Annotated Bibliography

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Boronczyk, T., & Psinas, M. E. (2008). *PHP and MySQL create-modify-reuse*.

Indianapolis, IN: Wiley Pub.

This book teaches how to use PHP to control MySQL. Topics covered are OOP in PHP, datatypes, and so on. The book also covers concepts such as MySQL commands and proper usage. Overall, the book teaches out to effectively integrate PHP with MySQL. Database architecture is also lightly touched upon.

Boumphrey, F. (2012). *HTML5 for dummies eLearning Kit*. Hoboken, NJ: Wiley.

HTML5 for Dummies is a short guide on how to start developing with HTML5. The book does not cover very basic topics instead it focuses on newer addition to HTML like canvases. This book is not designed for a true beginner at HTML5 but can be understood by someone who is not a familiar to the language. Overall, the book is a reference guide to the new standards of HTML.

Burnstein, I. (2003). *Practical software testing: A process-oriented approach*. New York:

Springer.

This is a software testing text book. The book provides multiple techniques and methodologies for adequately testing software. This is a very comprehensive book and can be very technical at times. However, this book provides excellent templets for create test cases, unit test, and so on.

This book is designed for an intermediate test or for a novice with proper guidance. Though, concepts such as automation testing are only explored and not put into practice this book is a must read before trying to automate any testing tasks. Overall, this is a splendid book and is vital to any software tester.

DuBois, P. (2013). *MySQL*. Upper Saddle River, NJ: Addison-Wesley.

This book is a MySQL guide and reference. The basics of MySQL are covered in the book. Setting up the MySQL Workbench and various SQL commands are presented in the book. This book is great for anyone who is not familiar with MySQL or SQL in general. The book assumes no prior knowledge and is geared for beginners and intermediate developers. However, more advanced users can also benefit from this book for concept or command reviews.

Flanagan, D. (2010). *jQuery pocket reference*. Farnham: OReilly.

This is a pocket reference for jQuery. The book is not designed to be a tutorial or how to book. On the contrary, this book merely gives commands. To understand this book, one will need a knowledge of programming and of general JavaScript. This book is a must have for any front-end or Cordova developer. Overall, this book is a reference book and should not be thought as means of learning jQuery, it should only be thought of as a cheat sheet for jQuery.

Freeman, A. (2014). *Pro AngularJS*. New York: Apress.

This book is dedicated to AngularJS development. Though this book is marketed as pro

development is meant for a beginner to intermediate level AngularJS developer. Interesting topics are concepts like directives, routing, and so on. Overall, even though the book is rudimentary it will make a great refence book or a great book for beginners.

*How to Use Selenium with Python: Complete Tutorial*. (n.d.). Retrieved from

https://www.guru99.com/selenium-python.html

This website is dedicated to introducing the Selenium testing tool with Python. The tutorial uses Eclipse as the primary IDE but most of the technical data can be applied to other IDEs as well. Outside of setting up the environment the tutorial also gives example scripts and an explanation for each line in the example script.

This tutorial is great for anyone new to Selenium. However, to fully understand the tutorial the reader should have a basic understanding of Python. The tutorial does assume a basic level of competency with Python so it may be difficult for beginners to follow.

Kuball, E. (2017). *Managing type 2 diabetes for dummies*. INpolis, IN: John Wiley and Sons.

This book is designed to educate diabetics on how to properly manage the disease. Topics such as meal plans, medicine management, glucose reading and so on are covered in this work. The book is a great guide to anyone suffering from diabetes.

This book was pivotal in the development of the Track My Health app. This book gives all the necessary parameters such as glucose levels that where programmed into the app. This book is an easy to read and understand and was an excellent guide to building Track My Health.

Matthes, E. (n.d.). *Python crash course*.

This book is a crash course in Python programming. The book covers basic to advanced concepts such as OOP. Libraries are also lightly touched upon as well. Overall, the book is excellent for any beginner who is interested in learning how to code in Python. This book should be read by anyone who whishes to use Python as a test platform.

More, K. A., & Chandran, M. P. (2016). Native Vs Hybrid Apps. *Proceeding of*

*International Journal of Current Trends in Engineering & Research*, 563-572.

This is a paper that demonstrates the difference between native and hybrid apps. The paper compares and contrasts the various aspects of the two technologies. Advantages of both types of apps are given and lightly explored. The programming languages that are used for either type of app is also presented.

Overall, this paper is a great literature review that gives a great look at the both types of apps. The paper is very easy to read and no technical knowledge is needed. This paper should be reviewed when deciding to either a native or hybrid app.

Morrison, M. (2008). *Head first JavaScript*. Beijing: OReilly.

This book is an introduction to JavaScript programming. This book is an illustrated guide to effectively using JavaScript. Among other things, objects, functional programming, and other concepts are presented and explored. This book is mainly for a beginner, but more advanced users can use it as a reference as well. Overall, the 2008 version is a little outdated as it only supports ES5. However, the general concepts are still valid.

Myer, T. (2012). *Beginning PhoneGap*. Indianapolis, IN: John Wiley.

This book is dedicated to developing PhoneGap apps. The book is similar to other PhoneGap development books but cover front-end development in more detail. The book also lightly covers topics such as Cordova plugins in more depth. This book is geared more for an intermediate developer as opposed to other PhoneGap development guides.

Tutorials Point. (2018, January 08). *Design patterns in Java tutorial*. Retrieved from

https://www.tutorialspoint.com/design\_pattern/index.htm

This web tutorial is full tutorial on OOP design patters using the Java language. Common patterns like factories and singletons are presented. Though the tutorials are all in Java they can be easily translated into any language like PHP. UML are also provided for most of the examples.

These tutorials require understand of OOP in Java. To take benefit of the tutorial an intermediate understanding of both the Java language and OOP principles will be required. However, once the reader overcomes that obstacle many common patterns are presented and demonstrated. Overall, this is an excellent starting point learning and understand design patterns.

*UNIT Testing Tutorial - Learn in 10 Minutes*. (n.d.). Retrieved from

https://www.guru99.com/unit-testing-guide.html

This is a short introduction to unit testing. Actual code is not provided only the general concept. Various framework libraries like JUnit and NUnit are lightly explored. This tutorial will not give the reader a working knowledge of any library though.

This is tutorial is great for anyone new to unit testing. This tutorial is best for someone with little to no knowledge of unit testing or the various unit testing frameworks. After reading this tutorial the reader will have a decent enough background to effectively understand what unit testing is.

Wargo, J. M. (2015). *Apache Cordova 4 Programming*. Pearson Education.

This book is an overview of Cordova. The book is designed for beginners but has a decent Android development section. However, this book is best suited as a guide for setting up and created Cordova projects and working with Cordova APIs. This book does not really focus on web development technologies, so it is best used by someone with at least a basic knowledge of front-end technologies.