### Let's Drink



•A short introduction to mock framework



# Agenda

- •Mock? Why?
- •Mockito ?
- Mockito how to drink it? framework basics
- Mockito and Spring
- Mockito drinking examples
- Mockito with threads
- Mockito pros and cons
- •What else to use?
- Rules to remember



# Mock? Why?

•Mock - a simulated object that mimics the behavior of a real object

in controlled ways.





## Mock? Why?

- Better and faster testing and tests (also TTM)
- Integrate different systems
- Simpler small box -> Better design
- Faster to find bugs -> higher quality
- •Why bother asking?



#### Mockito?

•is a mocking framework that tastes really good. It lets you write beautiful tests with clean & simple API. Mockito doesn't give you hangover because the tests are very readable and they produce clean verification errors (from code.google.com/p/mockito)



#### Stub - Mockito can mock concrete classes, not only interfaces

```
import static org.mockito.Mockito.*;
//mock creation
LinkedList mockedList = mock(LinkedList.class);
//using mock object
mockedList.add("one");
mockedList.clear();
```

- //verification
- verify(mockedList).add("one");
  verify(mockedList).clear();
- •Once created, mock will remember all interactions. Then you can selectively verify whatever interaction you are interested in.
- By default, for all methods that return value, mock returns null, an empty collection or appropriate primitive/primitive wrapper value (e.g. 0, false, ... for int/Integer, boolean/Boolean, ...).
- Stubbing can be overridden: for example common stubbing can go to fixture setup but the test methods can override it. Please note that overridding stubbing is a potential code smell that points out too much stubbing
- Once stubbed, the method will always return stubbed value regardless of how many times it is called.
- Last stubbing is more important when you stubbed the same method with the same arguments many times.



# Spy - Mockito support test spies not just mocks

```
List spy = spy(new LinkedList());
//optionally, you can stub out methods:
 when(spy.size()).thenReturn(100);
                                                      Important note on spying real objects!
                                                      1. Sometimes it's impossible to use when(Object) for
//using the spy calls real methods
                                                      stubbing spies. Example:
spy.add("one");
spy.add("two");
                                                        List list = new LinkedList():
                                                        List spy = spy(list);
//prints "one" - the first element of a list
System.out.println(spy.get(0));
                                                        //Impossible: real method is called so spy.get(0)
                                                      throws IndexOutOfBoundsException (the list is yet
//size() method was stubbed - 100 is printed
                                                       empty)
System.out.println(spy.size());
                                                        when(spy.get(0)).thenReturn("foo");
//optionally, you can verify
                                                        //You have to use doReturn() for stubbing
verify(spy).add("one");
verify(spy).add("two");
                                                        doReturn("foo").when(spy).get(0);
```

2. Mockito doesn't mock final methods so the bottom line is: when you spy on real objects + you try to stub a final method = trouble.

#### Argument matchers

- Stubbing Build in (anyInt(), eq(), anyString()...)
- when(mockedList.get(anyInt())).thenReturn("element");
- Stubbing Hamcrest ( argThat(org.hamcrest.Matcher) )
- when(mockedList.contains(argThat(isValid()))).thenReturn("element");
- ArgumentCaptor to capture argument values for further assertion
- public class ArgumentCaptor<T> extends java.lang.Object
- ArgumentCaptor<Person> argument = ArgumentCaptor.forClass(Person.class);
- verify(mock).doSomething(argument.capture());
- assertEquals("John", argument.getValue().getName());
- Also possible in verification
- verify(mockedList).get(anyInt());



```
Verifying -
verify()
•mockedList.add("once");
    mockedList.add("twice");mockedList.add("twice");
    •//following two verifications work exactly the same - times(1) is used by default
    •verify(mockedList).add("once");
    •//exact number of invocations verification
    •verify(mockedList, times(2)).add("twice");
    •//verification using never(). never() is an alias to times(0)
    •verify(mockedList, never()).add("never happened");
    •//verification using atLeast()/atMost()
    •verify(mockedList, atLeastOnce()).add("three times");
    •verify(mockedList, atLeast(2)).add("five times");
    verify(mockedList, atMost(5)).add("three times");
    verifyZeroInteractions(mockedList2)...
```



#### •Maintain order – inOrder()

```
List firstMock = mock(List.class);

List secondMock = mock(List.class);

//using mocks
firstMock.add("was called first");
secondMock.add("was called second");

//create inOrder object passing any mocks that need to be verified in order
InOrder inOrder = inOrder(firstMock, secondMock);

//following will make sure that firstMock was called before secondMock
inOrder.verify(firstMock).add("was called first");
inOrder.verify(secondMock).add("was called second");
```



- Return value thenReturn()
- •when(mock.someMethod("some arg")).thenReturn("foo");
- Stubbing voids requires doReturn()
- •doReturn("bar").when(mock).foo();



#### •Exception thenThrow()

- •when(mock.someMethod("some arg"))
- .thenThrow(new RuntimeException())

#### Stubbing voids requires doThrow()

- doThrow(new RuntimeException()).when(mockedList).clear();
- //following throws RuntimeException:
- mockedList.clear();



```
Return statefull mock answer thenAnswer()
•when(mock.someMethod(anyString())).thenAnswer(new Answer() {
   Object answer(InvocationOnMock invocation) {
      Object[] args = invocation.getArguments();
      Object mock = invocation.getMock();
      return "called with arguments: " + args;
Stubbing voids do Answer()
  doAnswer(new Answer() {
    public Object answer(InvocationOnMock invocation) {
      Object[] args = invocation.getArguments();
      Mock mock = invocation.getMock();
      return null;
 .when(mock).someMethod();
```



#### Other

- Calling real method
- when(mock.someMethod()).thenCallRealMethod();
- BDD aliases (given)
- Serializable mocks
- mock(List.class, withSettings().serializable());
- Annotations
- @Mock, @Captor, @Spy, @InjectMocks
- Verification with timeout
- verify(mock, timeout(100)).someMethod();
- Reset (try not to use to often)
- reset(mock)



## **Mockito and Spring**

#### Hardcoded approach



### Mockito pros and cons

#### Pros

- Mockito is almost everywhere (python, java, c++, .Net)
- A Good Humane Interface for Stubbing
- Class (not just Interface) Mocks
- Supports Test Spies, not just Mocks
- Better Void Method Handling
- Easy to write
- Easy to learn
- Validation

#### Cons

- Difficult to read (solution -> use given, when, then approach)
- AbstractTestCases maintanance (solution -> avoid it)
- Verify vs asserts can be badly used (try to use asserts)
- Hard to learn ArgumentMatcher (solution -> just learn if;))
- Limitations of framework (rare cases but cant do anything about it)
  - Cannot mock final classes
  - Cannot mock static methods
  - Cannot mock final methods their real behavior is executed without any exception.
     Mockito cannot warn you about mocking final methods so be vigilant.
  - Cannot mock equals(), hashCode(). But that you should not mock
  - Spying on real methods where real implementation references outer Class via OuterClass.this is impossible. Don't worry, this is extremely rare case.



### What else to use

- PowerMock (private, final, static methods)
- Jmockit (constructors and static methods mocking)
- •Hamcrest (library of matcher objects (also known as constraints or predicates) allowing 'match' rules to be defined declaratively)

•?



#### General rules to remember

- Mock it outside your code
- If you cannot test your code -> then probably you should change it;) cause its badly written
- Test first
- Only one concrete class, mock the rest
- •Only mock your nearest neighbour (Law of Demeter -> dont talk with strangers)
- •Think;) and then write



# Thank you for your attention

