Mocking and Stubbing

Common Use Cases during TDD

About Me

 stigi

 stigi

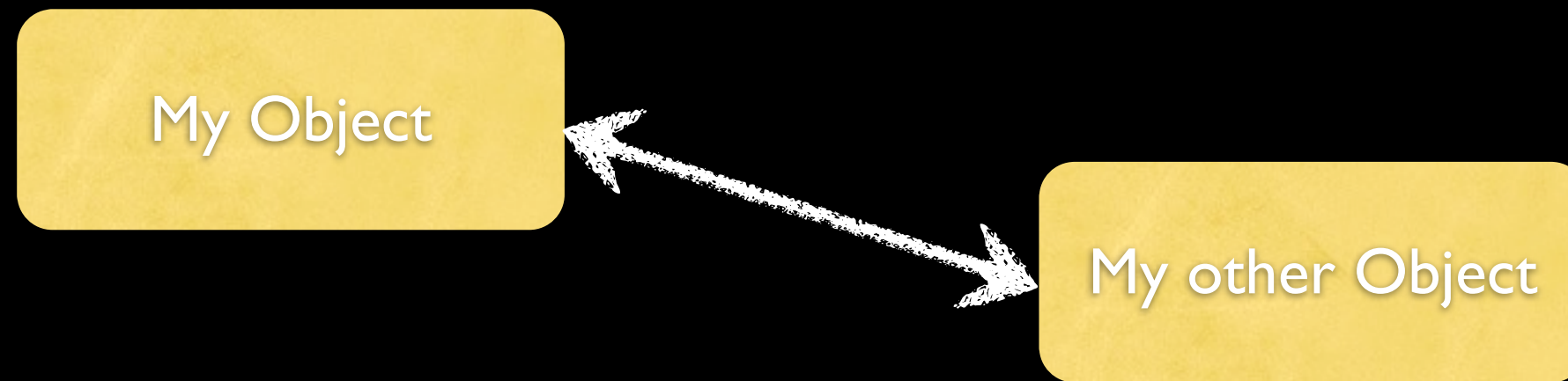 ullrich.is || nslog.de || nxtbgthng.com

 ullrich@nxtbgthng.com

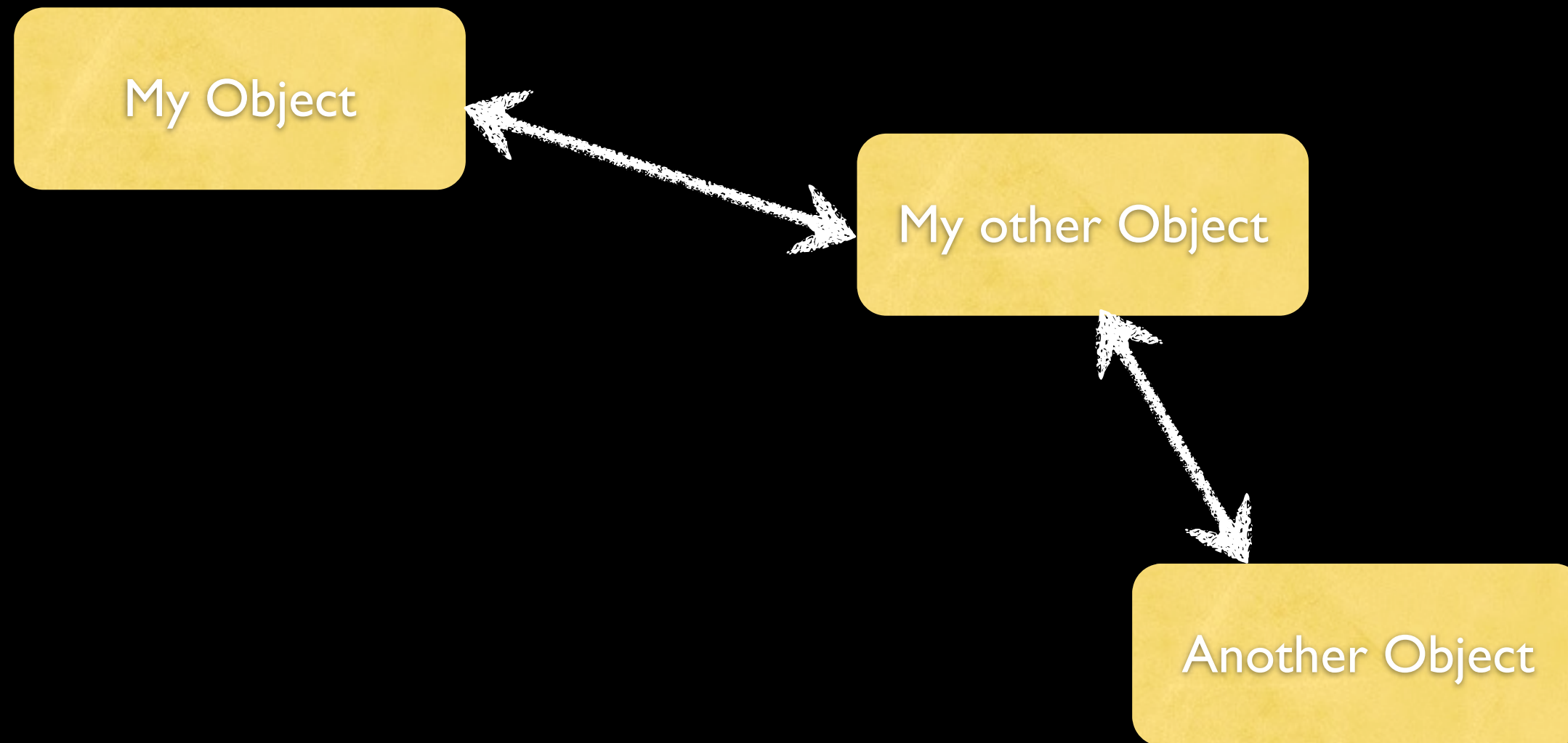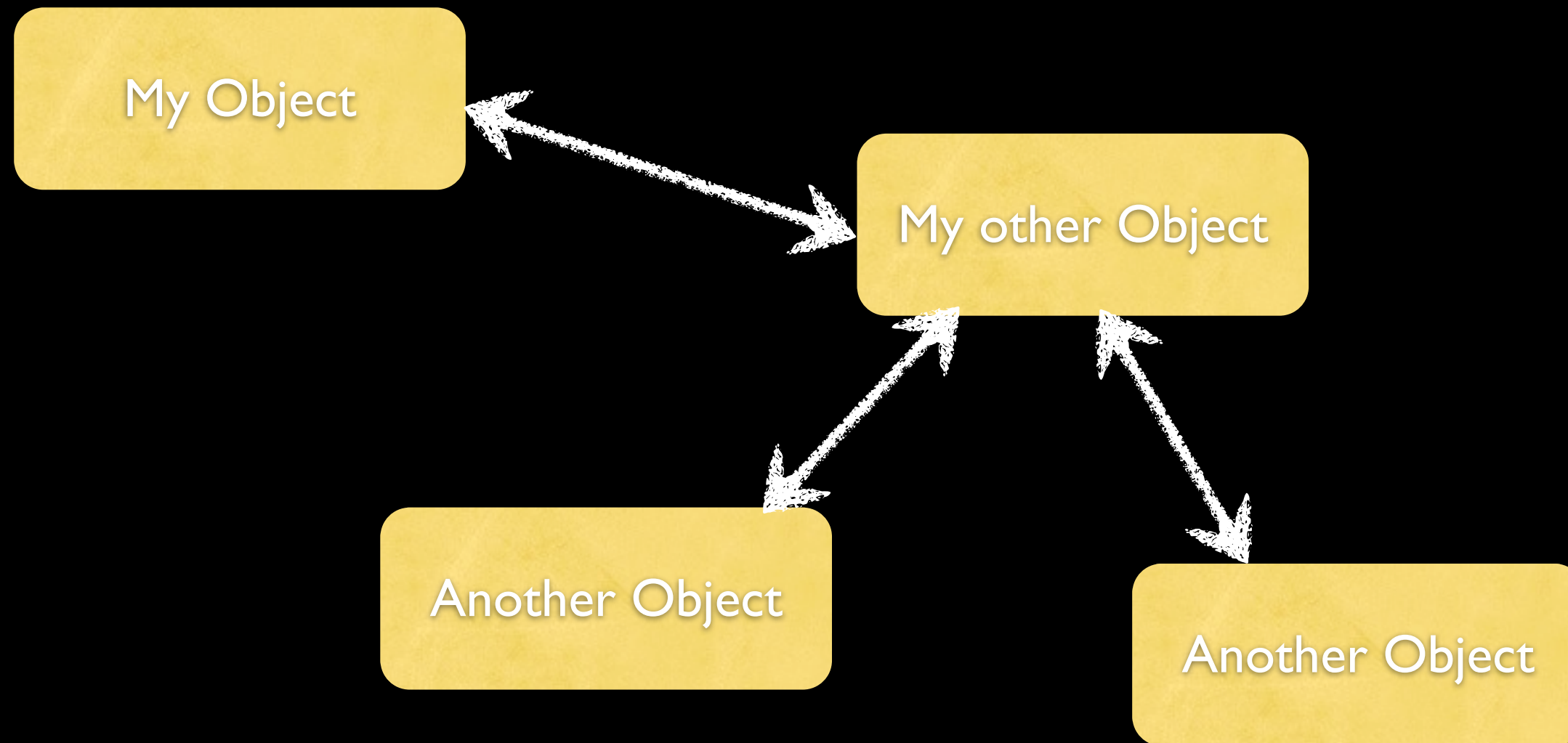# A brief look at OOP

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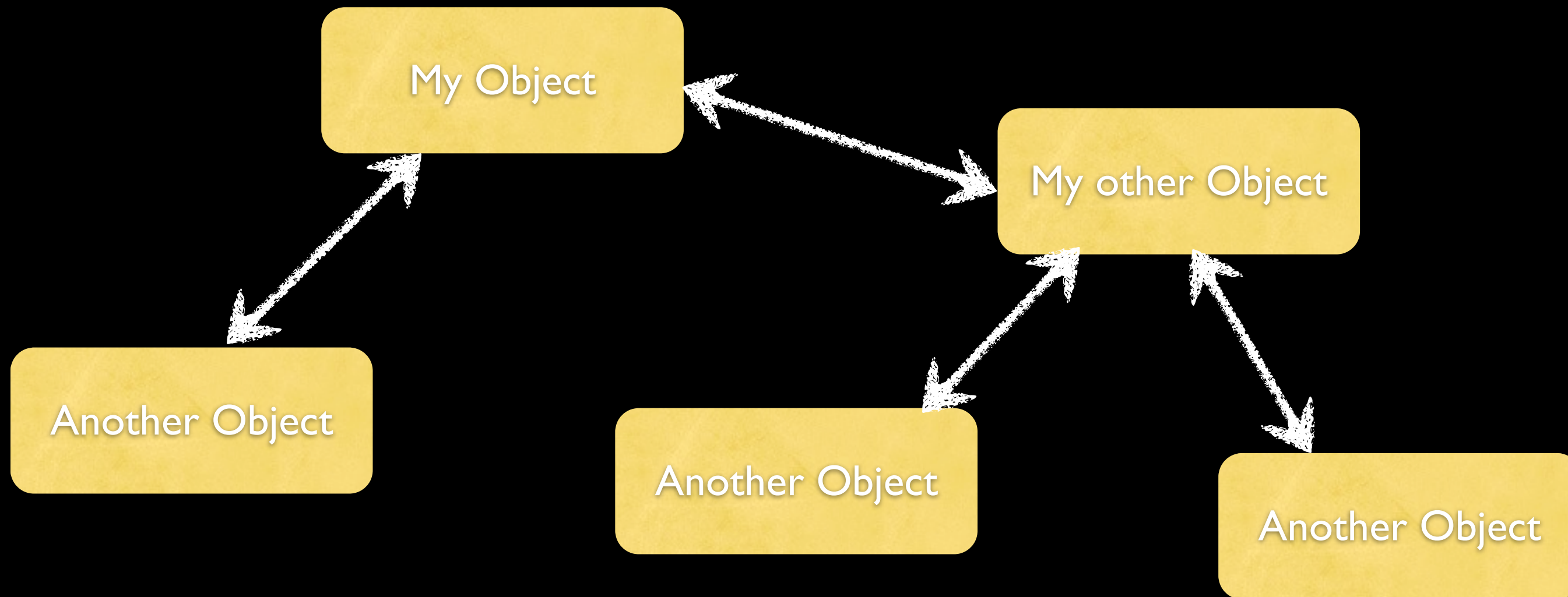My Object

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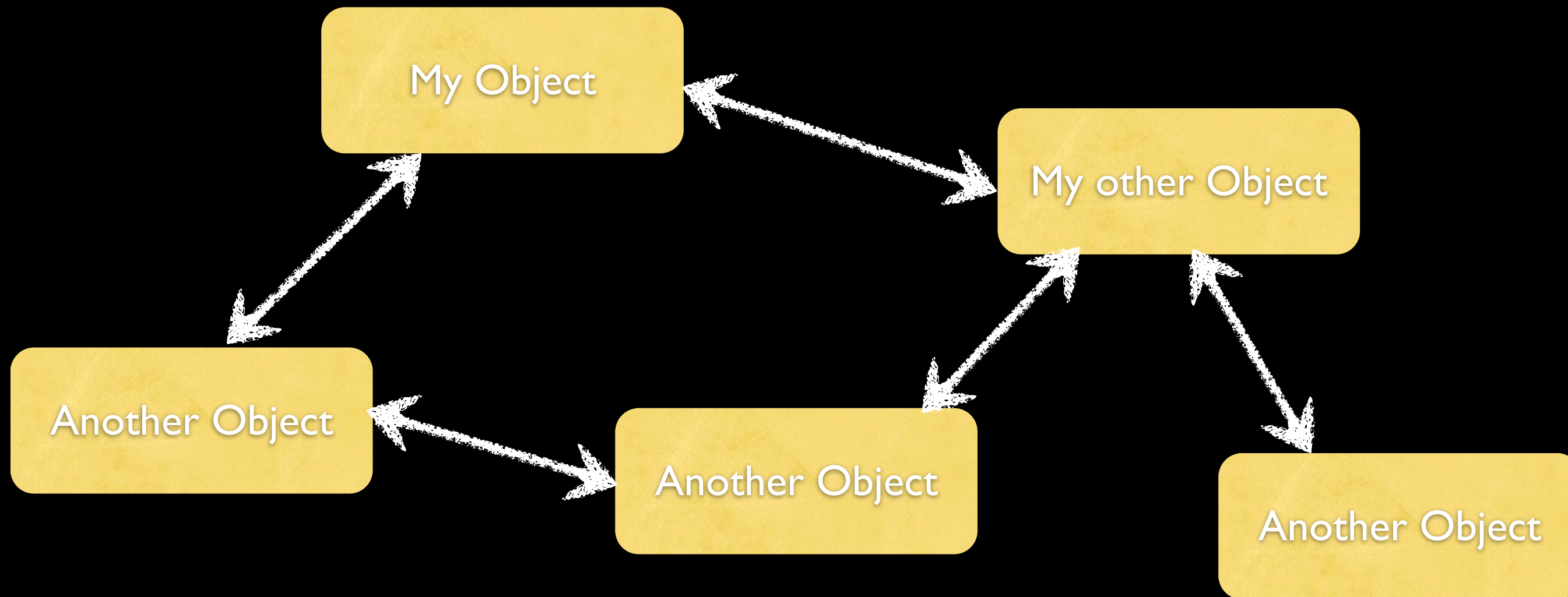
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Principles of good OOP

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- Two out of many

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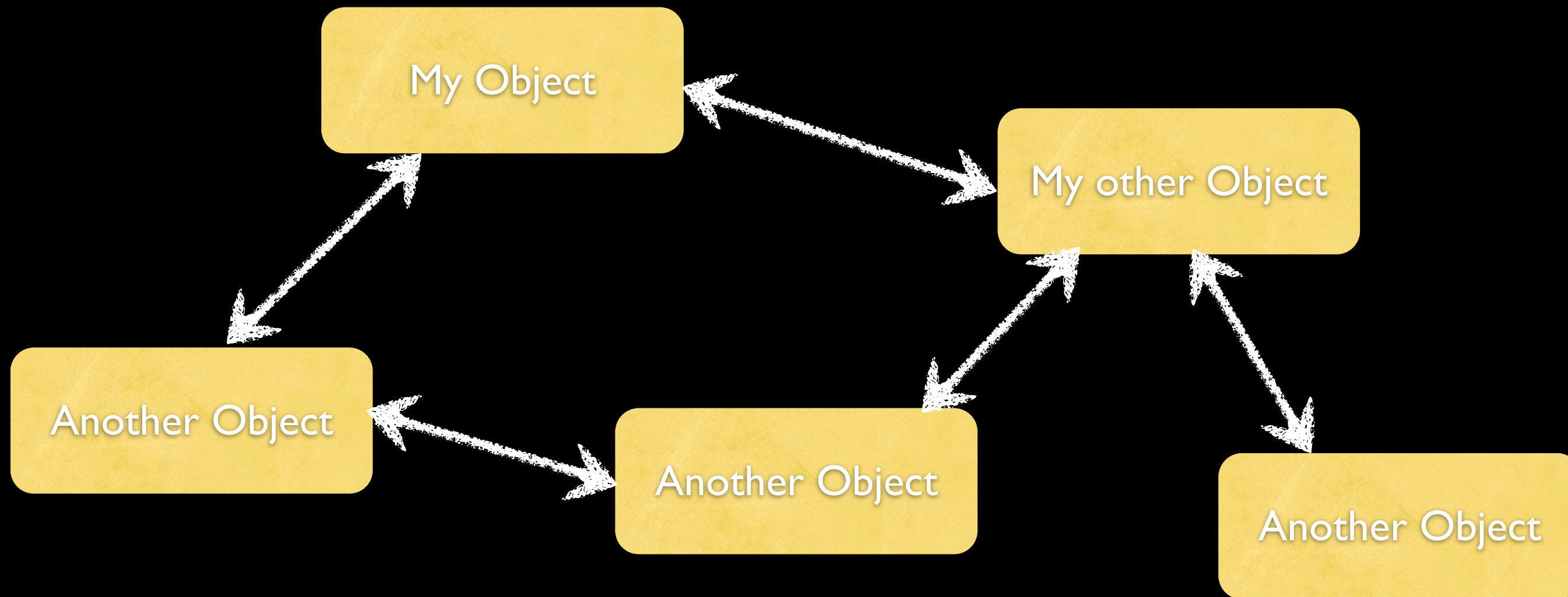
  - SoC - Separation of concerns

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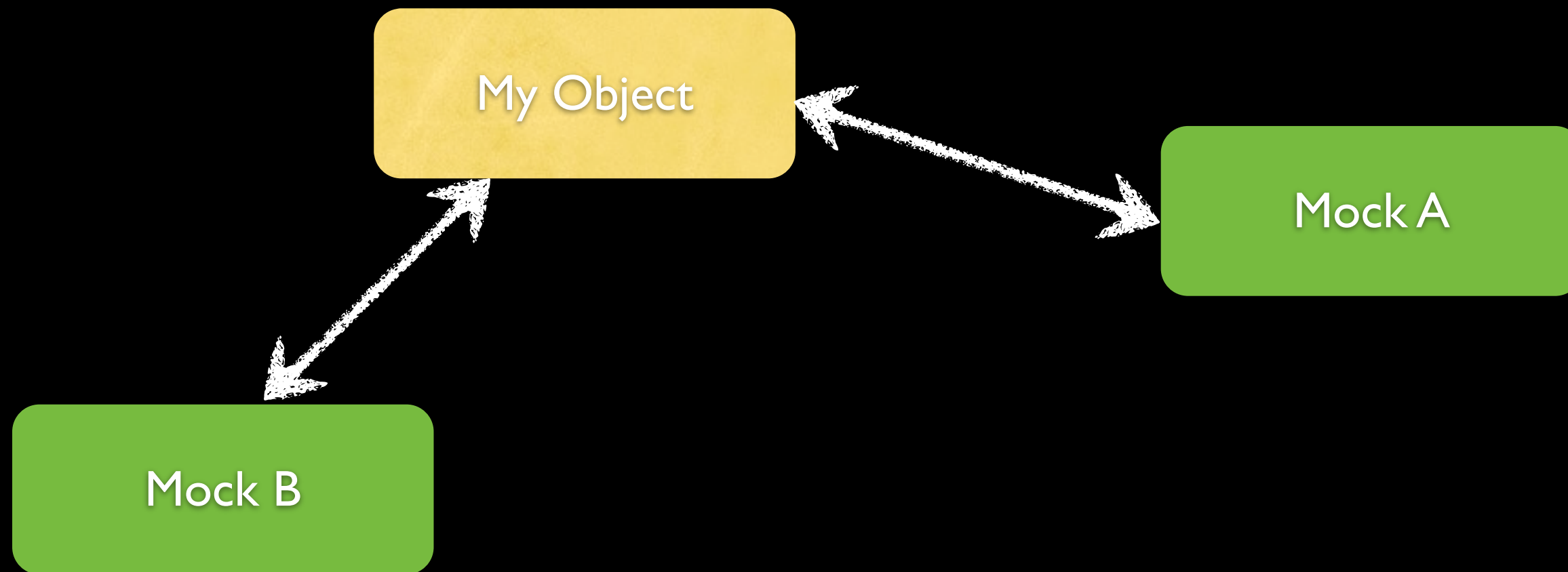
  - LoD - Law of Demeter

Principles of good OOP

- Two out of many

  - SoC - Separation of concerns

  - LoD - Law of Demeter

- Unit Testing helps

Unit test scenario

Unit test scenario

My Object

Mock A

Mock B

#define Mock

a programming object that mimics the behavior of real objects in controlled ways

#define Stub

a piece of code used to stand in for some other programming functionality

aka stub method

Nice vs serious mocks

- Mocks can be scripted and verified

- Serious mocks raise exceptions on unexpected usage

- Nice mocks play along

- Partial mocks use original implementation

  - are always nice

Obj-C Mocking

- OCMock vs OCMockito

  - serious vs nice

  - syntax

  - verification fails differently

Examples

Examples

- In Xcode

- https://github.com/stigi/mockingExamples.git

OHHTTPStubs

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- Stubs NSURLProtocol for integration tests

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    - In unit tests stub closer to your unit

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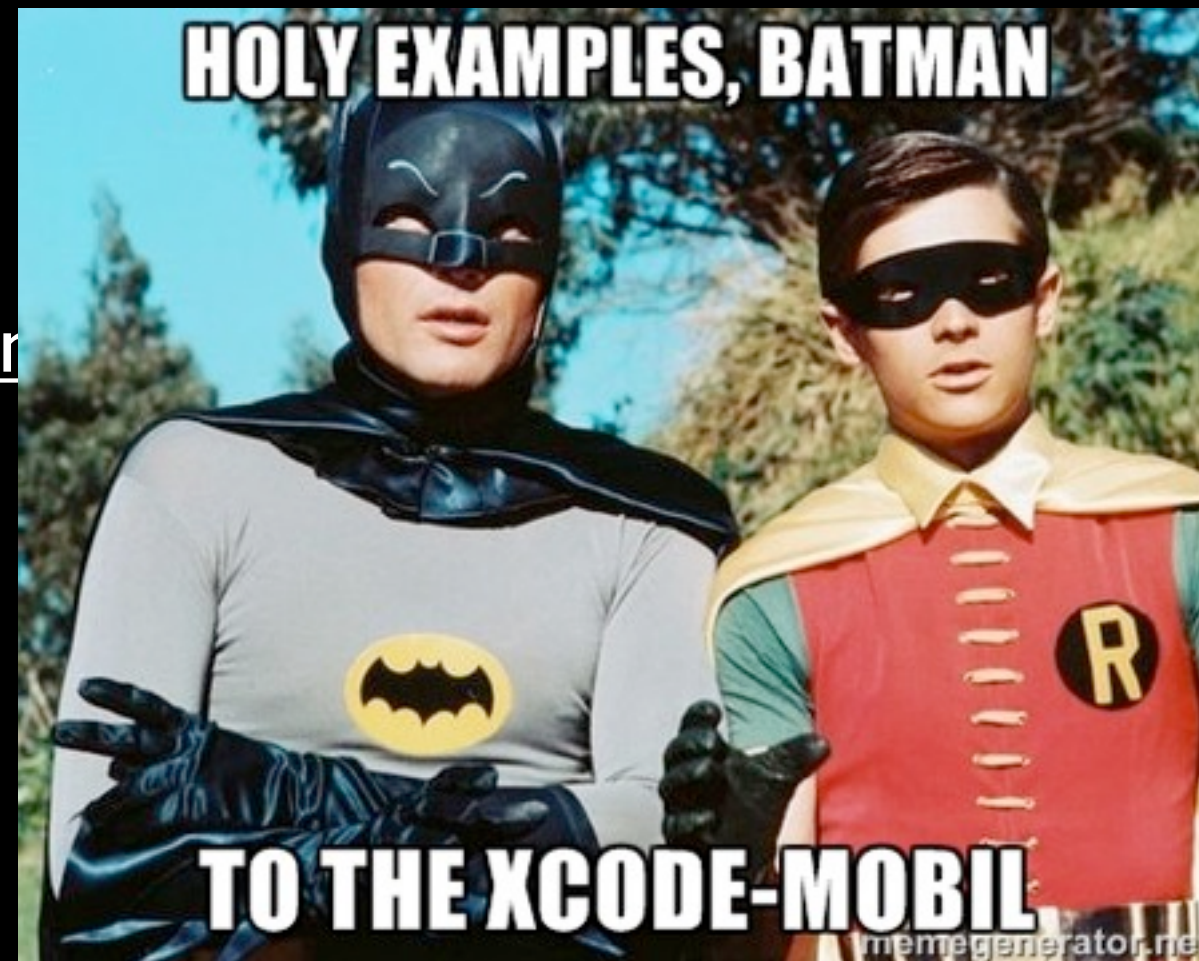- Define a set of responses for a set of requests

Examples

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- In Xcode

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Examples

- In Xcode

- https://github.co

Questions?

- Yes, Please?

About Me

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