

rSpec Core API and Mock API Cheat Sheet by Ryan Johnson (CITguy) via cheatography.com/138/cs/84/

rSpec Object Block Expectations

obj.should_satisfy $\{|arg|\dots\}$

obj.should_not_satisfy {|arg| ... }

rSpec Object Equality Expectations

obj.should equal <value>

obj.should not equal <value>

obj.should == <value>

rSpec Floating Point Comparison

obj.should_be_close <val>, <delta>

obj.should_not_be_close <val>, <delta>

rSpec Identity Expectations

obj.should_be <value>

obj.should_not_be <value>

rSpec Predicate Expectations

obj.should_predicate [args]

obj.should_be_predicate [args]

obj.should_not_predicate [args]

obj.should_not_be_predicate [args]

obj.should_be > <value>

obj.should_be < <value>

rSpec Pattern Matching Expectations

obj.should_match <regex>

obj.should_not_match <regex>

obj.should =~ <regex>

rSpec Ancestor Class Expectations

obj.should be an instance of <class>

obj.should_not_be_an_instance_of
<class>

obj.should_be_a_kind_of <class>

obj.should_not_be_a_kind_of <class>

rSpec Type Expectations

obj.should_respond_to <sym>

obj.should_not_respond_to <sym>

rSpec Raise Expectations

proc.should raise <exception>

proc.should not raise <exception>

proc.should_raise

proc.should_not_raise

rSpec Throwing Expectations

proc.should_throw <symbol>

proc.should_not_throw <symbol>

proc.should_not_throw

rSpec Collection Existance Expectations

obj.should include <obj>

obj.should_not_include <obj>

rSpec Collection Size Expectations

 $obj. { t should_have}(<\!n\!>). things$

 $obj. \textbf{should_have_at_least}(<\!\!n\!\!>). things$

obj.should_have_at_most(<n>).things

rSpec Creating a Mock

mock = mock(< name >)

mock = mock(<name>, <options>)

Example

mock = mock("blah", :null_object => true)

rSpec Mock Expecting Messages

 $mock.should_receive(:<\!msg>\!)$

 $mock. \textbf{should_not_receive}(:<\!\!msg\!\!>)$

rSpec Mock Expecting Arguments

mock.with(<args>)

mock.with(:no_args)

mock.with(:any_args)

rSpec Mock Receive Counts

mock.any number of times

mock.once

mock.twice

mock.exactly(< n >).times

mock.at_least(:once)

mock.at_least(:twice)

mock.at_least(<n>).times

rSpec Mock Return Values

mock.and return(<val>)

mock.and_return(<val1>,<val2>, <valN>)

mock.and_return(...)

rSpec Mock Raising and Throwing

mock.and_raise(<exception>)

 $mock. \textbf{and_throw}(<\!\!symbol\!\!>)$

rSpec Mock Ordering

mock.should_receive(:flip).once.ordered

 $\textit{mock}. \texttt{should_receive}(\textit{:flop}). \texttt{once.ordered}$



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