Erlang Solutions Ltd.

# Meck

A Mocking Library for Erlang



# What Is Mocking?

adjective /mäk/

1. Not authentic or real, but without the intention to deceive



# What Is Mocking?

- Dummy objects
- Fake objects
- Stubs
- Mocks

http://martinfowler.com/articles/mocksArentStubs.html



# What Is Mocking?

- Dummy objects
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### Alternative Ways To Mock

```
test() ->
    % Setup mock
    F = "test/mock.erl",
    \{ok, M, B\} =
        compile:file(F, [binary]),
    code:load_binary(M, F, B),
    % Run tests
    ?assert(system_under_test:run()),
    code:purge(mock).
```



# Other Mocking Libraries

erlymock - <a href="https://github.com/sheyll/erlymock">https://github.com/sheyll/erlymock</a>

Unmaintained?

- emock <a href="https://github.com/noss/emock">https://github.com/noss/emock</a>
- effigy <a href="https://github.com/cliffmoon/effigy">https://github.com/cliffmoon/effigy</a>



#### Create a Module

```
1> meck:new(test).
ok
2> test:module info().
[{exports, [{module info,0},
            {module info,1}]},
 {imports,[]},
 {attributes, [{vsn, [276740...]}]},
 {compile, [{options, []},
            {version, "4.7.4"},
            \{time, \{2011, 5, 30, 11, 48, 5\}\},\
            {source,"."}]}]
```



#### Add Functions

```
3> meck:expect(test, foo,
                fun() -> bar end).
ok
4> test:foo().
bar
5> meck:expect(test, baz, 0, qux).
ok
6> test:baz().
qux
```



# Returning Changing Results

["foo", "bar", eof]).

```
7> meck:sequence(test, read, 0,
ok
8> test:read().
"foo"
9> test:read().
"bar"
10> test:read().
eof
11> test:read().
eof
```



#### Returning Changing Results

```
100
```



#### Delete Functions

```
14> meck:delete(test, foo, 0).
ok
15> test:foo().
** exception error: undefined function
test:foo/0
16> test:module info().
[{exports, [{read, 0}, {count, 0}, {baz, 0},
           {module_info,0},
           {module info,1}]},
```



#### Delete Functions

```
14> meck:delete(test, foo, 0).
ok
15> test:foo().
** exception error: undefined function
test:foo/0
16> test:module info().
[{exports, [{read, 0}, {count, 0}, {baz, 0},
           {module_info,0},
           {module info,1}]},
```



#### Delete Functions

```
14> meck:delete(test, foo, 0).
ok
15> test:foo().
** exception error:
                               function
test:foo/0
16> test:module i
[{exports,[{read
           {mod
           {module info,1}},
```



### Linking

```
17>
=ERROR REPORT== 30-May-2011::15:10:55 ==
** Generic server test_meck terminating
** Last message in was
   {'EXIT',<0.63.0>,
    {undef, [{test, foo, []},...]}}
** When Server state == {state,test,...}
** Reason for termination ==
** {'module could not be loaded',
    [{test, foo, []},...]}
```



# Linking

```
18> meck:new(test, [no link]).
ok
19> exit(crash).
** exception exit: crash
20> test:module info().
[{exports, [{module info,0},
           {module_info,1}]},
```



### Validating a Module

```
21> meck:validate(test).
true
22> Foo = fun(A) when is_integer(A) ->
              bar
          end.
#Fun<erl eval.6.80247286>
23> meck:expect(test, foo, Foo).
ok
24> test:foo(1).
bar
25> meck:validate(test).
true
```



# Validating a Module

```
26> test:foo(a).
** exception error: no function clause
    matching
erl_eval:'-inside-an-interpreted-
fun-'(a)
27> meck:validate(test).
false
```



### Exceptions

```
28> meck:validate(test).
true
29> meck:expect(test, foo,
        fun() -> exit(crash) end).
ok
30> test:foo().
** exception exit: crash
     in function meck:exec/4
     in call from test:foo/0
        called as test:foo()
31> meck:validate(test).
false
```



### Exceptions

```
32> meck:expect(test, foo,
        fun() ->
            meck:exception(exit, crash)
        end).
ok
33> test:foo().
** exception exit: crash
     in function meck:exception/2
     in call from test:foo/0
        called as test:foo()
34> meck:validate(test).
true
```



### Exceptions

```
35> try test:foo()
    catch _:_ -> erlang:get_stacktrace()
    end.
[{meck, exception, 2},
 {meck,exec,4},
 {test, foo, []},
 {erl_eval,do_apply,5},
 {erl eval, try clauses, 8},
 {shell, exprs, 7},
 {shell,eval_exprs,7},
 {shell,eval loop,3}]
```



### Original Modules

```
36> l(original).
{module,original}
37> original:a().
38> original:b().
6> meck:new(original, [no_link]).
ok
7> original:a().
** exception error: undefined function
   original:a/0
```



### Original Modules



### Original Modules

```
14> original:double(1).
15> meck:expect(original, double,
        fun(1) -> foo;
15>
           (A) -> meck:passthrough([A])
15>
        end).
15>
ok
16> original:double(1).
foo
17> original:double(2).
```



### History

```
18> meck:expect(original, a,
                 fun(1) \rightarrow foo end).
ok
19> original:a(2).
** exception error: function clause...
20> meck:history(original).
[{{original,a,[]},a}, % {MFA, R}
 {{original,b,[]},z},
 {{original,c,[1]},foo},
 {{original,a,[2]}, % {MFA, C, R, ST}
  error, function clause,
  [{original,a,[2]},...]}]
```



#### History

```
1/2
```

```
21> meck:called(original, a, [2]).
true
22> meck:called(original, x, ["nope"]).
false
```

#### Thanks to Susan Potter!



### Multiple Modules

```
29> Mods = [x, y, z].
[x,y,z]
30> meck:new(Mods).
ok
31> meck:expect(Mods, foo, 0, bar).
ok
32> [M:foo() || M <- Mods].
[bar,bar,bar]
33> meck:validate(Mods).
true
34> meck:unload(Mods).
ok
```



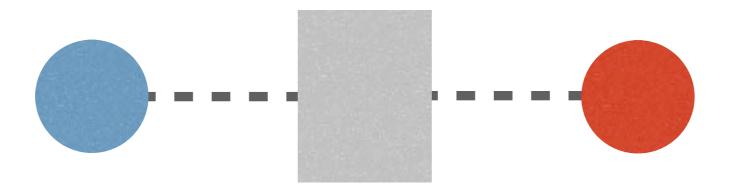
### Using meck With EUnit



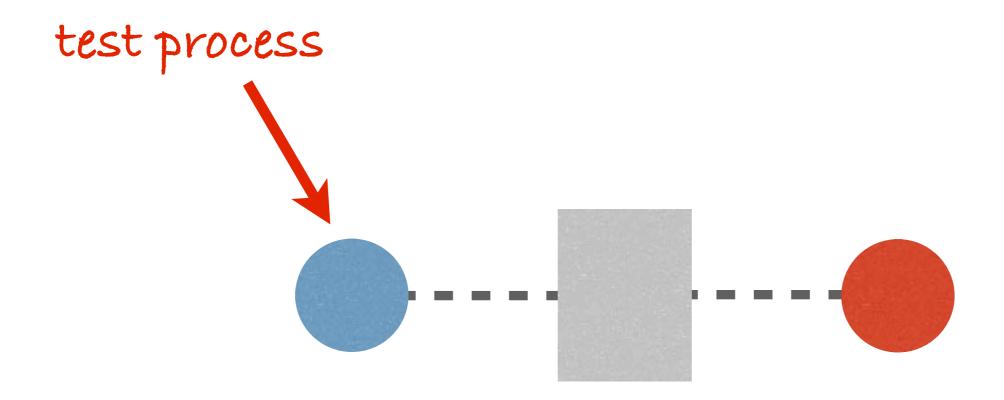
### Using meck With EUnit

```
some test () ->
  {foreach, fun setup/0, fun teardown/1,
     [fun test1/0, fun test2/0,
      fun test3/0]}.
setup() ->
    Mods = [x, y, z],
    meck:new(Mods).
    meck:expect(x, foo, 0, bar), % ...
    Mods.
teardown(Mods) -> meck:unload(Mods).
```

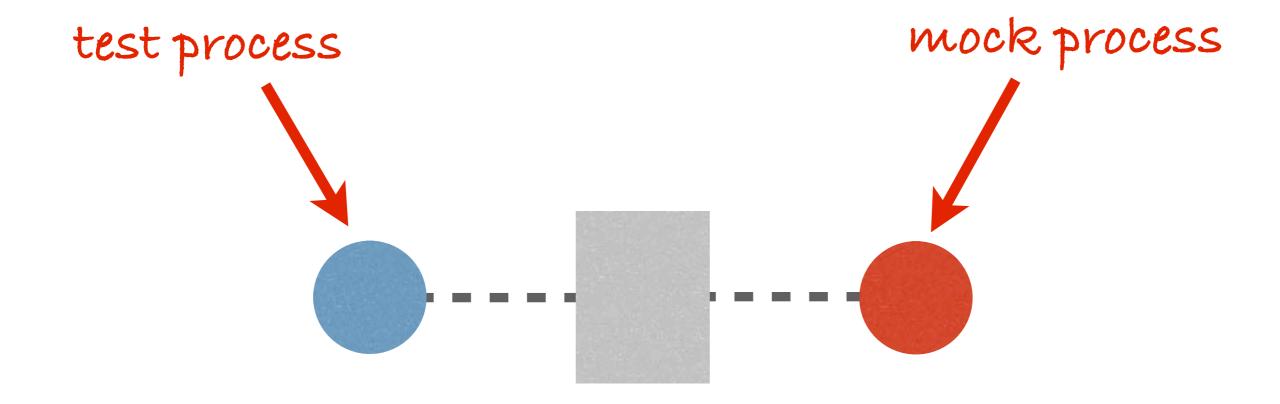




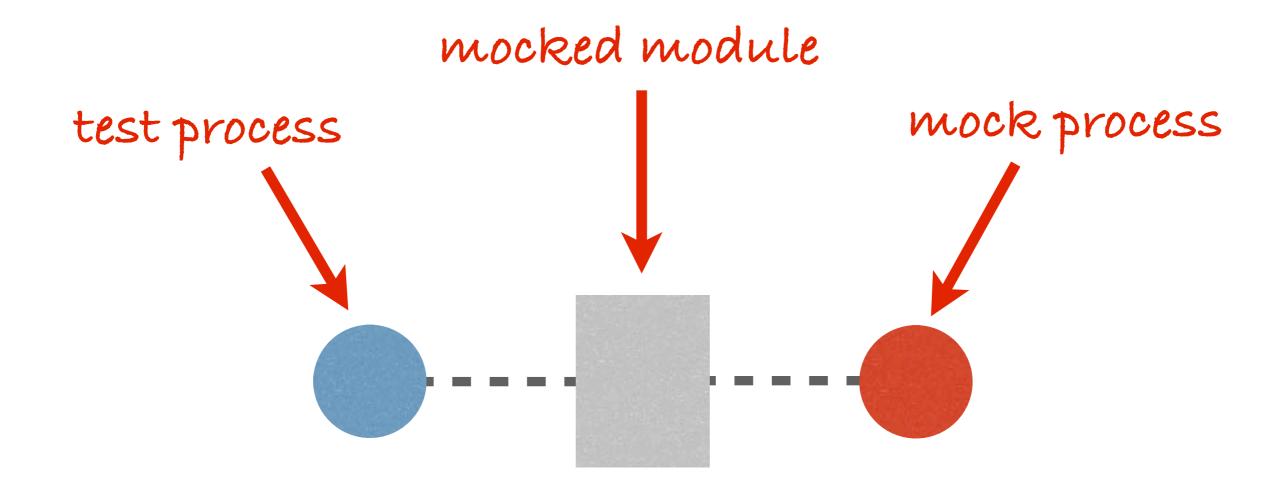




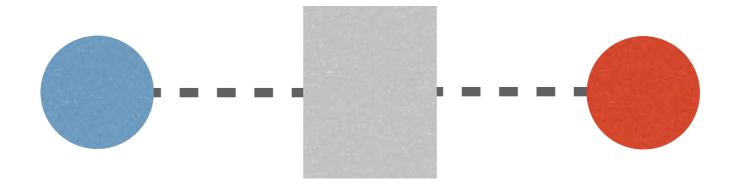






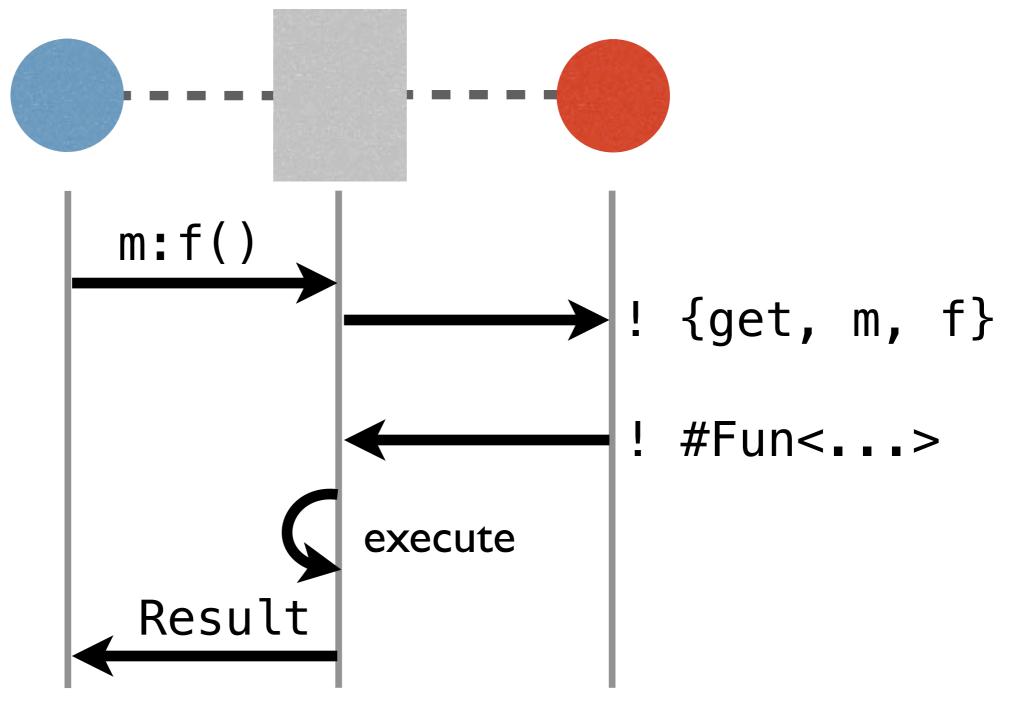






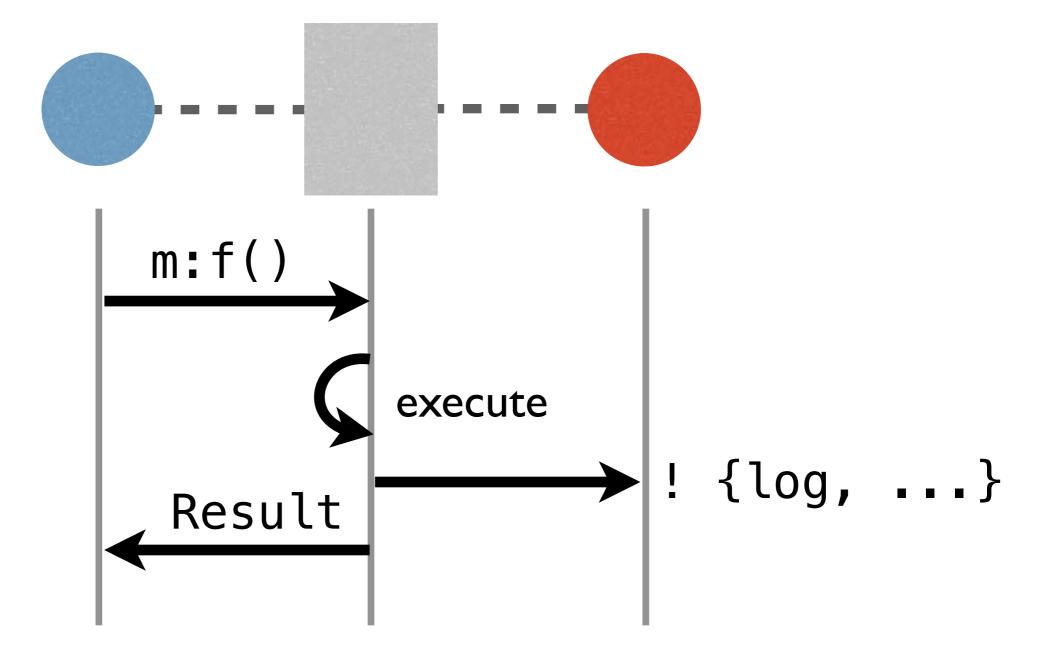


meck:expect(m, f, fun() -> Result end)





meck:expect(m, f, 0, Result)





### Future Developments

- Smarter code generation
- Better performance
- More history validations helpers
- Integration with <u>Hamcrest for Erlang</u>
  - Specific meck helpers



#### Where Is meck Used?

- ESL Many internal projects
- Basho Riak Enterprise
- Hibari The Hibari key value store
- Mochi Media In-game Advertising
- 100+ projects on GitHub



### Get It, Use It, Improve It!

# github.com/eproxus/meck

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