

# Prophecy

- Mocking Framework -

@bicpi

```
{  
  "name": "Philipp Rieber",  
  "twitter": "@bicpi",  
  "url": "http://philipp-rieber.net",  
  "location": "Munich",  
  "skills": ["PHP", "Symfony", "DevOps", "Writer"],  
  "job": "PAYMILL",  
  "status": "DDD"  
}
```

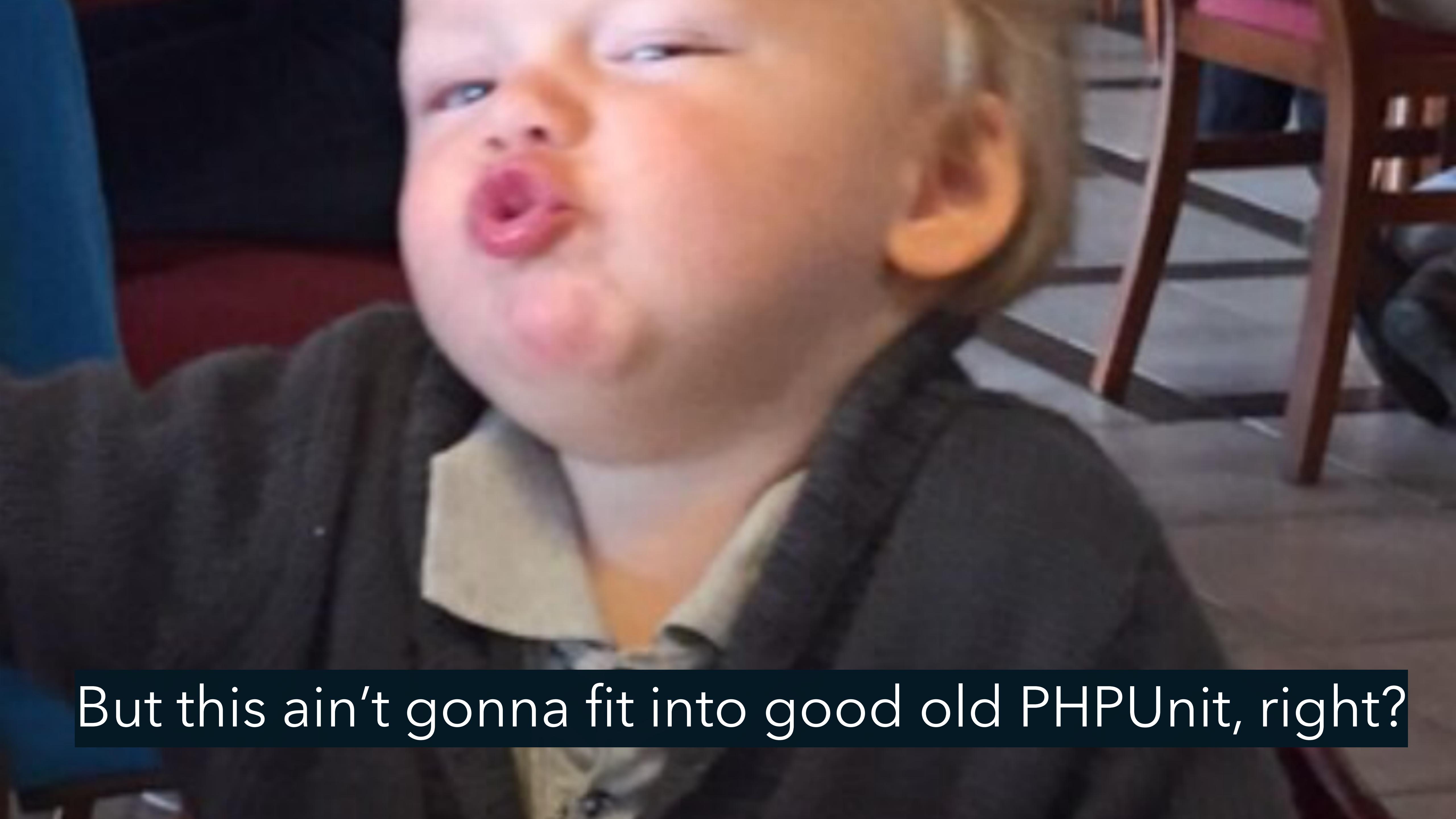
# phpspec/prophecy

- Mocking framework -

@everzet • @\_md • @CiaranMcNulty • @phpspec

# Why?

# **“Modern PHP”**

A close-up photograph of a baby's face. The baby has light-colored hair and is looking upwards with a wide-eyed, slightly open-mouthed expression of surprise or curiosity. The background is blurred, showing what appears to be a wooden chair and some colorful objects.

But this ain't gonna fit into good old PHPUnit, right?

**Well, yes.**

PHPUnit >= 4.5

# Some terminology first

A mocking framework creates  
**Test Doubles**

# Types of Doubles

Dummy • Stub • Mock • Spy

# Dummy

- Doubles without behaviour -

# **Stub**

- Doubles with behaviour, but no expectations -

# Mock

- Doubles with expectations -

# Spy

- Verify expected behaviour -

# How does it look like?

```
$ composer req --dev phpspec/prophecy
```

# Create a prophet

```
$prophet = new \Prophecy\Prophet();
```

# Create a prophecy

```
$prophecy = $prophet->prophesize(ClassOrInterface::class);
```

# Reveal the prophecy

```
$double = $prophecy->reveal();
```

# All together

```
$prophet = new \Prophecy\Prophet();
```

```
$prophecy = $prophet->prophesize(ClassOrInterface::class);
```

```
$double = $prophecy->reveal();
```

# Examples please

# Dummy - Example

Create an object that just doubles \Psr\Log\LoggerInterface

# Dummy

```
use Psr\Log\LoggerInterface;
```

```
$loggerProphecy = $prophet->prophesize(LoggerInterface::class);
```

```
$logger = $loggerProphecy->reveal();
```

# Dummy

```
use Psr\Log\LoggerInterface;
```

```
$loggerProphecy = $prophet->prophesize(LoggerInterface::class);
```

```
$logger = $loggerProphecy->reveal();
```

Dummy

```
// All the methods return null now
```

```
$logger->alert();
```

```
$logger->debug();
```

```
// ...
```

# Stub - Example

Create an object that doubles `\Guzzle\HttpClient`  
... and model the behaviour of a GET request to `/profile`

# Stub

```
use GuzzleHttp\Client;

$prophecy = $prophet->prophesize(Client::class);
$prophecy
    ->get('/profile')
    ->willReturn('{"username": "bicpi"}');
```

# Stub

```
use GuzzleHttp\Client;  
  
$prophesy = $prophet->prophesize(Client::class);  
$prophesy  
    ->get('/profile')  
    ->willReturn('{"username": "bicpi"}');
```

```
$httpClient = $prophesy->reveal();
```



Stub

```
// Always returns {"username": "bicpi"} now  
$httpClient->get('/profile');
```

# Stub

Some more examples

# Stub

```
$prophecy = $prophet->prophesize(Sequence::class);
$prophecy
    ->next()
    ->willReturn(1, 2, 3);
```

```
$sequence = $prophecy->reveal();
```

```
$sequence->next(); // 1
$sequence->next(); // 2
$sequence->next(); // 3
```

# Stub

```
$prophecy = $prophet->prophesize(validator::class);  
$prophecy  
    ->validate()  
    ->willThrow(validationException::class);
```

```
$validator = $prophecy->reveal();
```

```
// throws validationException  
$validator->validate();
```

# Stub

```
$prophesy = $prophet->prophesize(Arrayvalidator::class);
$prophesy
    ->validate(Argument::type('string'))
    ->willThrow(ValidationException::class);
```

```
$prophesy
    ->validate(Argument::type('array'))
    ->willReturn(null);
```

# Stub - Complex behaviours

```
$prophecy  
    ->method(...)  
    ->will($callback);
```

# Stub - Complex behaviours

```
$userProphecy  
    ->setName('Philipp')  
    ->will(function () {  
        $this->getName()->willReturn('Philipp');  
    });
```

# Stub - Complex behaviours

```
$companyProphecy
    ->setName(Argument::type('string'))
    ->will(function($args) {
        $this->getName()->willReturn($args[0]);
    });
}
```

# Mock - Example

Create an object that doubles `\Doctrine\ORM\EntityManagerInterface`  
and expect the `persist()` method for a `User` entity to be called

# Mock

```
use Doctrine\ORM\EntityManagerInterface;
```

```
$prophecy = $prophet->prophesize(EntityManagerInterface::class);  
$prophecy  
    ->persist(Argument::type(User::class))  
    ->shouldBeCalled();
```



Prediction

```
$entityManager = $prophecy->reveal();
```

# Mock

```
$prophesy = $prophet->prophesize(EntityManagerInterface::class);
$prophesy
    ->persist(Argument::type(User::class))
    ->shouldBeCalled();

$entityManager = $prophesy->reveal();

// ... do the tests

// Check the predictions
$prophet->checkPredictions();
```

# Mock

```
$prophesy = $prophet->prophesize(EntityManagerInterface::class);
$prophesy
    ->persist(Argument::type(User::class))
    ->shouldNotBeCalled();
```

```
$entityManager = $prophesy->reveal();
```

```
// ... do the tests
```

```
// Check the predictions
$prophet->checkPredictions();
```

# Mock

```
$prophesy = $prophet->prophesize(EntityManagerInterface::class);
$prophesy
    ->persist(Argument::type(User::class))
    ->shouldBeCalledTimes(3);
```

```
$entityManager = $prophesy->reveal();
```

```
// ... do the tests
```

```
// Check the predictions
$prophet->checkPredictions();
```

# Spy

Check recorded method calls of a double

# Spy

```
$prophesy = $prophet->prophesize(EntityManagerInterface::class);
$entityManager = $prophesy->reveal();

// During the tests ...
$entityManager->persist($someEntity);

$entityManager
    ->persist()
    ->shouldHaveBeenCalled();

// Check the predictions
$prophet->checkPredictions();
```

# Put everything together

```
$prophet = new \Prophecy\Prophet();

$prophecy = $prophet->prophesize(classOrInterface::class);

// Make predictions . .

$double = $prophecy->reveal();

$prophet->checkPredictions();
```

# Prophecy in PHPUnit

```
class SomeTest extends \PHPUnit_Framework_TestCase {
    private $prophet;

    protected function setUp() {
        $this->prophet = new \Prophecy\Prophet;
    }

    public function testSomething() {
        $prophecy = $this->prophet->prophesize(...);
    }

    protected function tearDown() {
        $this->prophet->checkPredictions();
    }
}
```

# Prophecy in PHPUnit - built-in support

```
class SomeTest extends PHPUnit_Framework_TestCase
{
    public function testSomething()
    {
        $prophecy = $this->prophesize(...);
    }
}
```

# Nesting prophecies

# Prophecy is extensible

# PHPUnit Autocomplete Assistant

- for PhpStorm -

<https://github.com/maxfilatov/phpuaca>



<https://github.com/phpspec/prophecy>

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