Hand Rolled Mock Objects

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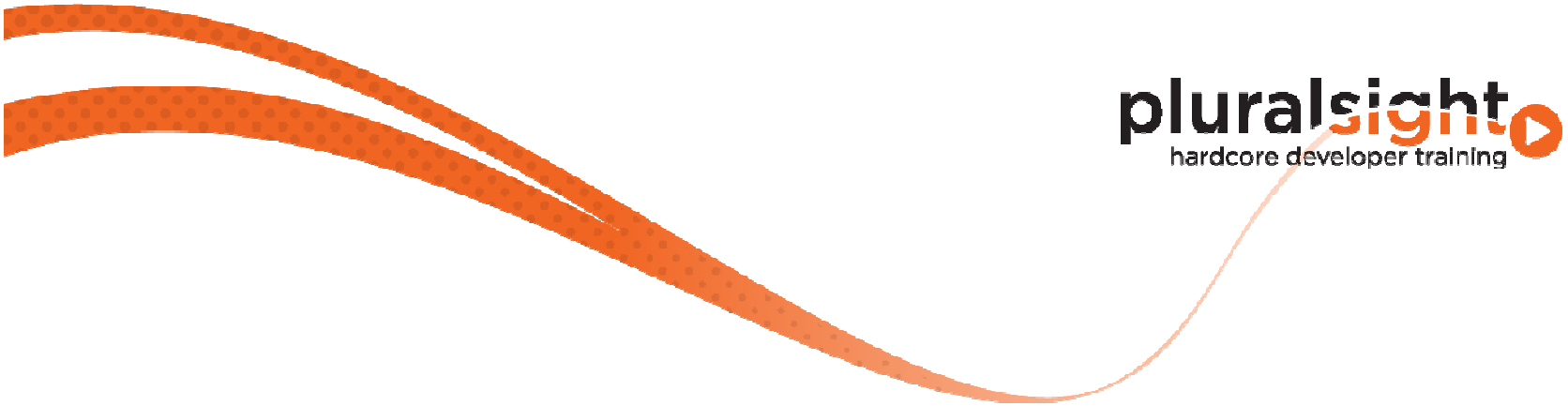


pluralsight
hardcore developer training

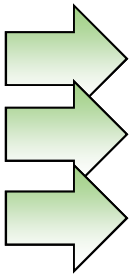
Outline

- How they work
- The good, the bad, the ugly

What are Hand Rolled Mocks?

- Fake implementations of abstractions
- Used to verify class interaction in automated tests
- Created by hand writing code

Creating Hand Rolled Mocks



Basic class

Implement the dependency interface type

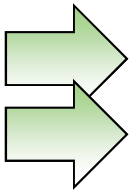
Flush out the dependency functionality needed

- Return values
- Exception throwing
- “Was it called?”
- “How many times was it called?”

The Good

- Complete control over mock object functionality
- No need to learn frameworks
- As complexity grows, so do mock objects

The Bad



Each mock object adds more code

As complexity grows, so do mock objects

- More hand rolled mock objects

  or

- More complex mock objects

The Ugly

- **Brittleness when code under test changes**
  - Interface changes
  - Interaction logic changes

Summary

- **Time**
  - Create hand rolled mocks vs. Learning a framework
- **All code must be maintained**
- **Brittleness in the face of change**