SOFTWARE ENGINEERING FOR TESTERS PART 2

Powered by OpenValue and Mauro Palsgraaf

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BUILDING A RESTFUL API

WITH SPRING BOOT

INTERACTION AND IMPROVEMENTS

REGISTERING AND RETRIEVING TEMPERATURES

- Building endpoints
- Unit testing
- Integration testing with RestAssured
- Adding persistence
- Add mailing functionality

PAIR PROGRAMMING

- Switch driver seat every ~30 minutes

SWIM AND STRUGGLE, BUT DON'T DROWN

The ability to quickly self-learn is one of the most important skills of a developer

Don't learn a trick, learn to learn

HTTPS://GITHUB.COM/MAUROPALSGRAAF/SOFTWARE-ENGINEERING-FOR-TESTERS-PART-2

OPEN CHALLENGE.PDF