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Agile Android

By Godfrey Nolan



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This concise book walks you through how to get unit testing and test driven development done on Android, specifically using JUnit 4. You'll learn how to do agile development quickly and correctly, with a significant increase in development efficiency and a reduction in the number of defects.

Agile practices have made major inroads in Java development, however it's very unusual to see something as basic as unit testing on an Android project. Done correctly, Agile development results in a significant increase in development efficiency and a reduction in the number of defects. Google have finally moved away from JUnit 3 and the developer can now do the more commonly accepted JUnit 4 tests in Android Studio.

Up until now getting JUnit testing up and running in Android was not for the "faint hearted." However, "now it's in Android Studio, there is no excuse," according to the author Godfrey Nolan, president of RIIS LLC. Android developers are faced with their own set of problems such as tightly coupled code, fragmentation, immature testing tools all of which can be solved using existing Agile tools and techniques that this short book will teach you.

What You'll Learn:

- What are the key Android unit testing tools and how to use them in Android Studio
- What is the Agile testing pyramid for Android
- When to use Espresso and when to use JUnit
- What is mock testing and how to use Mockito in your Android apps
- What are and how to use third party tools like Hamcrest, Robolectric, Jenkins and more
- How to apply test driven development (TDD) to Android
- How to add unit testing to someone else's code

Audience:

This book is for Android app developers looking for an edge to build better quality Android apps. Some experience with Java also helpful.



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Editorial Review

From the Back Cover

Agile Android is a unique short but power packed book of 100-150 pages for the market that walks you through how to get unit testing and test driven development done on the Android platform - on both new and existing Android projects, specifically using JUnit 4 which is now allowed by Google to use and run. Done correctly, agile development results in a significant increase in development efficiency and a reduction in the number of defects. This book shows you how it's done quickly but correctly.

About the Author

Godfrey Nolan is president of RIIS LLC, where he specializes in website optimization. He has written numerous articles for magazines and newspapers in the United States, the United Kingdom, and Ireland. Nolan has had a healthy obsession with reverse engineering bytecode since he wrote *Decompile Once, Run Anywhere*, which first appeared in *Web Techniques* in September 1997.

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