

Contents

	Foreword	vii
	Preface	ix
Part I	Getting Started	
<hr/>		
Chapter 1	Laying the Foundation for Reliable Web Applications	3
	Improving the Development Process	3
	Examining Development Process Models	4
	The waterfall development model	5
	The iterative development model	6
	Controlling Errors during Development	8
	Automating the Development Process	10
	A source code repository and version control system	11
	Automated regular builds	11
	A bug-tracking system	12
	Automatic development tools	12
	Implementing a Bug-Hostile Development Process	13
	Controlling bugs during design	14
	Controlling bugs during implementation	14
	Controlling bugs during integration and testing	18
	Summary	20
Chapter 2	The Anatomy of a Web Application	21
	Defining Web Application Structure	22
	Tier architecture	22
	Web services	23
	Building Web Applications	24
	Application building blocks	25
	The construction process	25
	Understanding the Web Development Team	31
	The general workflow	31
	Team member roles	33
	Summary	39
Chapter 3	Identifying Web Development Pitfalls	41
	Tracing the History of Web Development	42
	Tracing the evolution of client/server applications	42
	Tracing the evolution of Web-based applications	43
	Understanding fundamental problems in Web applications	45

	Compensating for Decoupled State	45
	Storing state	48
	Safeguarding security	50
	Giving Up Flow Control	51
	Determining Your Client	53
	Planning for Scalability	54
	Dealing with the delivery system	55
	Understanding the perils of caching	55
	Avoiding refresh problems	57
	Summary	58
Chapter 4	Designing a Demo Web Application – The Online Grocer	59
	Creating a Basic Specification	59
	General requirements specification	60
	The demo specification	60
	Extending the Specification	62
	Mapping the requirements	62
	Test requirements	64
	Choosing the Architecture and Technology	64
	Choosing an architecture	65
	Choosing fundamental technology	65
	Choosing development tools	67
	Summary	70
Chapter 5	Prototyping the Online Grocer Application	73
	Understanding the Advantages of Prototyping	74
	Building a Prototype	75
	Creating your prototype	75
	Creating the Online Grocer prototype	76
	Creating a Project File	80
	Creating a project file with WebKing	81
	Creating the Online Grocer project file	83
	Modifying a Project File	84
	Integrating and accessing source control	84
	Integrating and accessing a third-party Web development tool	86
	Creating a Basic Deployment Infrastructure	88
	Creating a deployment infrastructure with WebKing	88
	Deploying the Online Grocer prototype	90
	Creating a Basic Testing Infrastructure	91
	Testing paths in WebKing	92
	Testing the Online Grocer prototype paths	95
	Completing the process	99
	Summary	100
Chapter 6	Implementing the Online Grocer Application	101
	Working with Java Servlets	102
	Reviewing servlet programming	102
	Reviewing multithreaded programming	105

Developing the Class Hierarchy for the Online Grocer	
Application	108
Developing the Dispatch Framework	109
Simplifying the servlet API	110
Combining parameters	113
Establishing uniform exception handling	115
Developing the Shopping Servlet	117
Creating sessions	117
Adding functionality	120
Implementing application logic	122
Developing the Data Framework	125
Developing the customer database	125
Developing the product database	126
Developing the shopping cart database	127
Implementing stubs	129
Putting It All Together	132
Summary	134

Part II **Bulletproofing Practices**

Chapter 7	Practicing Defensive Programming	137
	Validating User Input	138
	Testing from the client side	138
	Testing from the server side	140
	Embedding Debugging Support	141
	Working with the Debug class	142
	Adding diagnostics	144
	Using Defensive Firewalls	146
	Establishing design goals	147
	Introducing the Firewall class	147
	Implementing Firewall	152
	Using Design by Contract	153
	Implementing Design by Contract in Java	155
	Adding contracts to the Online Grocer ShoppingServlet	160
	Summary	161
Chapter 8	Enforcing Coding Standards	163
	Understanding the Importance of Error Prevention	
	and Coding Standards	163
	Establishing Coding Standards for Browser-Dependent	
	Languages	165
	Establishing coding standards for HTML	165
	Establishing coding standards for CSS	168
	Establishing coding standards for JavaScript	171

	Establishing General Coding Standards for Imperative Languages	175
	Choosing clear, meaningful variable names	175
	Using proper indentation	178
	Using braces to show intent	179
	Using parentheses to show intent	180
	Monitoring conditional statements	181
	Using default labels to show intent	182
	Using break statements	183
	Applying coding standards to object-oriented programming	184
	Establishing Coding Standards for Specific Imperative Languages	185
	Establishing coding standards for Java	185
	Creating a sample C++ coding standard	194
	Establishing Custom Coding Standards	195
	Working Out the Logistics of Coding	
	Standard Enforcement	195
	Standards in the severe category	197
	Standards in the moderate category	197
	Standards in the informational category	198
	Enforcing Coding Standards on the Online Grocer Application	198
	Enforcing Java coding standards on the Online Grocer servlet	198
	Enforcing Web coding standards on the Online Grocer pages	206
	Summary	212
Chapter 9	Performing Unit Testing	213
	Defining Unit Testing	214
	Understanding the Benefits of Unit Testing	214
	Performing Unit Testing – An Overview	216
	Creating scaffolding and stubs	216
	Exposing crash-causing errors with white box testing	217
	Exposing functionality problems with black box testing	218
	Maintaining integrity with regression testing	218
	Performing Unit Testing on the Online Grocer’s Servlets	219
	Performing manual unit testing	219
	Performing unit testing with JUnit	226
	Performing unit testing with Jtest	229
	Integrating Unit Testing into Your Development Process	236
	Summary	236
Chapter 10	Deploying Your Application	237
	Determining Your Deployment Needs	238
	Choosing your staging areas	238
	Understanding personal staging areas	241
	Understanding shared staging areas	242

	Leveraging Deployment	245
	Establishing gates	245
	Running additional commands	246
	Supporting multiple staging areas	246
	Creating a Deployment Process	246
	Automating Deployment Using WebKing	248
	Adding program files to the Project tree	248
	Indicating a new target	251
	Preventing the deployment of source files	252
	Adding deployment commands	253
	Setting up gates	256
	Deploying the application	257
	Summary	259
Chapter 11	Finding Flow Problems – Broken Links and More	261
	Understanding Client-Side Failures	262
	Understanding Server-Side Failures	266
	Understanding Logical Errors	267
	Detecting Flow Problems – An Overview	268
	Finding Flow Problems Manually	269
	Finding Flow Problems Automatically	270
	Creating a client-side testing project	270
	Detecting standard broken links	275
	Detecting error pages	278
	Summary	284
Chapter 12	Verifying Content	285
	Checking for Misspelled Words	285
	Checking spelling with traditional spell checkers and scripts	285
	Checking spelling with WebKing	287
	Testing Applets	290
	Verifying Requirements	291
	Building a black-box (functionality) test suite	291
	Verifying requirements manually	293
	Verifying requirements with record/playback tools	293
	Verifying requirements with application-specific rules	294
	Summary	303
Chapter 13	Creating and Testing Paths	305
	Defining Paths	306
	Determining Which Paths to Use	306
	Finding an Efficient Way to Specify and Test Paths	307
	Specifying Critical Paths	308
	Creating a default set of paths	308
	Specifying the appropriate path	308
	Specifying the Online Grocer’s Critical Paths	311

	Testing Critical Paths	312
	Testing your paths with Test All	312
	Testing the Online Grocer Application's critical paths	313
	Testing your paths with virtual users	321
	Testing the Online Grocer's critical paths with virtual users	324
	Creating and Testing Random Paths	325
	Configuring virtual users to create paths	326
	Preventing virtual users from accessing certain files	328
	Training virtual users	328
	Running the test	330
	Creating additional paths through the Online Grocer application	331
	Summary	332
Chapter 14	Performing Load Testing	333
	Understanding the Importance of Load Testing	334
	Configuring Virtual Users	335
	Addressing technical issues	335
	Selecting paths	337
	Simulating human behavior	337
	Comparing fixed paths and random paths	339
	Setting Up Scenarios	340
	Testing for capacity	340
	Testing for endurance	340
	Testing for robustness	340
	Testing expected usage	341
	Running the Tests and Interpreting the Results	342
	Analyzing performance	342
	Analyzing scalability	342
	Testing correct behavior	342
	Tracking down the problem	343
	Leveraging Load Testing	343
	Using Python for Load Testing	344
	Using WebKing for Load Testing	349
	Creating user profiles	350
	Specifying machine profiles	355
	Running your tests	355
	Creating your own scenarios	358
	Summary	359
Chapter 15	Performing Application-Level Testing	361
	Defining Unit, Module, and Application Testing	362
	Understanding Application Testing Concerns and Practices	363
	Testing at the GUI level	363
	Detecting runtime errors	365

Monitoring test case coverage	366
Monitoring performance and memory usage	366
Ensuring Continued Functionality and Performance	367
Checking the evolving application with regression testing	367
Monitoring your production application	368
Updating the Application	373
Summary	374

Part III Other Technologies

Chapter 16	Bulletproofing Databases	377
	Designing Your Database	377
	Choosing proper indices	378
	Considering data size and scalability	379
	Ensuring data integrity	380
	Understanding data redundancy	382
	Implementing best practices and standards	383
	Choosing a layout for the Online Grocer database	385
	Performing preliminary tests	386
	Implementing Your Database	389
	Choosing a connection management strategy	389
	Implementing a connection pool	389
	Accessing the database using JDBC	391
	Keeping the database size under control	394
	Ensuring data integrity	395
	Monitoring and Testing Your Database	400
	Monitoring your database with DataRecon	401
	Verifying your database during path testing	402
	Maintaining Your Database	406
	Updating your database	407
	Keeping your database and application in sync	408
	Summary	409
Chapter 17	Bulletproofing XML	411
	Understanding XML	411
	Determining When to Use XML	413
	Comparing XML to other technologies	414
	Balancing flexibility and simplicity	415
	Considering performance	416
	Using XML	417
	Parsing XML	417
	Specifying XML-based languages	418
	Validating XML	420
	Using XML in the Online Grocer Application	420

	Using the Wireless Markup Language (WML)	421
	Using eXtensible Stylesheet Language Transformations (XSLT)	425
	Verifying XML	430
	Detecting and preventing errors	430
	Performing custom verification with scripts	432
	Performing custom verification with rules	435
	Looking beyond the code – Verifying data	437
	Verifying other XML languages	437
	Summary	440
Chapter 18	Bulletproofing Web Services	441
	Understanding Web Services	441
	Implementing Your Web Service	445
	Testing Your Web Service	445
	Using a testing client	446
	Creating a Python testing client	446
	Testing SOAP Services with SOAPtest	451
	Testing SOAP Clients with SOAPtest	454
	Summary	457
Chapter 19	Bulletproofing Components	459
	Creating Bulletproof Interfaces	461
	Implementing Bulletproof Components	462
	Fundamental EJB requirements	462
	Portability guidelines	463
	Optimization guidelines	464
	Security guidelines	464
	Applying Unit Testing to Components	465
	Performing Client Testing	470
	Applying System Testing to Components	473
	Summary	474
Chapter 20	Bulletproofing JSP	475
	Exploring Server-Side Scripting	475
	Introducing ASP	476
	Introducing PHP	477
	Introducing JSP	477
	Turning your pages inside out	478
	Applying Coding Standards to Embedded Code	478
	Implementing the Online Grocer Application Using JSP	484
	Implementing a common header and footer	486
	Implementing the Log In page (home.jsp)	490
	Creating beans	492
	Implementing the log in functionality (login.jsp)	492
	Implementing the Main Search page (search.jsp)	495
	Summary	497

Appendix A: What's on the CD-ROM?	499
Appendix B: "Errors" in the Online Grocer Application	505
Appendix C: Installing and Starting WebKing . . .	509
Appendix D: Tips on Writing Rules	513
Appendix E: Additional Resources	517
Index	527
Hungry Minds, Inc. End-User License Agreement	549