## Unit-Testing 2: Mocking and Stubbing with Dependency Injection

1.

1.

1.

```
```py

def test_transform():

    def mock_get_countries():

        return [{"name": "United Kingdom", "alpha3Code": "UK",
"currencies": [{"code": "GBP"}]}]
```

```
test_name = "United Kingdom"
    expected = {"name": "United Kingdom", "country_code": "UK",
"currency_code": "GBP"}
    actual = transform(test_name, mock_get_countries)

assert actual == expected
    print("test_transform: Passed")
```

1.

```
```py
def test_show_country_info():
   # Assemble
   expected = {"name": "United Kingdom", "country_code": "UK",
"currency_code": "GBP"}
   def mock_get_countries():
        return [{"name": "United Kingdom", "alpha3Code": "UK",
"currencies": [{"code": "GBP"}]}]
   def mock_print(*args):
        assert args[0] == expected # We're actually asserting here.
        # This may be difficult to test if we had more than one use of
'print'
       # Mocking libraries will help us out with this sort of problem by
providing more features
   def mock_input(msg):
       return 0
   # Act
   # Here we are using actual information of 'transform' method, but we
could also choose to mock it.
   # The test will still use our 'mock_get_countries' as we are already
passing this in to show_country_info
   show_country_info(mock_get_countries, mock_print, mock_input)
   print("test_show_country_info: Passed")
```