

# KINGsNOTES

K19N

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# Preface

Welcome to this book!

## Structure

This book is organized into categories and subcategories to help you navigate the content effectively.

## How to Use This Book

You can read this book in various formats:

- Online HTML version
- Downloadable PDF
- EPUB for e-readers

## Prerequisites

List any prerequisites or requirements here.

## Acknowledgments

Add acknowledgments here.

# Commands

## 01\_FileOps

# chmod

## Overview

The `chmod` command changes file and directory permissions. Essential for security and access control.

## Syntax

```
chmod [options] mode file(s)
```

## Permission Modes

### Symbolic Mode

- `u`: User/owner
- `g`: Group
- `o`: Others
- `a`: All

### Operations

- `+`: Add permission
- `-`: Remove permission
- `=`: Set exact permission

### Permissions

- `r`: Read (4)
- `w`: Write (2)
- `x`: Execute (1)

## Common Options

- -R: Recursive
- -v: Verbose
- -f: Force
- -c: Report changes

## Examples

```
# Give execute permission to owner
chmod u+x script.sh

# Remove write permission from others
chmod o-w file.txt

# Set full permissions for owner only
chmod 700 private.key

# Add execute for all
chmod a+x program

# Set complex permissions
chmod u=rwx,g=rx,o= file

# Recursive change
chmod -R 755 directory/
```

## Common Permission Patterns

- `chmod 777`: Full access for all (dangerous)
- `chmod 755`: Standard for executables
- `chmod 644`: Standard for regular files
- `chmod 600`: Private files
- `chmod 440`: Read-only for user and group

## Tips

1. Use symbolic mode for specific changes
2. Use numeric mode for full permission sets
3. Be careful with recursive changes
4. Consider security implications

# cp

## Overview

The `cp` command copies files and directories. It can preserve attributes and handle recursive operations.

## Syntax

```
cp [options] source destination
```

## Common Options

- `-r, -R`: Recursive copy
- `-i`: Interactive (prompt before overwrite)
- `-p`: Preserve attributes
- `-v`: Verbose output
- `-u`: Update (copy only newer files)
- `-l`: Create hard links
- `-s`: Create symbolic links

## Examples

```
# Basic file copy
cp file1.txt file2.txt

# Copy directory recursively
cp -r dir1/ dir2/

# Preserve attributes
cp -p source.txt dest.txt

# Interactive copy
cp -i *.txt /backup/
```



```
# Update only newer files
cp -u * /backup/

# Copy with progress
cp -v largefile.iso /media/
```

## Tips

1. Use `-i` to prevent accidental overwrites
2. `-a` preserves all attributes
3. `-u` is useful for backups
4. Use wildcards carefully

# ls

## Overview

The `ls` command lists directory contents. It's one of the most frequently used commands in Linux.

## Syntax

```
ls [options] [file/directory]
```

## Common Options

- `-l`: Long listing format
- `-a`: Show all files (including hidden)
- `-h`: Human-readable sizes
- `-R`: Recursive listing
- `-t`: Sort by modification time
- `-S`: Sort by file size

## Examples

```
# Basic listing
ls

# Detailed listing with human-readable sizes
ls -lh

# Show hidden files
ls -la

# Sort by size
ls -lS

# Recent files first
ls -lt
```

```
# Recursive listing  
ls -R
```

## Tips

1. Use `ls -lah` for complete detailed view
2. Combine with `grep` for filtering
3. Use color coding for better visibility
4. Sort options help find specific files quickly

# mv

## Overview

The `mv` command moves or renames files and directories. It's essential for file management.

## Syntax

```
mv [options] source destination
```

## Common Options

- `-i`: Interactive mode
- `-f`: Force move
- `-n`: No overwrite
- `-v`: Verbose
- `-u`: Update only
- `-b`: Create backup

## Examples

```
# Rename a file
mv oldname.txt newname.txt

# Move file to directory
mv file.txt /path/to/dir/

# Move multiple files
mv file1.txt file2.txt dir/

# Interactive move
mv -i important.txt /backup/

# Move with backup
mv -b file.txt /path/
```

```
# Move newer files only  
mv -u *.txt /path/
```

## Tips

1. Use `-i` for important files
2. Create backups with `-b`
3. Test with `-v` first
4. Check destination space

# rm

## Overview

The `rm` command removes files and directories. Use with caution as recovery is often impossible.

## Syntax

```
rm [options] file(s)
```

## Common Options

- `-r, -R`: Recursive removal
- `-f`: Force removal
- `-i`: Interactive mode
- `-v`: Verbose mode
- `-d`: Remove empty directories
- `--preserve-root`: Prevent root directory deletion

## Examples

```
# Remove single file
rm file.txt

# Remove interactively
rm -i important.txt

# Remove directory and contents
rm -r directory/

# Force remove without prompts
rm -rf old_directory/

# Remove empty directory
rm -d empty_dir/
```

```
# Verbose removal  
rm -v *.tmp
```

## Safety Tips

1. ALWAYS double-check wildcards
2. Use `-i` for important operations
3. Never use `rm -rf /`
4. Consider using trash instead
5. Make backups before bulk deletions

## Alternative Methods

1. Using trash-cli:

```
trash file.txt  
trash-list  
trash-restore
```

2. Creating aliases:

```
alias rm='rm -i'  
alias del='mv -t ~/.trash'
```

## 02\_Info



# apropos

## Overview

The `apropos` command searches the manual page names and descriptions for a specific keyword. It's useful for finding commands when you don't remember their exact names.

## Syntax

```
apropos [options] keyword
```

## Common Options

- `-a`: Display only matches that satisfy all keywords
- `-r`: Use regular expressions for searching
- `-s sections`: Look only in given manual sections
- `-l`: List only page names

## Examples

```
# Find commands related to passwords
apropos password
# Shows all commands with "password" in their description

# Search with multiple keywords
apropos -a user password
# Shows commands containing both "user" and "password"

# Use regex pattern
apropos -r '^find.*'
# Lists all commands starting with "find"
```

## Tips

1. Use when you can't remember the exact command name
2. Combine with `man` to read full documentation
3. More detailed than `what is`
4. Great for discovering new commands

# info

## Overview

The `info` command provides comprehensive documentation with a more structured format than `man` pages. It supports hyperlinks and a menu-based navigation system.

## Syntax

```
info [options] [command_name]
```

## Common Options

- `--help`: Display help information
- `--version`: Show version information
- `-f FILE`: Specify the Info file to read
- `-n NODE`: Specify the node to view

## Navigation

- `n`: Next node
- `p`: Previous node
- `u`: Up one level
- `l`: Last node viewed
- `d`: Return to directory level
- `h`: Show help
- `q`: Quit

## Examples

```
# View info documentation
info ls

# Go to specific node
info -n 'Copy/Paste' emacs

# View info directory
info dir
```

## Tips

1. Use **h** to learn navigation commands
2. The menu structure makes finding information easier
3. Info pages often contain more detailed information than man pages
4. Use TAB to move between links

# man

## Overview

The `man` command is used to display the system's manual pages. It provides detailed documentation for commands, system calls, libraries, and more.

## Syntax

```
man [section] command_name
```

## Manual Sections

1. User Commands
2. System Calls
3. Library Functions
4. Special Files
5. File Formats
6. Games
7. Miscellaneous
8. System Administration

## Common Options

- `-f`: Same as `whatis`
- `-k`: Same as `apropos`
- `-w`: Print manual page locations
- `-a`: Display all matching pages

## Examples

```
# View manual for ls command
man ls

# View specific section
man 2 write

# Find all related pages
man -k password

# Show manual page location
man -w bash
```

## Navigation

- Space: Next page
- b: Previous page
- /pattern: Search forward
- n: Next match
- q: Quit

## Tips

1. Use `man man` to learn more about the man command
2. Section numbers help find specific documentation
3. The `-k` option helps find related commands

# whatis

## Overview

The `whatis` command displays one-line manual page descriptions. It's useful for quickly finding out what a command does without reading the full manual page.

## Syntax

```
whatis [options] command_name
```

## Common Options

- `-w`: Wildcard search
- `-r`: Regex search
- `-l`: List all matches

## Examples

```
# Basic usage
whatis ls
# Output: ls (1) - list directory contents

# Multiple commands
whatis cp mv rm
# Output shows description for each command

# Wildcard search
whatis -w "ls*"
# Shows all commands starting with 'ls'
```

## Tips

1. Use `whatis` for quick command reference
2. Combine with `apropos` for more detailed searches
3. Great for learning new commands



## 03\_ProcessMgmt

# Using the ls command

The `ls` command is one of the most commonly used commands in Linux and Unix systems. It is used to list the contents of a directory.

## Basic Usage

The basic syntax is:

```
ls [options] [directory]
```

If no directory is specified, `ls` will show contents of the current directory.

## Common Options

Some frequently used options include:

- `-l`: Long listing format showing detailed file information
- `-a`: Show all files including hidden ones (starting with `.`)
- `-h`: Human readable file sizes
- `-R`: Recursive listing of subdirectories
- `-t`: Sort by modification time
- `-S`: Sort by file size

## Examples

List current directory contents:

```
ls
```

Show detailed file information:

```
ls -l
```

Show hidden files:

```
ls -la
```

List files recursively in subdirectories:

```
ls -R
```

Show files sorted by size in human readable format:

```
ls -lhS
```

## Output Explanation

When using `ls -l`, the output shows:

- File permissions
- Number of hard links
- Owner name
- Group name
- File size
- Last modified date/time
- Filename

For example:

```
drwxr-xr-x  2 user group 4096 Jan 1 10:00 Documents
-rw-r--r--  1 user group  123 Jan 1 09:00 file.txt
```

The `ls` command is essential for navigating and managing files in Unix-like systems.

# ps

## Overview

The `ps` command provides information about active processes. Essential for system monitoring and troubleshooting.

## Syntax

```
ps [options]
```

## Common Options

- `-e`: Show all processes
- `-f`: Full format listing
- `-u username`: Show user's processes
- `-aux`: BSD style listing
- `--sort`: Sort by criteria

## Examples

```
# Show all processes (BSD style)
ps aux

# Show process tree
ps -ejH

# Show specific user's processes
ps -u username

# Sort by memory usage
ps aux --sort=-%mem

# Sort by CPU usage
ps aux --sort=-%cpu
```

```
# Show process threads  
ps -eLf
```

## Output Fields

- PID: Process ID
- TTY: Terminal type
- TIME: CPU time
- CMD: Command name
- %CPU: CPU usage
- %MEM: Memory usage
- VSZ: Virtual memory size
- RSS: Resident set size

## Tips

1. Combine with **grep** to find specific processes
2. Use **top** for real-time updates
3. Check both CPU and memory usage
4. Look for zombie processes

# Monitoring Commands

## Overview

Linux monitoring commands help track system resources, processes, and performance metrics in real-time.

## Common Commands

### **top/htop**

- Real-time system monitoring
- Shows CPU, memory, processes
- Interactive process viewer

### **vmstat**

- Virtual memory statistics
- System performance data
- CPU/memory/IO metrics

### **iostat**

- CPU and I/O statistics
- Disk activity monitoring
- System input/output stats

## Resource Monitoring

### Memory Commands

- **free**: Display memory usage
- **pmmap**: Process memory map
- **smem**: Memory reporting tool

## CPU Commands

- `mpstat`: CPU statistics
- `sar`: System activity reporter
- `uptime`: Load average info

## Disk Commands

- `df`: Disk space usage
- `du`: Directory space usage
- `iotop`: I/O monitoring

## Common Options

- `-h`: Human readable
- `-c`: Continuous monitoring
- `-d`: Delay between updates
- `-p`: Process specific monitoring

## Examples

```
# Monitor memory every 2 seconds
free -h -s 2

# Check disk space in human readable format
df -h

# Monitor CPU usage
mpstat 1

# Watch disk I/O
iostat -xz 1

# Monitor specific process
top -p PID

# Check system load
uptime
```

## Common Monitoring Patterns

- `top -u username`: Monitor user processes
- `free -m`: Memory in megabytes
- `df -i`: Check inode usage
- `du -sh */`: Directory sizes
- `sar -u 1 5`: CPU usage for 5 seconds

## Tips

1. Use appropriate update intervals
2. Consider system impact
3. Filter output for relevant data
4. Save output for analysis
5. Use tools in combination

## Pro Tips

1. Create aliases for common monitoring
2. Schedule regular checks
3. Set up monitoring thresholds
4. Keep historical data
5. Use graphical tools when needed

```
`<!-- quarto-file-metadata: eyJyZXNvdXJjZURpciI6ImNvbnRlbnQvMDEtQ29tbWFuZHMvMDNfUHJvY2Vzc01nbXQj`  
````{=html}  
<!-- quarto-file-metadata: eyJyZXNvdXJjZURpciI6ImNvbnRlbnQvMDEtQ29tbWFuZHMvMDNfUHJvY2Vzc01nbXQj
```



# top

## Overview

The `top` command provides a dynamic real-time view of running processes. It's interactive and updates periodically.

## Syntax

```
top [options]
```

## Interactive Commands

- `q`: Quit
- `h`: Help
- `k`: Kill process
- `r`: Renice process
- `f`: Select fields
- `o`: Change sort field
- `W`: Save settings

## Display Fields

1. System Summary
  - Uptime and load averages
  - Tasks and CPU states
  - Memory usage (RAM/Swap)
2. Process List
  - `PID`: Process ID
  - `USER`: Process owner
  - `PR`: Priority
  - `NI`: Nice value
  - `VIRT`: Virtual memory
  - `RES`: Physical memory

- SHR: Shared memory
- S: Process status
- %CPU: CPU usage
- %MEM: Memory usage
- TIME+: CPU time
- COMMAND: Command name

## Common Options

```
# Update every 2 seconds
top -d 2

# Show specific user's processes
top -u username

# Batch mode (non-interactive)
top -b -n 1

# Sort by memory usage
top -o %MEM
```

## Tips

1. Use 1 to show individual CPU cores
2. M sorts by memory usage
3. P sorts by CPU usage
4. c shows full command path

## 04\_Monitoring

# iostat

**iostat** (Input/Output Statistics) is a powerful Linux command that provides real-time statistics about disk I/O activity.

## Basic Syntax

```
iostat [options] [delay [count]]
```

## Common Options

- **-d** : Display disk statistics
- **-k** : Display statistics in kilobytes
- **-m** : Display statistics in megabytes
- **-n** : Display header only once
- **-x** : Display extended statistics

## Example Output

```
$ iostat
Device:            rrqm/s    wrqm/s      r/s      w/s    rMB/s    wMB/s avgrq-sz avgqu-sz   await r_a
sda                0.00      0.00      0.00      0.00     0.00     0.00    0.00    0.00    0.00    0
sdb                0.00      0.00      0.00      0.00     0.00     0.00    0.00    0.00    0.00    0
```

## Field Descriptions

- **rrqm/s**: Number of read requests per second
- **wrqm/s**: Number of write requests per second
- **r/s**: Number of reads per second
- **w/s**: Number of writes per second
- **rMB/s**: Number of read bytes per second in megabytes
- **wMB/s**: Number of write bytes per second in megabytes
- **avgrq-sz**: Average request size in bytes
- **avgqu-sz**: Average queue length

- **await:** Average wait time in milliseconds
- **r\_await:** Average read wait time in milliseconds
- **w\_await:** Average write wait time in milliseconds
- **svctm%:** Service time percentage (utilization)
- **util%:** Utilization percentage

## Additional Examples

### Display Disk Statistics

```
$ iostat -d
Device:      rrqm/s   wrqm/s     r/s     w/s    rMB/s    wMB/s avgrq-sz avgqu-sz   await r_await w_await
sda          0.00     0.00     0.00     0.00     0.00     0.00     0.00     0.00     0.00     0.00     0.00
sdb          0.00     0.00     0.00     0.00     0.00     0.00     0.00     0.00     0.00     0.00     0.00
```

### Display Extended Statistics

```
$ iostat -x
Device:      rrqm/s   wrqm/s     r/s     w/s    rMB/s    wMB/s avgrq-sz avgqu-sz   await r_await w_await
sda          0.00     0.00     0.00     0.00     0.00     0.00     0.00     0.00     0.00     0.00     0.00

`<!-- quarto-file-metadata: eyJyZXNvdXJjZURpciI6ImNvbnRlbnQvMDEtQ29tbWZlZHMvMDRfTW9uaXRvcmluZyIs
```{=html}
<!-- quarto-file-metadata: eyJyZXNvdXJjZURpciI6ImNvbnRlbnQvMDEtQ29tbWZlZHMvMDRfTW9uaXRvcmluZyIs
```

# iostat zed

The `iostat` command is used to monitor system input/output device loading by observing the time the devices are active in relation to their average transfer rates.

## Syntax

```
iostat [options] [interval] [count]
```

## Common Options

- `-c` : Display CPU utilization report
- `-d` : Display device utilization report
- `-k` : Display statistics in kilobytes per second
- `-m` : Display statistics in megabytes per second
- `-x` : Display extended statistics
- `-p` : Display statistics for block devices and partitions

## Examples

1. Basic iostat output:

```
$ iostat
Linux 5.4.0-42-generic (hostname)      07/15/2023      _x86_64_      (4 CPU)

avg-cpu:  %user   %nice %system %iowait  %steal   %idle
           2.50    0.00    1.50    0.50    0.00   95.50

Device            tps    kB_read/s    kB_wrtn/s    kB_read    kB_wrtn
sda                 2.50         30.50         20.30     450568     300124
```

2. Display extended disk statistics:

```
$ iostat -x
Device  rrqm/s  wrqm/s  r/s    w/s    rsec/s  wsec/s  avgrq-sz  avgqu-sz  await  svctm  %util
sda      0.00    0.50    2.00   1.50   30.50   20.30    20.32     0.01     2.50   1.20   0.42
```

3. Display CPU statistics only:

```
$ iostat -c
avg-cpu:  %user   %nice %system %iowait  %steal   %idle
           2.50    0.00    1.50    0.50    0.00   95.50
```

4. Display disk statistics every 2 seconds for 5 times:

```
$ iostat -d 2 5
```

5. Display statistics in megabytes:

```
$ iostat -m
```

## Output Fields Explained

- tps: Transfers per second (I/O requests)
- kB\_read/s: Amount of data read per second
- kB\_wrtn/s: Amount of data written per second
- kB\_read: Total amount of data read
- kB\_wrtn: Total amount of data written
- %util: Percentage of CPU time during which I/O requests were issued

# vmstat

**vmstat** (Virtual Memory Statistics) is a powerful Linux command that provides information about system processes, memory, paging, block IO, traps, and CPU activity.

## Basic Syntax

```
vmstat [options] [delay [count]]
```

## Common Options

- **-a** : Display active and inactive memory
- **-f** : Display the number of forks since boot
- **-m** : Display memory information in MB rather than KB
- **-n** : Display header only once
- **-s** : Display memory statistics
- **-d** : Display disk statistics

## Example Output

```
$ vmstat
procs  -----memory-----  --swap--  -----io-----  -system--  -----cpu-----
 r  b    swpd   free   buff  cache   si   so    bi    bo    in   cs us sy id wa st
 1  0        0 823012 66268 460644    0    0     1     1     1    2  1  0 98  0  0
```

## Field Descriptions

### Procs

- **r**: Number of processes waiting for runtime
- **b**: Number of processes in uninterruptible sleep



## Memory

- **swpd**: Used virtual memory
- **free**: Idle memory
- **buff**: Memory used as buffers
- **cache**: Memory used as cache

## Swap

- **si**: Memory swapped from disk
- **so**: Memory swapped to disk

## IO

- **bi**: Blocks received from block device
- **bo**: Blocks sent to block device

## System

- **in**: Number of interrupts per second
- **cs**: Number of context switches per second

## CPU

- **us**: Time spent in user code
- **sy**: Time spent in system code
- **id**: Time spent idle
- **wa**: Time spent waiting for IO
- **st**: Time stolen from a virtual machine

## Example with Delay

```
$ vmstat 2 5 # Display stats every 2 seconds, 5 times
procs  -----memory-----  ---swap--  -----io-----  -system--  -----cpu-----
 r  b    swpd   free   buff  cache   si   so    bi    bo    in   cs us  sy id  wa st
 1  0      0 823012 66268 460644    0    0     1     1     1    2  1  0 98  0  0
 0  0      0 823012 66268 460644    0    0     0     0    88   156  1  0 99  0  0
 0  0      0 823012 66268 460644    0    0     0     0    85   152  0  0 100  0  0
 0  0      0 823012 66268 460644    0    0     0     0    86   154  0  0 100  0  0
 0  0      0 823012 66268 460644    0    0     0     0    84   150  0  0 100  0  0
```

## Additional Examples

### Display Active/Inactive Memory

```
$ vmstat -a
procs -----memory----- ---swap-- ---io--- -system-- -----cpu-----
 r  b   swpd   free   inact active    si   so    bi    bo    in   cs us sy id wa st
 1   0       0 823012 264888 460644     0    0     1     1     1    2  1  0 98  0  0
```

### Show Memory Statistics

```
$ vmstat -s
2048000 K total memory
823012 K used memory
660644 K active memory
264888 K inactive memory
66268 K free memory
0 K buffer memory
458756 K swap cache
```

### Display Disk Statistics

```
$ vmstat -d
disk- -----reads----- -----writes----- -----IO-----
      total merged sectors      ms total merged sectors      ms   cur   sec
sda   40307   2109   714418   8564   23012   14028   298010   22534   0    42
sdb   35292   1819   684290   7845   21320   13822   287999   20145   0    38
```

### Show Fork Statistics

```
$ vmstat -f
386281 forks
```

This command is particularly useful for: - System performance monitoring - Troubleshooting memory issues - Identifying system bottlenecks - Real-time system statistics

# Networking

**01\_TCPIP**

# Intro

TCP/IP is a network protocol that enables communication between devices on a network. It is a set of protocols that define how data is transferred over the network.

## TCP

TCP is a reliable, connection-based protocol that provides a way for two devices to exchange data over a network. It ensures that data is delivered in order and without errors.

## IP

IP is a network protocol that assigns unique addresses to devices on a network. It is used to identify and communicate with devices on a network.

## OSI Model

The OSI model is a framework for understanding how data is transferred over a network. It divides the network into layers, each with a specific purpose and responsibilities.

## OSI Layers

The OSI model has 7 layers, each with a specific purpose and responsibilities:

- Physical Layer: Handles the physical connection between devices
- Data Link Layer: Handles the transmission of data between devices
- Network Layer: Handles the routing and delivery of data between devices
- Transport Layer: Handles the delivery of data between devices
- Session Layer: Handles the creation and management of sessions between devices
- Presentation Layer: Handles the presentation of data to the user
- Application Layer: Handles the application-specific logic of the data

## TCP/IP Stack

The TCP/IP stack is a set of protocols that provide the underlying network infrastructure for TCP/IP. It includes protocols such as IP, TCP, and UDP.

## Summary

**02\_CCNA**

# Intro

CCNA is a certification exam for network professionals. It is a series of exams that test the knowledge and skills of network administrators and network engineers.

## CCNA 200-301

CCNA 200-301 is a certification exam for network professionals. It is a series of exams that test the knowledge and skills of network administrators and network engineers.

## CCNA 300-301

CCNA 300-301 is a certification exam for network professionals. It is a series of exams that test the knowledge and skills of network administrators and network engineers.

## CCNA 400-501

CCNA 400-501 is a certification exam for network professionals. It is a series of exams that test the knowledge and skills of network administrators and network engineers.

## CCNA 500-501

CCNA 500-501 is a certification exam for network professionals. It is a series of exams that test the knowledge and skills of network administrators and network engineers.

## Summary

CCNA is a certification exam for network professionals. It is a series of exams that test the knowledge and skills of network administrators and network engineers.



# Linux

# **01-Commands**

# GitOps

# Git Commands

## 1. Stashing Changes

Stashing allows you to save your current changes temporarily so you can work on something else and come back to them later.

- `git stash` -> Temporarily saves your uncommitted changes.
- `git stash list` -> Lists all stashed changes.
- `git stash apply stash@{0}` -> Applies the specified stash without removing it.
- `git stash pop` -> Applies the most recent stash and removes it from the stash list.
- `git stash drop stash@{0}` -> Deletes a specific stash.

## 2. Working with Tags

Tags are used to mark specific points in the repository's history as being important, typically for releases.

- `git tag` -> Lists all tags in the repository.
- `git tag -a v1.0 -m "Version 1.0"` -> Creates an annotated tag with a message.
- `git push origin v1.0` -> Pushes a specific tag to the remote repository.
- `git push --tags` -> Pushes all tags to the remote repository.
- `git tag -d v1.0` -> Deletes a tag locally.
- `git push origin --delete v1.0` -> Deletes a tag from the remote repository.

## 3. Interactive Rebase

Interactive rebase allows you to modify the commit history by reordering, editing, or squashing commits.

- `git rebase -i HEAD~3` -> Opens an interactive rebase for the last 3 commits.

### Actions during interactive rebase:

- `pick`: Keep the commit as is.
- `squash`: Combine this commit with the previous one.
- `reword`: Modify the commit message.

- `edit`: Modify the commit.
- `git rebase --abort` -> Aborts the rebase process and restores the original branch.
- `git rebase --continue` -> Continues the rebase process after resolving conflicts.

## 4. Cherry-Picking

Cherry-picking allows you to apply specific commits from one branch to another.

- `git cherry-pick commit-hash` -> Applies a specific commit from another branch.
- `git cherry-pick --continue` -> Continues the cherry-pick process after resolving conflicts.
- `git cherry-pick --abort` -> Aborts the cherry-pick process.

## 5. Working with Remotes

Managing remote repositories involves adding, removing, fetching from, and pushing to remote repositories.

- `git remote -v` -> Lists all remote repositories and their URLs.
- `git remote add origin https://github.com/user/repo.git` -> Adds a new remote repository.
- `git remote remove origin` -> Removes a remote repository.
- `git fetch origin` -> Fetches all branches and updates from the remote.
- `git pull origin branch-name --rebase` -> Rebases the local branch with the remote branch.

## 6. Git Aliases

Aliases are shortcuts for longer Git commands, making it easier to use frequently used commands.

- `git config --global alias.st status` -> Creates an alias for 'git status'.
- `git config --global alias.co checkout` -> Creates an alias for 'git checkout'.
- `git config --global alias.br branch` -> Creates an alias for 'git branch'.

## 7. Bisecting to Find Bugs

Bisecting is a process to find the commit that introduced a bug by performing a binary search through the commit history.

- `git bisect start` -> Starts the bisect process.
- `git bisect bad` -> Marks the current commit as bad.
- `git bisect good commit-hash` -> Marks a specific commit as good.
- `git bisect reset` -> Ends the bisect session and returns to the original branch.

## 8. Cleaning Untracked Files

Cleaning removes untracked files and directories from your working directory, which can be useful for removing build artifacts or temporary files.

- `git clean -n` -> Displays the untracked files and directories that would be removed.
- `git clean -f` -> Removes untracked files.
- `git clean -fd` -> Removes untracked files and directories.

# Git

## Git and GitHub: A Comprehensive Learning Path

### 1. Git Fundamentals

#### Understanding Version Control

- ☐ Learn what version control is and its importance
- ☐ Compare Git with other version control systems
- ☐ Install Git on your local machine
- ☐ Configure Git (local and global settings)

#### Basic Git Operations

- ☐ Initialize a repository (`git init`)
- ☐ Understand the three states:
  - Working Directory
  - Staging Area
  - Repository
- ☐ Create and manage `.gitignore` files
- ☐ Make your first commit
- ☐ View commit history (`git log`)

#### Branching and Merging

- ☐ Create new branches (`git branch`)
- ☐ Switch between branches (`git checkout` or `git switch`)
- ☐ Merge branches
- ☐ Handle merge conflicts
- ☐ Learn branch naming conventions

## 2. GitHub Essentials

### Getting Started

- ☐ Create a GitHub account
- ☐ Set up your profile
- ☐ Create your profile README
- ☐ Understand public vs private repositories

### Remote Repository Management

- ☐ Add and manage remotes
- ☐ Push and pull changes
- ☐ Fetch changes without merging
- ☐ Clone repositories

### Collaboration Basics

- ☐ Fork repositories
- ☐ Create pull requests
- ☐ Review pull requests
- ☐ Manage issues
- ☐ Use mentions and reactions
- ☐ Write effective commit messages

## 3. Advanced Git Operations

### History Management

- ☐ Use `git stash`
- ☐ Understand HEAD and detached HEAD
- ☐ View diffs between:
  - Commits
  - Branches
  - Staged/unstaged changes

### Undoing Changes

- ☐ Use `git revert`
- ☐ Reset changes (`--soft`, `--hard`, `--mixed`)
- ☐ Amend commits
- ☐ Rebase branches
- ☐ Force push safely



## Tags and Releases

- ☐ Create and manage tags
- ☐ Push tags to remote
- ☐ Create GitHub releases
- ☐ Use semantic versioning

## 4. Git Hooks and Automation

### Git Hooks

- ☐ Set up client-side hooks
- ☐ Configure server-side hooks
- ☐ Implement common hooks:
  - pre-commit
  - post-checkout
  - commit-msg

### GitHub Actions

- ☐ Write YAML workflows
- ☐ Set up triggers
- ☐ Use workflow runners
- ☐ Manage secrets
- ☐ Cache dependencies
- ☐ Store artifacts

## 5. Team Collaboration

### Organization Management

- ☐ Set up GitHub organizations
- ☐ Manage teams and members
- ☐ Set up permissions

### Project Management

- ☐ Use GitHub Projects
- ☐ Create Kanban boards
- ☐ Plan roadmaps
- ☐ Set up automations
- ☐ Use GitHub Discussions

## 6. Advanced Features

### GitHub Developer Tools

- ☐ Use GitHub CLI
- ☐ Work with GitHub API
  - REST API
  - GraphQL API
- ☐ Create GitHub Apps
- ☐ Set up webhooks

### Additional GitHub Features

- ☐ Deploy with GitHub Pages
- ☐ Use GitHub Codespaces
- ☐ Work with GitHub Packages
- ☐ Explore GitHub Marketplace
- ☐ Implement GitHub Security features

### Best Practices

- ☐ Write clear commit messages
- ☐ Follow branch naming conventions
- ☐ Create comprehensive documentation
- ☐ Maintain clean Git history
- ☐ Review code effectively
- ☐ Write contribution guidelines

### Resources

- Official Git documentation: <https://git-scm.com/doc>
- GitHub documentation: <https://docs.github.com>
- GitHub Skills: <https://skills.github.com>
- Interactive Git learning: <https://learngitbranching.js.org>

*Note: Check off items as you complete them to track your progress.*

## **Category1**

**subcategory1**

# Introduction to Category 1

This is the main page for Category 1's first subcategory.

## Section 1.1

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

## Section 1.2

Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

### Subsection 1.2.1

Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur.

## Tables

Column 1	Column 2	Column 3
Value 1	Value 2	Value 3
Item A	Item B	Item C

## Cross-references

You can reference other sections using Chapter .

**subcategory2**

# Advanced Topics

## Document Organization

Good document organization is crucial for readability and maintainability.

### Sections and Subsections

Breaking down content into logical sections helps readers navigate the material effectively.

## Callouts

### Note

This is a note callout block for important information.

### Warning

This is a warning callout block for critical warnings.

### Pro Tip

You can add titles to callouts to make them more descriptive!

## Lists and Formatting

1. **Ordered Lists:** Like this one
2. With multiple items
  - And sub-items
  - That can be nested
3. For structured content

## Emphasis and Highlighting

You can use *italics* and **bold** text for emphasis. Also `inline code` for technical terms.

Important quotes or excerpts can be blockquoted like this for emphasis and visual distinction.



**subcategory3**

# Writing Best Practices

## Style Guidelines

### Consistency in Writing

Maintaining a consistent writing style throughout your document helps readers follow your content more easily.

- Use consistent terminology
- Maintain consistent formatting
- Keep a consistent tone

### Voice and Tone

Choose an appropriate voice for your audience:

1. Technical audience
  - Be precise and direct
  - Use industry-standard terminology
  - Provide relevant examples
2. General audience
  - Use clear, simple language
  - Explain technical terms
  - Include more context

## Document Structure

### Headers and Sections

#### Tip: Header Hierarchy

Use headers to create a clear content hierarchy: - H1 for main titles - H2 for major sections - H3 for subsections

## **Lists and Bullets**

Effective use of lists:

- Main points
  - Supporting details
  - Additional information
- Next main point
  - Related subtopics
  - More details

## **Review Process**

1. Self-review
2. Peer review
3. Technical review
4. Final editorial review

**subcategory4**

# Document Planning

## Content Strategy

### Audience Analysis

Before writing, consider your audience:

Aspect	Technical Audience	General Audience
Language	Technical terms	Simple explanations
Detail Level	In-depth	Overview
Examples	Code/Technical	Real-world
Assumptions	Domain knowledge	Basic understanding

### Content Organization

#### Note

Good organization is key to effective documentation

1. Start with an outline
2. Group related topics
3. Create logical flow
4. Review and adjust

## Research Methods

### Primary Sources

- Direct observations
- Original research
- First-hand accounts

### Secondary Sources

- Literature reviews
- Expert analyses
- Case studies

## **Timeline Planning**

### **Phase 1**

- Initial research
- Outline creation
- Stakeholder review

### **Phase 2**

- Content development
- Technical review
- Revisions

### **Phase 3**

- Final editing
- Publication
- Distribution

## **Quality Metrics**

“Measure twice, cut once” applies to documentation too.

Quality checkpoints: 1. Technical accuracy 2. Completeness 3. Clarity 4. Consistency 5. Accessibility

## **Category2**

## Category 2 Content

### Document Features

This category demonstrates different document formatting options and features.

### Images and Figures



Figure 1: Sample Image

### Tabbed Content

#### First Tab

Content for the first tab, discussing main points.



## Second Tab

Additional information and details in the second tab.

## Third Tab

Supplementary content and references.

## Citations and References

Here's a sentence with a footnote<sup>1</sup>.

## Definition Lists

- Term 1** Definition of the first term  
Additional details about the first term
- Term 2** Explanation of the second term

## Margin Content

This is the main text of the document.

## Special Formatting

1. **Bold text** for emphasis
2. *Italic text* for subtle emphasis
3. `Monospace text` for technical terms
4. ~~Strikethrough~~ for removed content
5. [Links](#) for references

This is a blockquote that can be used to highlight important quotes or excerpts from other sources.

This is supplementary content that appears in the margin in HTML output.

---

<sup>1</sup>This is the footnote content explaining the reference.

**subcategory1**

# Visual Elements

## Effective Use of Images

### Image Guidelines

1. Use relevant images
2. Maintain consistent style
3. Provide clear captions
4. Optimize for different formats

### Example Figures



Figure 1: Placeholder for diagram

## Tables and Charts

### Data Presentation

Category	Print	Digital	Notes
Resolution	300dpi	72dpi	Adjust per medium
Color	CMYK	RGB	Consider output
Size	Fixed	Responsive	Plan accordingly

## Layout Considerations

### ! Layout Tips

- Consider page breaks
- Mind the margins
- Balance text and visuals

## Interactive Elements

### Static Version

Content for print format

### Interactive Version

Content for digital format

### Hybrid Approach

Best of both worlds

## Accessibility Guidelines

1. Alt text for images
2. Color contrast
3. Text alternatives
4. Screen reader support

Remember to test accessibility with different tools and users.

**subcategory2**

# Publication Formats

## Print Considerations

### Paper Selection

Different paper types and their uses:

1. Bond paper
  - Standard documents
  - Internal drafts
2. Coated paper
  - High-quality images
  - Professional publications

### Binding Options

#### Note

Choose binding based on: - Document length - Usage patterns - Budget constraints

## Digital Formats

### Format Comparison

Format	Advantages	Disadvantages
PDF	Universal support	Limited interactivity
HTML	Highly interactive	Requires internet
EPUB	Good for ebooks	Device dependent

### Digital Enhancements

1. Hyperlinks
2. Bookmarks
3. Search functionality
4. Interactive elements

## Cross-Format Compatibility

### Layout

- Responsive design
- Fluid typography
- Flexible images

### Content

- Format-neutral writing
- Alternative text
- Fallback options

### Navigation

- Consistent structure
- Clear hierarchy
- Multiple access points

## Best Practices

Focus on content first, then optimize for each format.



#### Key Considerations

1. Test on multiple devices
2. Verify all features work
3. Check accessibility
4. Validate links and references

## **Category3**



**subcategory1**

# Review and Feedback

## Review Process

### Types of Reviews

1. Content Review
  - Accuracy check
  - Completeness
  - Consistency
2. Technical Review
  - Factual accuracy
  - Technical correctness
  - Implementation feasibility
3. Editorial Review
  - Grammar and style
  - Flow and readability
  - Format consistency

## Feedback Management

### Collecting Feedback

#### ! Feedback Guidelines

- Be specific
- Provide examples
- Suggest improvements
- Stay constructive

### Feedback Categories

Type	Focus	Reviewers
Technical	Accuracy	Subject experts
Editorial	Style	Editors

Type	Focus	Reviewers
User	Usability	Target audience

## Implementation

### Planning

- Review schedule
- Reviewer selection
- Tools and methods

### Execution

- Feedback collection
- Analysis
- Prioritization

### Follow-up

- Implementation
- Verification
- Documentation

## Best Practices

1. Set clear expectations
2. Use structured forms
3. Track changes
4. Document decisions

Regular reviews improve quality and maintain consistency.

**subcategory2**

# Distribution and Maintenance

## Distribution Channels

### Digital Distribution

1. Web Platforms
  - Documentation sites
  - Knowledge bases
  - Learning platforms
2. File Sharing
  - Cloud storage
  - Content management systems
  - Version control systems

## Maintenance Strategy

### Update Cycle

#### Note

Regular updates ensure content stays relevant and accurate

Update Type	Frequency	Scope
Minor	Monthly	Typos, small changes
Major	Quarterly	Content updates
Complete	Yearly	Full revision

### Version Control

#### Tracking

- Version numbers
- Change logs
- Release notes

## Management

- Branch strategy
- Review process
- Merge policies

## Documentation

- Update history
- Migration guides
- Deprecation notices

## Quality Assurance

### Automated Checks

1. Link validation
2. Format verification
3. Style compliance
4. Accessibility tests

### Manual Review

#### Review Checklist

- Content accuracy
- Format consistency
- Link functionality
- Image quality

## Archival

Proper archival ensures historical versions remain accessible when needed.

1. Archive strategy
2. Storage solutions
3. Retrieval process
4. Retention policy

# Testing

# Software Testing Overview

This chapter introduces fundamental concepts in software testing and quality assurance.

## Why Testing Matters

Testing is a crucial part of software development that helps ensure:

1. Reliability
2. Performance
3. Security
4. User satisfaction

## Types of Testing

We'll cover various testing approaches:

- Unit Testing
- Integration Testing
- System Testing
- Performance Testing

Choose the right testing strategy based on your project needs.



**advanced**

# Testing Strategies

# Advanced Testing Strategies

Learn about different testing strategies:

1. TDD (Test Driven Development)
2. BDD (Behavior Driven Development)
3. ATDD (Acceptance Test Driven Development)

# Testing Patterns

Common testing patterns include:

1. Arrange-Act-Assert
2. Given-When-Then
3. Setup-Exercise-Verify-Tearardown

**basics**

# Introduction to Testing Basics

This is an introduction to testing basics.

## What is Testing?

Testing is the process of evaluating a system or its components to find whether it satisfies the specified requirements.

## **Types of Testing**

# Types of Testing

There are several types of testing:

1. Unit Testing
2. Integration Testing
3. System Testing
4. Acceptance Testing



**code-examples**

# Code Examples Across Languages

This chapter showcases code examples from various programming languages, demonstrating syntax highlighting and formatting.

## Fibonacci Sequence

Here's how to implement the Fibonacci sequence in different languages:

### Python

```
def fibonacci(n: int) -> list[int]:
    if n <= 0:
        return []
    elif n == 1:
        return [0]

    fib = [0, 1]
    for i in range(2, n):
        fib.append(fib[i-1] + fib[i-2])
    return fib

# Example usage with type hints
result: list[int] = fibonacci(10)
print(f"First 10 Fibonacci numbers: {result}")
```

### Go

```
package main

import "fmt"

func fibonacci(n int) []int {
    if n <= 0 {
        return []int{}
    }
}
```

```

    fib := make([]int, n)
    if n > 0 {
        fib[0] = 0
    }
    if n > 1 {
        fib[1] = 1
    }

    for i := 2; i < n; i++ {
        fib[i] = fib[i-1] + fib[i-2]
    }

    return fib
}

func main() {
    result := fibonacci(10)
    fmt.Printf("First 10 Fibonacci numbers: %v\n", result)
}

```

## Rust

```

fn fibonacci(n: usize) -> Vec<u64> {
    if n == 0 {
        return vec![];
    }

    let mut fib = Vec::with_capacity(n);
    fib.push(0);

    if n > 1 {
        fib.push(1);
        for i in 2..n {
            let next = fib[i-1] + fib[i-2];
            fib.push(next);
        }
    }

    fib
}

fn main() {
    let result = fibonacci(10);
    println!("First 10 Fibonacci numbers: {:?}", result);
}

```

## Zig

```
const std = @import("std");

fn fibonacci(n: usize, allocator: std.mem.Allocator) ![]u64 {
    if (n == 0) return &[_]u64{};

    var fib = try allocator.alloc(u64, n);
    fib[0] = 0;

    if (n > 1) {
        fib[1] = 1;
        var i: usize = 2;
        while (i < n) : (i += 1) {
            fib[i] = fib[i-1] + fib[i-2];
        }
    }

    return fib;
}

pub fn main() !void {
    var gpa = std.heap.GeneralPurposeAllocator(.{}){};
    defer _ = gpa.deinit();
    const allocator = gpa.allocator();

    const n = 10;
    const result = try fibonacci(n, allocator);
    defer allocator.free(result);

    std.debug.print("First {d} Fibonacci numbers: {any}\n", .{ n, result });
}
```

## Odin

```
package main

import "core:fmt"

fibonacci :: proc(n: int) -> []int {
    if n <= 0 {
        return []int{}
    }

    fib := make([]int, n)
```

```

defer delete(fib)

if n > 0 {
    fib[0] = 0
}
if n > 1 {
    fib[1] = 1
}

for i := 2; i < n; i += 1 {
    fib[i] = fib[i-1] + fib[i-2]
}

return fib
}

main :: proc() {
    result := fibonacci(10)
    fmt.printf("First 10 Fibonacci numbers: %v\n", result)
}

```

## Error Handling Examples

Here's how different languages handle errors:

### Rust Error Handling

```

use std::fs::File;
use std::io::{self, Read};
use std::path::Path;

fn read_file_contents(path: &Path) -> Result<String, io::Error> {
    let mut file = File::open(path)?;
    let mut contents = String::new();
    file.read_to_string(&mut contents)?;
    Ok(contents)
}

fn process_file() -> Result<(), io::Error> {
    let path = Path::new("example.txt");
    let contents = read_file_contents(path)?;
    println!("File contents: {}", contents);
    Ok(())
}

```

## Go Error Handling

```
package main

import (
    "fmt"
    "io/ioutil"
    "os"
)

func readFileContents(path string) (string, error) {
    data, err := ioutil.ReadFile(path)
    if err != nil {
        return "", fmt.Errorf("reading file: %w", err)
    }
    return string(data), nil
}

func processFile() error {
    contents, err := readFileContents("example.txt")
    if err != nil {
        return fmt.Errorf("processing file: %w", err)
    }
    fmt.Printf("File contents: %s\n", contents)
    return nil
}
```

## Zig Error Handling

```
const std = @import("std");
const fs = std.fs;

fn readFileContents(path: []const u8, allocator: std.mem.Allocator) ![]u8 {
    const file = try fs.cwd().openFile(path, .{});
    defer file.close();

    return try file.readToEndAlloc(allocator, std.math.maxInt(usize));
}

fn processFile() !void {
    var gpa = std.heap.GeneralPurposeAllocator(.{}){};
    defer _ = gpa.deinit();
    const allocator = gpa.allocator();

    const contents = try readFileContents("example.txt", allocator);
}
```

```

    defer allocator.free(contents);

    std.debug.print("File contents: {s}\n", .{contents});
}

```

## Memory Management Examples

### Rust Memory Management

```

struct Buffer {
    data: Vec<u8>,
}

impl Buffer {
    fn new(size: usize) -> Self {
        Buffer {
            data: vec![0; size],
        }
    }

    fn process(&mut self) {
        // Data is automatically cleaned up when Buffer is dropped
        for i in 0..self.data.len() {
            self.data[i] = (i % 256) as u8;
        }
    }
}

fn main() {
    let mut buf = Buffer::new(1024);
    buf.process();
    // Buffer is automatically freed here
}

```

### Zig Memory Management

```

const std = @import("std");

const Buffer = struct {
    data: []u8,
    allocator: std.mem.Allocator,

    pub fn init(size: usize, allocator: std.mem.Allocator) !Buffer {

```

```

    const data = try allocator.alloc(u8, size);
    return Buffer{ .data = data, .allocator = allocator };
}

pub fn deinit(self: *Buffer) void {
    self.allocator.free(self.data);
}

pub fn process(self: *Buffer) void {
    for (self.data, 0..) |*byte, i| {
        byte.* = @intCast(u8, i % 256);
    }
}

};

pub fn main() !void {
    var gpa = std.heap.GeneralPurposeAllocator(.{}){};
    defer _ = gpa.deinit();
    const allocator = gpa.allocator();

    var buf = try Buffer.init(1024, allocator);
    defer buf.deinit();

    buf.process();
}

```

## Concurrency Examples

### Go Concurrency

```

package main

import (
    "fmt"
    "sync"
    "time"
)

func worker(id int, jobs <-chan int, results chan<- int, wg *sync.WaitGroup) {
    defer wg.Done()
    for j := range jobs {
        fmt.Printf("worker %d processing job %d\n", id, j)
        time.Sleep(time.Millisecond * 100)
        results <- j * 2
    }
}

```



```

}

func main() {
    jobs := make(chan int, 100)
    results := make(chan int, 100)
    var wg sync.WaitGroup

    // Start workers
    for w := 1; w <= 3; w++ {
        wg.Add(1)
        go worker(w, jobs, results, &wg)
    }

    // Send jobs
    for j := 1; j <= 9; j++ {
        jobs <- j
    }
    close(jobs)

    // Wait for workers
    wg.Wait()
    close(results)

    // Collect results
    for r := range results {
        fmt.Printf("Result: %d\n", r)
    }
}

```

## Rust Concurrency

```

use std::sync::mpsc;
use std::thread;
use std::time::Duration;

fn worker(id: u32, receiver: mpsc::Receiver<u32>, sender: mpsc::Sender<u32>) {
    for job in receiver {
        println!("worker {} processing job {}", id, job);
        thread::sleep(Duration::from_millis(100));
        sender.send(job * 2).unwrap();
    }
}

fn main() {
    let (job_tx, job_rx) = mpsc::channel();

```

```

let (result_tx, result_rx) = mpsc::channel();
let job_rx = std::sync::Arc::new(std::sync::Mutex::new(job_rx));

// Start workers
let mut handles = vec![];
for id in 1..=3 {
    let job_rx = job_rx.clone();
    let result_tx = result_tx.clone();
    handles.push(thread::spawn(move || {
        worker(id, job_rx.lock().unwrap(), result_tx);
    }));
}

// Send jobs
for j in 1..=9 {
    job_tx.send(j).unwrap();
}
drop(job_tx);

// Collect results
for _ in 1..=9 {
    println!("Result: {}", result_rx.recv().unwrap());
}

// Wait for workers
for handle in handles {
    handle.join().unwrap();
}
}

```

This demonstrates various code styling features:

1. Syntax highlighting for multiple languages
2. Different programming paradigms
3. Complex code structures
4. Error handling patterns
5. Memory management
6. Concurrency patterns
7. Type systems
8. Modern language features

## **integration-testing**

# Integration Testing Strategies

Integration testing ensures that different components of your system work together correctly.

## Understanding Integration Tests

Integration tests verify the interaction between:

- Multiple functions or classes
- Different modules or services
- External dependencies
- Database interactions

## Testing Approaches

### Top-Down Integration

Start with high-level components and gradually test lower-level modules:

```
graph TD
  A[UI Layer] --> B[Business Logic]
  B --> C[Data Access]
  C --> D[Database]
```

### Bottom-Up Integration

Begin with low-level components and progressively test higher layers.

## Best Practices

1. Use test doubles when needed:
  - Mocks
  - Stubs
  - Fakes
2. Focus on component interfaces
3. Test realistic scenarios
4. Consider error conditions

## **unit-testing**

# Unit Testing Best Practices

Unit testing is the foundation of a solid testing strategy. This chapter covers essential unit testing concepts and practices.

## What is Unit Testing?

Unit testing involves testing individual components or functions in isolation. A unit test typically follows this pattern:

1. Arrange - Set up the test conditions
2. Act - Execute the code being tested
3. Assert - Verify the results

## Writing Good Unit Tests

Here are some key principles:

- Test one thing at a time
- Use descriptive test names
- Follow the FIRST principles:
  - Fast
  - Independent
  - Repeatable
  - Self-validating
  - Timely

## Example Test Case

```
def test_add_numbers():  
    # Arrange  
    a = 5  
    b = 3  
    expected = 8  
  
    # Act  
    result = add_numbers(a, b)
```

```
# Assert  
assert result == expected
```

## Common Pitfalls

- Testing implementation details
- Brittle tests
- Poor test isolation
- Missing edge cases