

# SD: Testing with Dependencies: Part I

Total points 10/10

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✓ Mocks are the easiest way to test with dependencies and is a sign of good design. \*2/2

☐ true

☒ false



✓ A \_\_\_ is a class or service that is like the real one for all practical purposes, but used for testing and not usable in production, for example, like an in-memory database. \*2/2

☐ stub

☐ spy

☐ mock

☒ fake



✓ The more dependencies a code has, the harder it is to write automated tests on it. \*2/2

☒ true



☐ false

✓ When testing with dependency we often use the dependency \_\_\_\_ principle. \*2/2

☐ inheritance

☐ delegation

☒ inversion



☐ interface

✓ The \_\_\_\_ Pattern is useful to conform the dependent object, not in our control, to the interface we create for testing purposes. \*2/2

☐ Abstract factory

☒ Adapter



☐ Alternator

☐ Applicator

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