

Cheatsheet: Creating mocks with Prophecy in PHPUnit

prophecy

Name of the
class to mock
(= to subclass)

```
/** @var Coffee|ObjectProphecy */  
$prophecy = $this->prophesize(Coffee::class);  
/** @var Coffee|ProphecySubjectInterface $mock */  
$mock = $prophecy->reveal();
```

revealed mock

Why mock a method or object?

- ▷ To "disable" an object (to not write to the DB, or to not launch a cruise missile).
- ▷ To have the method return a particular return value.
- ▷ To test that the method gets called in a certain way.

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