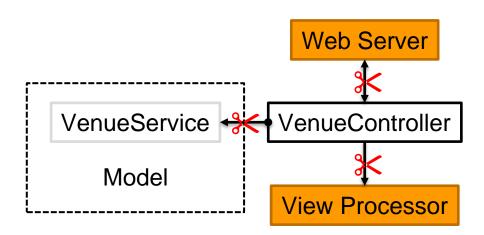


Why isolate everything?





- Dummy
 - A dummy is passed around but never used
- Fake
 - A fake generally works as expected, but has some shortcut unsuitable for full production
- Stub
 - A stub provides a canned answer to a particular invocation
- Mock
 - A mock has pre-programmed expectations of how it will be called, and what will happen internally when it is called

Stub example

```
Main program loop
if (outside.readTemperature() <= 0) {</pre>
    System.out.println("Freezing!");
Stubbed method
public int readTemperature(void) {
    return(0);
```

Using a mock to stub methods

```
@Mock
private Event event;
@Mock
private Venue venue;
@MockBean
private EventService eventService;
@MockBean
private VenueService venueService;
```

Using a mock to stub methods

```
when (<condition>).then<do something>
when (event.getName()).thenReturn("Hello");
when (venueService.findAll())
        .thenThrow(new Exception());
when (event.getName())
        .thenThrow(new Exception())
        .thenReturn("Hello");
```

Adding behaviour verification to a mock

• Exactly once:

```
verify(venueService).delete(1L)
verify(venueService, times(1)).delete(1L)
```

• Exactly twice:

```
verify(venueService, times(2)).delete(1L)
```

• At most five times:

```
verify(venueService, atMost(5)).delete(1L)
```

Never:

```
verify(venueService, never()).delete(1L)
```

Mocking example

"A venue cannot be deleted if it has one or more events."

Return an empty list of events from our mocked venue:

```
when (venue.getEvents())
    .thenReturn(Collections.<Event> emptyList());
```

Return that venue instance from our mocked DAO:

```
when (venueService.findOne(1L)).thenReturn(venue);
```

Do the operation:

Verify the internal behaviour of VenueService:

```
verify(venueService).delete(1L);
```