PROMINEO TECH

Week 12 Research

1. What is the difference between TDD and BDD?
    a. Test Driven Development: Tests cases are created first before underlying code is written to test the cases.
    b. Behavior Driven Development: Behavior of the application is tested written first, the code is developed later.

2. What does mocking a class allow you to do?
    a. Mocking allows us to use a stand-in object. It's a way to replace a dependency with a stand-in for the dependency.

3. What is the value in separating your code into controller, service, and data access layers rather than keeping it all in the same files?
    a. Keep code all in one file makes it more difficult to look for problems when they arise. Writing code to the controller layer, service layer and DAO layer keep code organized and helps it grow.

4. Why would you want to avoid putting credentials in plaintext in your code?
    a. Putting credentials in plain text code allows anyone to read.

5. What is one method that can be used to avoid putting plaintext database usernames and passwords into your code?
    a. Encrypting passwords can be done to avoid putting plaintext database usernames and passwords into my code.

6. What is your favorite thing you learned this week?
    a. That I can depend on my classmates to help me in a bind. Also, it's a lot safer to do unit testing prior to doing actual code, but it just takes much longer to do.

References

1. https://www.softwaretestinghelp.com/tdd-vs-bdd/
2. https://www.accenture.com/us-en/blogs/software-engineering-blog/to-mock-or-not-to-mock-is-that-even-a-question#:~:text=Mocking%20is%20a%20way%20to,without%20invoking%20the%20real%20dependency.
3. https://www.passcamp.com/blog/dangers-of-storing-and-sharing-passwords-in-plaintext/#:~:text=Anyone%20can%20read%20it.&text=If%20you%20store%20a%20password,data%20now%20belongs%20to%20him.