BEGINNING iOS UNIT & UI TESTING
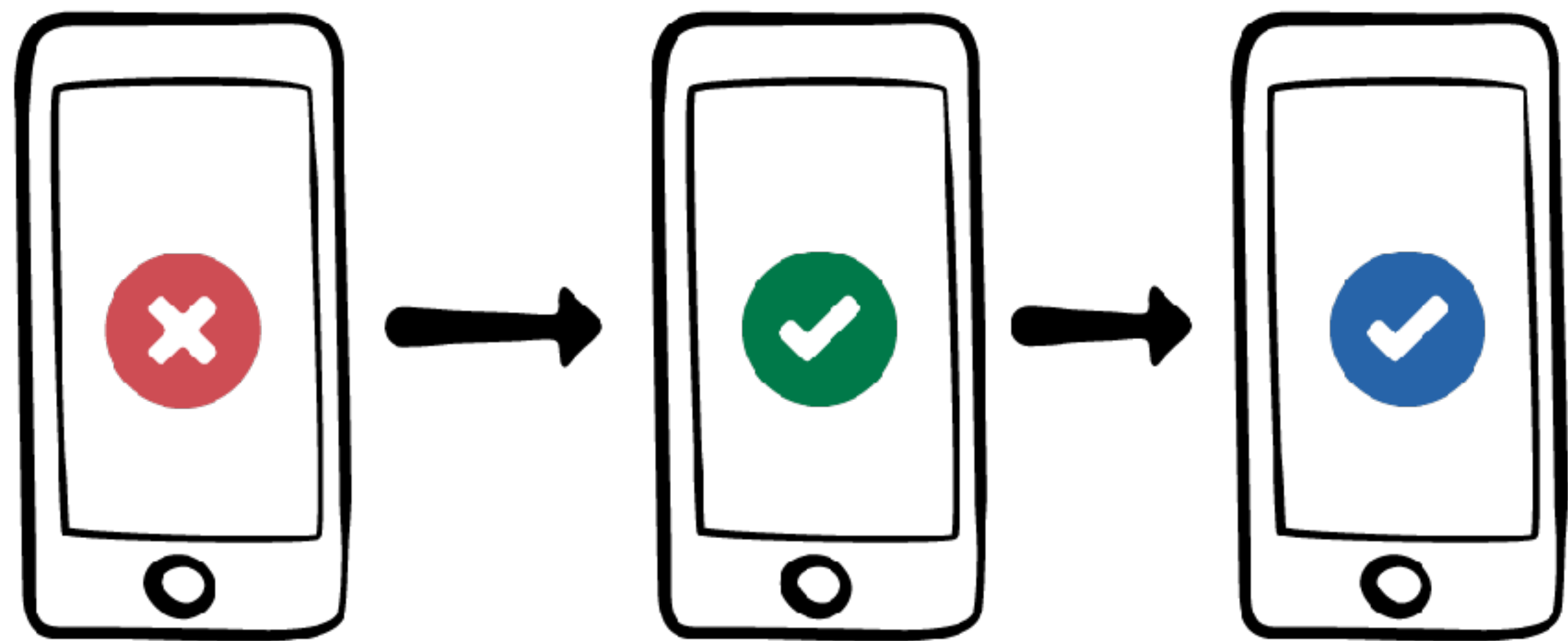
Part 3: Async & Mocks

Test Expectations

func test()

Expectation

- Code
- More code
- Asynchronous call

Wait for Expectation

- Return

fulfill
expectation
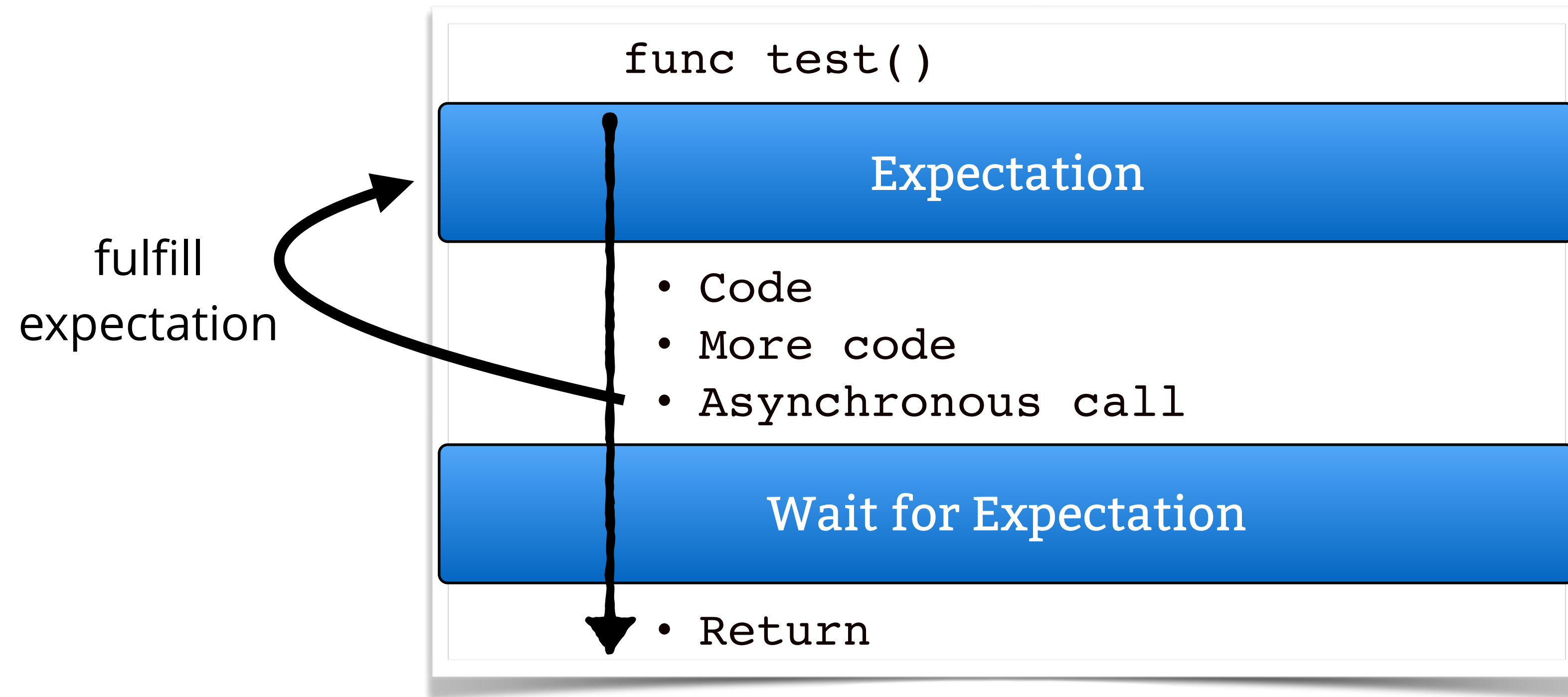
Mock Objects

Mock— non-production object used to override functionality, verify behavior or provide data. Also called…

▶ Spy   ▶ Stub

▶ Fake   ▶ Test double

See Martin Fowler's article http://bit.ly/2dftKby

Swift Mocking

- ▶ Subclass and override
- ▶ Conform to protocol

Integration Tests

- Involves interaction between systems
- Uses same XCTest framework
- Separate target to ensure unit tests remain *fast*

Demo

- ⚙ Create a new integration tests target
- ⚙ Test async networking methods

Challenge Time!

⚙ Create a mock networking service

⚙ Test cloud networking calls