

Lab 4

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1. To use a mock in a test you need to first create a general mock repository. Then create an `IDatabase` object from the mock repository `Stub<type>` function. Then you need to tell what that mock database should do by recording what it should do when `get room` is called with different room numbers. Now you can use this mock in your test code like you would the real object.
2. To throw an exception you can call `LastCall.Throw(new Exception())`.
3. If the mocked object did not need to return a value you would not need to use a stub. Yes you can use a dynamic mock to return a value but it is not recommended.
4. To test the `available rooms` method you first need to create a new mock database. You also need to make an array and fill it with fake room data. You then need to tell the mock to use the `rooms` array. Finally you need to tell the `hotel` object to use the mock database.
5. To test the `service locator` you first need to create a new `service locator` object, and add some test cars to the locator. Next create a user who will rent a car, finally you can check to make sure the number of cars went down by one and that the remaining cars are the correct cars.