

# SD: Testing with Dependencies: Part I

Total points 10/10

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✓ The \_\_\_ Pattern is useful to conform the dependent object, not in our control, to the interface we create for testing purposes. \*2/2

- ☐ Abstract factory
- ☒ Adapter
- ☐ Alternator
- ☐ Applicator



✓ A \_\_\_ is a class or service that is like the real one for all practical purposes, but used for testing and not usable in production, for example, like an in-memory database. \*2/2

- ☐ stub
- ☐ spy
- ☐ mock
- ☒ fake



✓ When testing with dependency we often use the dependency \_\_\_ principle. \*2/2

- ☐ inheritance
- ☐ delegation
- ☒ inversion
- ☐ inrterface



✓ The more dependencies a code has, the harder it is to write automated tests on it. \*2/2

- ☒ true
- ☐ false



✓ Mocks are the easiest way to test with dependencies and is a sign of good design. \*2/2

- ☐ true
- ☒ false

