

A full-page background image of Spock in his Star Trek uniform, standing in the bridge of the USS Enterprise. He is looking directly at the camera with a serious expression. The background shows the bridge's control panels and glowing lights.

Spock: live long  
(code short) and prosper

Yaroslav Yermilov

# About me

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fond of Java, complete code, big data, data science, Groovy

интерфейса.

Когда я говорил, что нужно писать технические статьи, вы продолжали читать хабр и обсуждать компании. Теперь у нас хабр в шоколаде, а технические статьи никто не пишет.

Когда я говорил, что нельзя всех подряд называть «синьорами», вы продолжали их создавать. Теперь у нас куча 23-летних синьоров и все равно х\*р его знает, чем абстрактный класс отличается от интерфейса.

Когда я говорил, что люди важнее процессов, вы продолжали устраивать agile тусовки и устанавливать скрам-доски. Теперь у нас тотальный скрам, а проекты, согласитесь, делаются все так же хер\*во.

<http://megamozg.ru/post/7256/>

# About Spock

## Spock

From Wikipedia, the free encyclopedia

*This article is about the Star Trek character. For the pediatrician, see [Benjamin Spock](#). For other uses, see [Spock \(disambiguation\)](#).*

**Spock**, commonly **Mr. Spock** (sometimes popularly referred to as: **Spock, son of Sarek**), is a fictional character in the *Star Trek* media franchise. Spock was first portrayed by Leonard Nimoy in the original *Star Trek* series, and also appears in the animated *Star Trek* series, a two-part episode of *Star Trek: The Next Generation*, eight of the *Star Trek* feature films, and numerous Star Trek novels, comics, and video games.<sup>[1][2]</sup> In addition to this, numerous actors portrayed the various stages of Spock's rapid growth, due to the effects of the Genesis Planet, in the 1984 Star Trek film *Star Trek III: The Search for Spock*. In the 2009 film *Star Trek*, Nimoy reprised his role with Zachary Quinto, who depicted a younger version of the character, existing within an alternate timeline. Both reprised their roles in the 2013 sequel *Star Trek Into Darkness* and Quinto will reprise his role again in 2016 *Star Trek Beyond*.<sup>[2]</sup>

Spock serves aboard the starship *Enterprise*, as science officer and *first officer*, and later as commanding officer of two iterations of the vessel. Spock's mixed *human-Vulcan* heritage serves as an important plot element in many of the character's appearances. Along with Captain *James T. Kirk* and Dr. Leonard "Bones" McCoy, he is one of the three central characters in the original *Star Trek* series and its films. After retiring from *Starfleet*, Spock serves as a *Federation* ambassador, contributing toward the easing of the strained relationship between the Federation and the *Klingon Empire*. In his later years, he serves as Federation ambassador to the *Romulan Star Empire* and becomes involved in the ill-fated attempt to save Romulus from a *supernova*.<sup>[3]</sup>

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Spock



Leonard Nimoy as Spock (left) beside William Shatner as James T. Kirk

<b>Species</b>	Half-Vulcan (paternal) Half-Human (maternal)
<b>Affiliation</b>	Starfleet Vulcan Government
<b>Posting</b>	<i>USS Enterprise</i> Second officer/Science officer Executive officer/Science officer commanding officer <i>USS Enterprise-A</i> Executive officer/Science officer Federation Ambassador-at-Large
<b>Rank</b>	Lieutenant commander Commander

What's the problem?

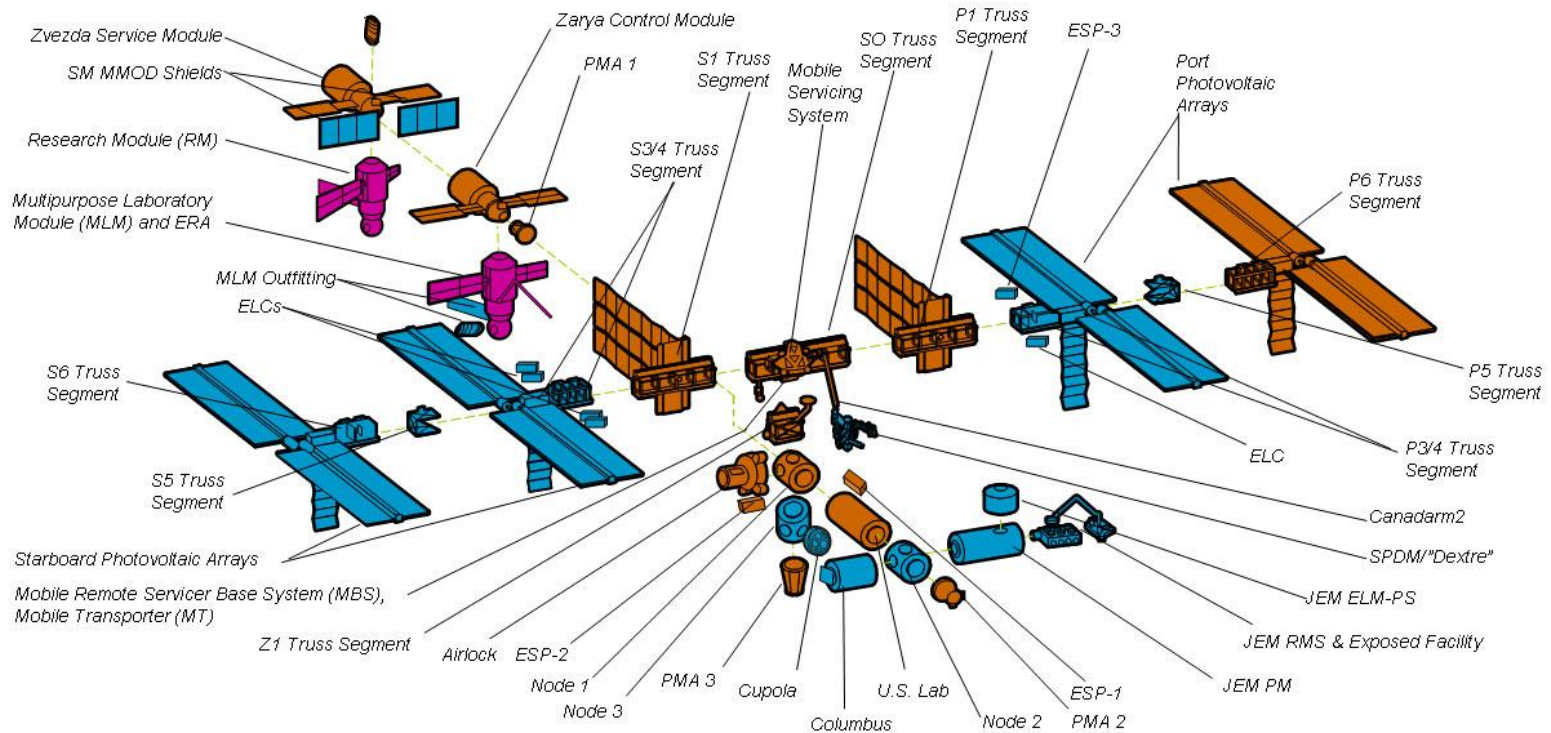






Better to test before going to production

# Firstly, to unit-test





So what?



JUnit?





JUnit on steroids?



Not JUnit?



Nothing?



Well, JUnit is great



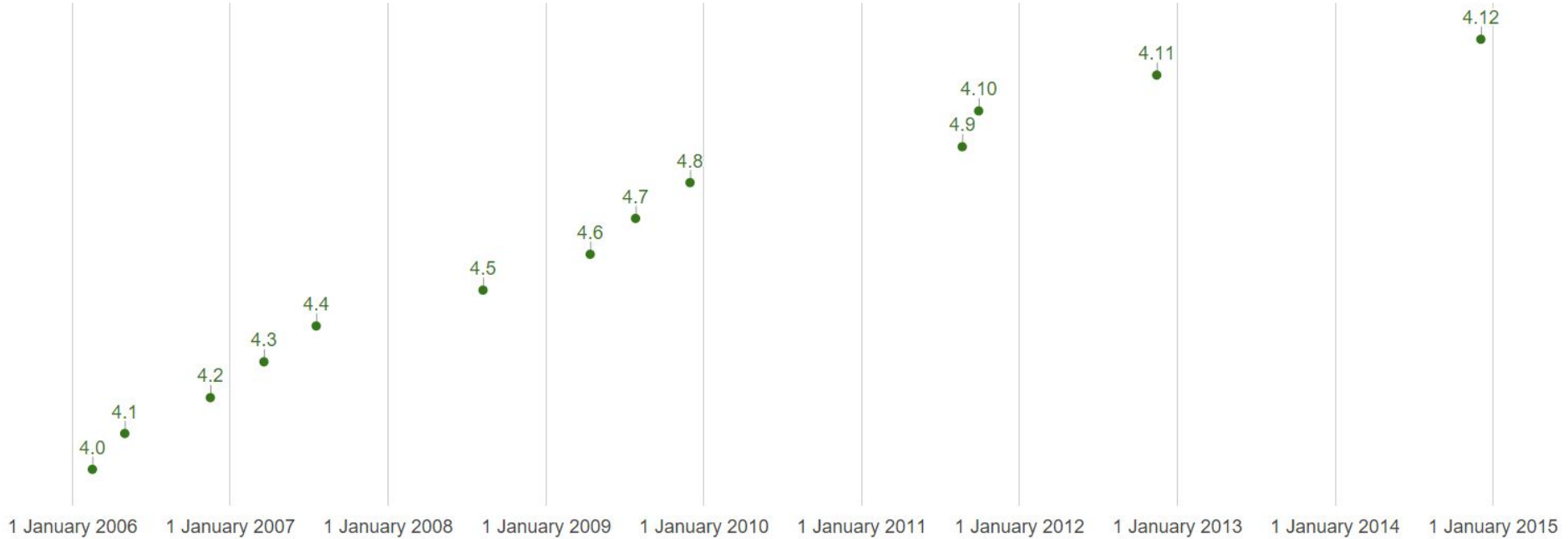




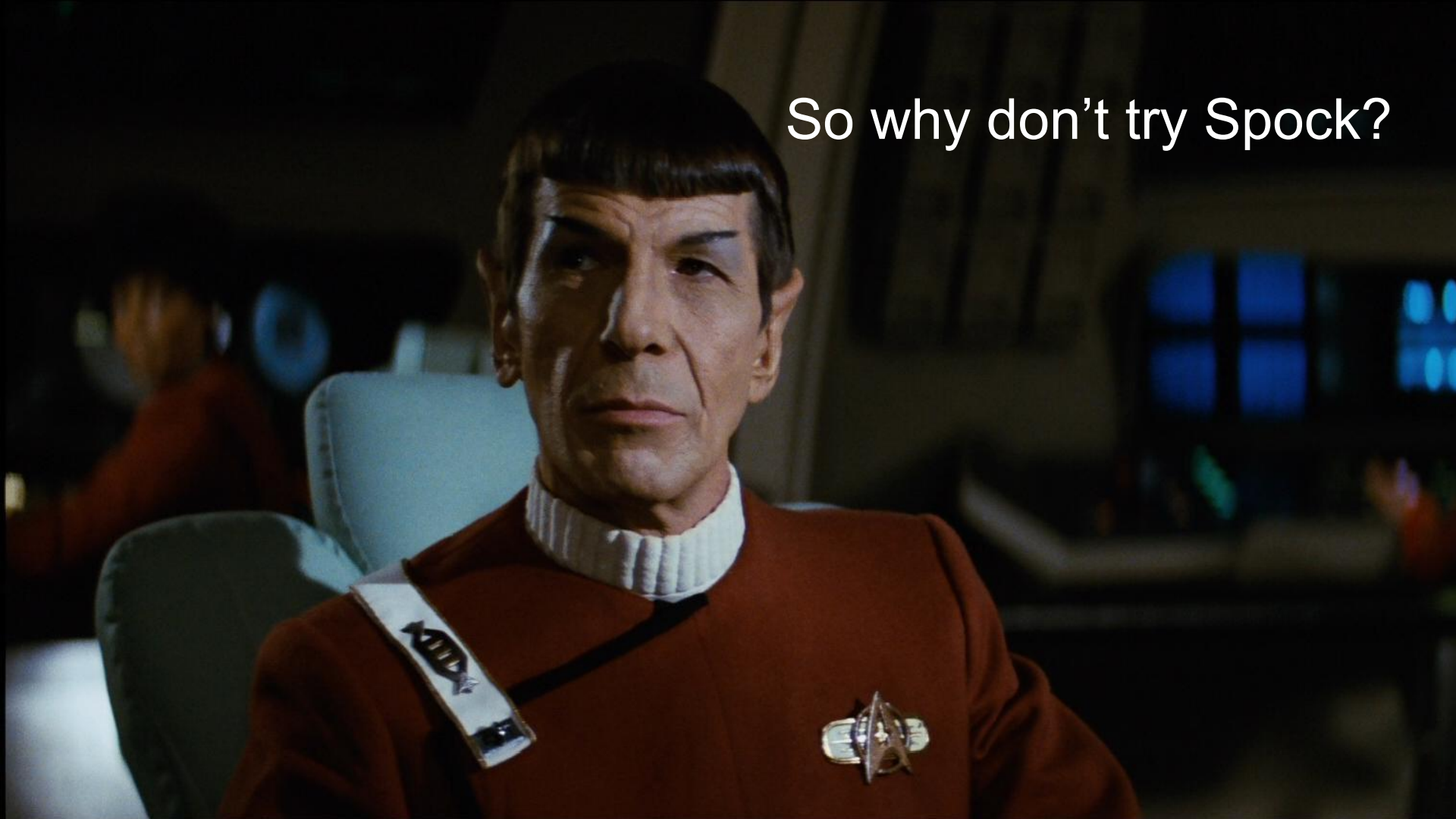
But a little bit...

...stable?

JUnit 4 versions release date



So why don't try Spock?



# Why Groovy?

Groovy is the Java re-imagined

Have your ever think how Java 2.0 should look like?

Groovy has lots of features you even don't think about, but after first taste you won't be able to imagine development without them

Groovy is fully compatible with Java

Groovy has beautiful and highly expressive DSLs



# Why ~~Groovy~~ <sup>Spock</sup>?

~~Groovy~~ <sup>Spock</sup> is the ~~Java~~ <sup>JUnit</sup> re-imagined

Have your ever think how ~~Java 2.0~~ <sup>JUnit 5.0</sup> should look like?

~~Groovy~~ <sup>Spock</sup> has lots of features you even don't think about, but after first taste you won't be able to imagine ~~development~~ <sup>unit-testing</sup> without them

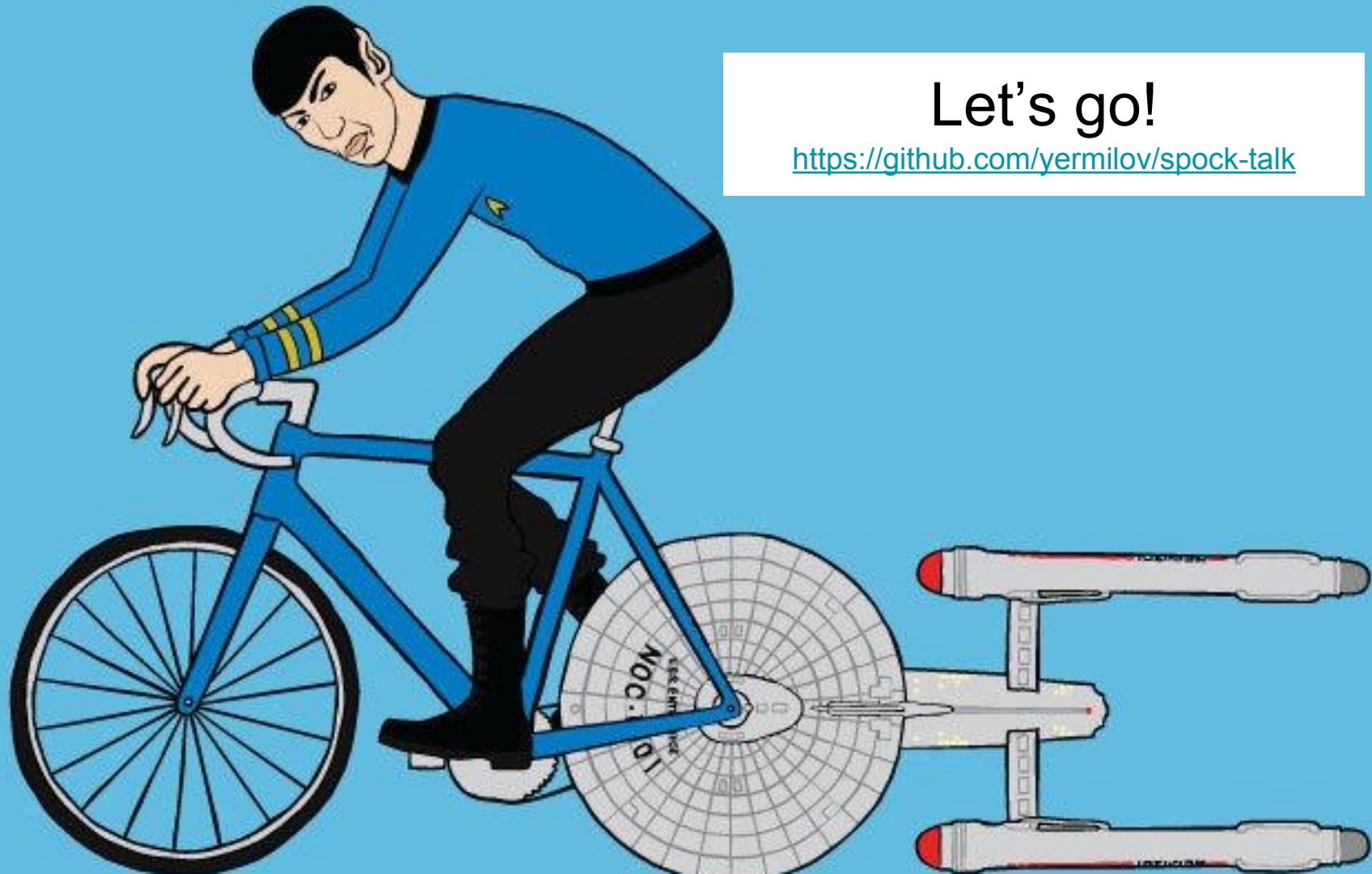
~~Groovy~~ <sup>Spock</sup> is fully compatible with Java

~~Groovy~~ <sup>Spock</sup> has beautiful and highly expressive DSLs

Spock is Enterprise ready








# Let's go!

<https://github.com/yermilov/spock-talk>

A background image of Spock from Star Trek: The Motion Picture, sitting in the command chair of the Enterprise bridge. He is wearing his blue uniform and has a serious expression. The background shows the bridge's control panels and a red wall.

What's next?

<http://spockframework.github.io/spock/docs/1.0/index.html>

<http://meetspock.appspot.com/>

<https://github.com/spockframework>

**Just use it in your projects and enjoy!**



Thanks!

