

Custom Matcher's LEVEL 6.

Refactoring

app/models/zombie.rb

```
class Zombie < ActiveRecord::Base
  validates :name, presence: true
end</pre>
```

```
describe Zombie do
  it 'validates presence of name' do
    zombie = Zombie.new(name: nil)
    zombie.valid?
    Zombie.errors.should have_key(:name)
    end
end
like 'include', but for hashes
```

we might do this a lot!



Refactoring

app/models/zombie.rb

```
class Zombie < ActiveRecord::Base
  validates :name, presence: true
end</pre>
```

spec/models/zombie_spec.rb

```
describe Zombie do
  it 'validates presence of name' do
    zombie = Zombie.new(name: nil)
    zombie.should validate_presence_of_name
    end
end
```

so let's create this custom matcher



Custom matcher's

```
spec/support/validate_presence_of_name.rb
```

```
module ValidatePresenceOfName
                                same as our example
  class Matcher
    def matches?(model)
      model.valid?
      model.errors.has_key?(:name)
    end
  end
  def validate_presence_of_name
    Matcher.new
  end
end
RSpec.configure do IconfigI
  config.include ValidatePresenceOfName, type: :model
end
```

matcher available only to model specs



Custom matcher's

spec/models/zombie_spec.rb

```
describe Zombie do
  it 'validates presence of name' do
    zombie = Zombie.new(name: nil)
    Zombie.should validate_presence_of_name
    end
end
```

\$ rspec spec/models/zombie_spec.rb
Zombie
validates presence of name



Finished in 0.02884 seconds 1 example, 0 failures

good, but we can't use this matcher for anything else, yet...



describe Zombie do
 it 'validates presence of name' do
 zombie = Zombie.new(name: nil)
 Zombie.should validate_presence_of(:name)
 end
end
it doesn't accept a parameter

```
$ rspec spec/models/zombie_spec.rb
Zombie
  validates presence of name

Failures:
1) Zombie has errors on name
```

1 example, 1 failure





spec/support/validate_presence_of_name.rb

```
module ValidatePresenceOfName
  class Matcher
    def matches?(model)
      model.valid?
      model.errors.has_key?(:name)
    end
  end
  def validate_presence_of_name
    Matcher.new
  end
end
```

time to make this reusable!



```
spec/support/validate presence of.rb
module ValidatePresenceOf
  class Matcher
                                         , 2) store the attribute
    def initialize(attribute)
       @attribute = attribute
    end
    def matches?(model)
                                                3) use your attribute
       model.valid?
       model.errors.has_key?(@attribute)
     end
  end
  def validate_presence_of(attribute) 1) accept an attribute
    Matcher.new(attribute)
  end
end
```

now let's see if it works as we expect...

spec/models/zombie_spec.rb

```
describe Zombie do
  it 'validates presence of name' do
    zombie = Zombie.new(name: nil)
    Zombie.should validate_presence_of(:name)
    end
end
```

\$ rspec spec/models/zombie_spec.rb
Zombie
 validates presence of name



Finished in 0.02884 seconds 1 example, 0 failures

it does, we're green!



describe Zombie do
 it 'validates presence of name' do
 zombie = Zombie.new(name: nil)
 zombie.should validate_presence_of(:name)
 end
end

```
But what happens if the validation fails? app/models/zombie.rb

class Zombie < ActiveRecord::Base
```

```
# validates :name, presence: true end
```

spec/models/zombie spec.rb



spec/models/zombie_spec.rb

```
describe Zombie do
  it 'validates presence of name' do
    zombie = Zombie.new(name: nil)
    zombie.should validate_presence_of(:name)
    end
end
```

```
$ rspec spec/models/zombie_spec.rb
Zombie
validates presence of name
```



Failures: asked your matcher for a failure message

1) Zombie validates presence of name Failure/Error: zombie.should validate_presence_of(:name) NoMethodError: undefined method 'failure_message'

Finished in 0.02884 seconds 1 example, 1 failures

we haven't defined one yet!



spec/support/validate_presence_of.rb

```
module ValidatePresenceOf
  class Matcher
    def matches?(model)
                                          saved for use in messages
      @model = model 
      @model.valid?
      @model.errors.has_key?(@attribute)
    end
    def failure_message
      "#{@model.class} failed to validate :#{@#ttribute} presence."
    end
    def negative_failure_message
      "#{@model.class} validated :#{@attribute} presence."
    end
  end
end
```

\$ rspec spec/models/zombie_spec.rb

Zombie

validates presence of name



Failures:

1) Zombie validates presence of name Failure/Error: zombie.should validate_presence_of(:name) Expected Zombie to error on :name presence.

Finished in 0.02884 seconds 1 example, 1 failures



message from your matcher



```
app/models/zombie.rb
 class Zombie < ActiveRecord::Base</pre>
   validates :name, presence: { message: 'been eaten' }
 end
spec/models/zombie spec.rb
 describe Zombie do
   it 'validates presence of name' do
     zombie = Zombie.new(name: nil)

  zombie.should validate_presence_of(:name).
       with_message('been eaten')
   end
 end
this error message should be returned on failure
```

TESTIG

```
spec/support/validate presence of.rb
 class Matcher
   def initialize(attribute)
                                 default failure message
     @attribute = attribute
     @message = "can't be blank"
   end
   def matches?(model)
     @model = model
                      collect errors and find a match
     @model.valid?
     errors = @model.errors[@attribute]
     errors.any? { | lerror| error == @message }
   end
   def with_message(message)
     @message = message
     self
   end
 end override failure message & return self
```



describe Zombie do
 it 'validates presence of name' do
 zombie = Zombie.new(name: nil)
 zombie.should validate_presence_of(:name).
 with_message('been eaten')
 end
end

```
$ rspec spec/models/zombie_spec.rb
Zombie
  validates presence of name

Finished in 0.02884 seconds
1 example, 0 failures
```





```
it { should validate_presence_of(:name).with_message('oh noes') }
it { should ensure_inclusion_of(:age).in_range(18..25) }
it { should have_many(:weapons).dependent(:destroy) }
it { should have_many(:weapons).class_name(OneHandedWeapon) }
   single line chaining.
it 'has many Tweets' do
  should have_many(:tweets).
    dependent(:destroy).
    class_name(Tweet)
end
```



multiple line chaining