Rhino Mocks v3.1 Quick Reference

Overview

```
MockRepository mocks = new MockRepository();
//create mock objects
//set up expectations
mocks.ReplayAll();
//make calls that will use the mocks
mocks.VerifyAll();
```

Create Mock Objects

```
//normal mock objects: unexpected calls are test failures.
//Dynamic and Partial mocks also available.
IConnection connection = mocks.CreateMock<IConnection>();
```

Set Up Expectations

```
//expect a getter to return a value
Expect.Call( gauge.Position ).Return( gaugePosition );

//expect a setter to be called (value unimportant)
axis.Position = 0.56;
LastCall.IgnoreArguments(); //use LastCall to set expectation details

//expect a value from a method
Expect.Call( axis.Stop() ).Return( (0 ));

//expect a void method to be called at least once
device.UpdateStatus();
LastCall.Repeat.AtLeastOnce();//use LastCall to set expectation details
```

Mocking events and stubs

```
//get a mock object to raise an event
mediator.StatusUpdated += null;
LastCall.IgnoreArguments(); // we don't care who is subscribing
IEventRaiser eventRaiser = LastCall.GetEventRaiser();
…
eventRaiser.Raise(args);
```

Property / Method Stubs

```
//add a property to a mock object (no expectations)
SetupResult.For( connection.Connected ).Return( true);
```

Dealing with out / ref

```
//return value = 0, ref numDevices = 3
uint numDevices = 0;
Expect.Call( m_mockCic.DiscoverDevices( ref numDevices ) )
      .OutRef( ( uint ) 3)
      .Return( 0 );
```