1. Mocking

1. Explanation of mocking:
   Mocking creates simulated versions of external dependencies to isolate the unit under test. Mocks mimic the behavior of real objects while allowing control over their responses.

2. Purpose in unit testing:
   Mocking enables testing a unit in isolation by removing dependencies on external systems, databases, or complex objects. This makes tests faster, more reliable, and focused solely on the unit's logic.