find ways to make sure your software survives. To skip the pain and get the experience...get this book.