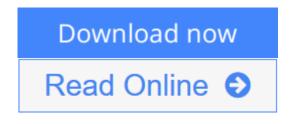# Test-Driven iOS Development with Swift

By Dr. Dominik Hauser

Test-Driven iOS Development with Swift By Dr. Dominik Hauser

Key Features

- Learn test-driven principles to help you build apps with fewer bugs and better designs
- Become more efficient while working with Swift to move on to your next project faster!
- Learn how to incorporate all of the principles of test-driven development (TDD) in to your daily programming workflow

Book Description

Test-driven development (TDD) is a proven way to find software bugs early. Writing tests before your code improves the structure and maintainability of your app.

Test-driven iOS Development with Swift will help you understand the process of TDD and how it impacts your applications written in Swift. Through practical, real-world examples, you'll start seeing how to implement TDD in context. We will begin with an overview of your TDD workflow and then deep-dive into unit testing concepts and code cycles. We will showcase the workings of functional tests, which will help you improve the user interface. Finally, you will learn about automating deployments and continuous integration to run an environment.

What You Will Learn

- Implement TDD in swift application development
- Get to know the fundamentals, life cycle, and benefits of TDD
- Explore the tools and frameworks to effectively use TDD
- Develop models and controllers driven by tests
- Construct the network layer using stubs
- Use functional tests to ensure the app works as planned
- Automate and streamline the building, analysing, testing, and archiving of your iOS apps

About the Author

Dr. Dominik Hauser completed his PhD in physics at Heidelberg University, Germany. While working as a university professor, he started iOS development in his spare time. His first app on physics has been an astounding success worldwide. Since then, he's turned himself into a full-time iOS developer, crediting a number of successful apps to his name. He has been a Swift developer since day one and runs a blog on iOS development at http://swiftandpainless.com/.

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1. Your First Unit Tests
2. Planning and Structuring Your Test-Driven iOS App
3. A Test-Driven Data Model
4. A Test-Driven View Controller
5. Testing Network Code
6. Putting It All Together
7. Code Coverage and Continuous Integration
8. Where to Go from Here

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Editorial Review

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