# Mocks, stubs, domain, and anemic objects interview Q&A

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Q1. What are mock objects?

A1. Mock objects are used in unit testing to ensure that your tests don't fail due to volatility of the data changes. There are mocking frameworks like **EasyMock**, **Mockito**, and **PowerMock**.

The key point to remember regarding mock objects is the ability of the mock objects to **verify** if a particular method was invoked and if yes, **how many times was invoked**. This is demonstrated with the **last two lines with the verify**

**statement**. This is one of the key differences between using a mock object versus a stub.

```
1  import static org.mockito.Matchers.any;
2  import static org.mockito.Mockito.mock;
3  import static org.mockito.Mockito.times;
4  import static org.mockito.Mockito.verify;
5  import static org.mockito.Mockito.when;
6
7  import org.junit.Before;
8  import org.junit.Test;
9  import org.mockito.Mock;
10 import org.mockito.Mockito;
11 import org.mockito.MockitoAnnotations;
12
13 public class MyAppControllerTest
14 {
15    private static final String PORTFOLIO_CODE =
16    private static final java.util.Date VALUATION
17
18    private MyAppService mockMyAppService;
19    private MyAppController controller;
20
21   @Mock
22   HttpServletResponse response;
23
24   @Before
25   public void setup() {
26     MockitoAnnotations.initMocks(this);
27     controller = new MyAppController();
28     mockMyAppService = mock(MyAppServiceImpl.cla
29     controller.setMyAppService(mockMyAppService)
30  }
31
32  @Test
33  public void testGetPositionFeedCSV() throws Exc
34     String str = "dummyCSV";
35     //Set up behavior
36     when(mockMyAppService.getPositionFeedCSV(any
37     when(response.getWriter()).thenReturn(writer
38
39     //Invoke controller
40     controller.getPositionFeedCSV(PORTFOLIO_CODE
41
42     //Verify behavior
43     verify(mockMyAppService, times(1)).getPositi
44     verify(writer, times(1)).write(any(String.cl
45  }
46 }
47
```

Q2. What is the difference between fake objects, mock objects, and stubs?

A2. **Fake objects** build a very lightweight implementation of the same functionality as provided by a component that you are faking. Since they take some shortcut, they are not suitable for production.

**Mocks are objects** pre-programmed with expectations which form a specification of the calls they are expected to receive. You can use mocking frameworks like EasyMock, Mockito, PowerMock, etc to achieve this. When an actual service is invoked, a mock object is executed with a known outcome instead of the actual service. With mock objects, you can verify if expected method calls were made and how many times.

**Stubs** are like a mock class, except that they don't provide the ability to verify that methods have been called or not called. Generally services that are not ready or currently not stable are stubbed to make the test code more stable or to proceed with your development work to swap to the actual implementation when it is ready.

**When to use what?** You use a Mock when it's an object that returns values that you set to the tested class. You use a Stub to mimic an Interface or Abstract class to be tested. In fact, the difference is very subtle and it doesn't really matter what you call it, fake, mock, or stub, they are all objects that aren't used in production, and used for managing complexity to write quality tests.

Q3. What is a domain object?
A3. A domain object means a **business object**. Domain logic or business logic reside in "domain objects" and "business objects" that are **protocol independent**. You can access them via any protocol. Domain objects "store data" and "stored data specific business logic" and "domain services" will have business logic and manipulate the "domain objects". Domain services often make use of a DAO layer to retrieve and store persistent data.

**Domain Object with business logic**

```
1  @Entity
2  @Table(name = "account_rebalance")
3  public class Rebalance extends GenericDomainObje
4
5      @Id
6      @GeneratedValue(strategy = GenerationType.AUT
```

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```
7     @Column(name = "acc_rebal_id")
8     private Long id;
9
10    @Column(name = "available_cash")
11    private Decimal cashAvailable = Decimal.ZERO;
12
13    @Column(name = "funding_method")
14    @Enumerated(EnumType.STRING)
15    private FundingMethod fundingMethod = Funding
16
17    @Column(name = "instrument_type")
18    @Enumerated(EnumType.STRING)
19    private InstrumentType instrumentType;
20
21    //..... other state variables
22
23    //getters and setters omitted
24
25    //domain or business logic
26    public boolean isCash(){
27       //logic to determine if cash product based
28    }
29
30    public boolean isInvestment(){
31        //logic to determine if cash product base
32    }
33
34    public String getMaxHedgeFundAmount() {
35        //business logic to determine  max hedge
36    }
37
38    public getCashBalanceError() {
39       //business logic
40    }
41 }
42
```

**Domain Service interface**

```
1 public interface RebalanceService {
2     public Long saveRebalance(Rebalance rebalance
3     List<Rebalance> findRebalances(RebalanceSearc
4     Boolean cancelRebalance(Long id);
5     public BigDecimal calculateCashBalance(Rebala
6 }
7
```

**Domain Service implementation with business logic**

```
1  public class RebalanceServiceImpl implements  Re
2
3      @Resource
4      private RebalanceRepository rebalRepository;
5
6      public Long saveRebalance(Rebalance rebalanc
7         return rebalRepository.saveRebalance(reba
8      }
9
10     List<Rebalance> findRebalances(RebalanceSear
```

```
11          //businness logic and data access via re
12      }
13      Boolean cancelRebalance(Long id) {
14         //businness logic and data access via reb
15      }
16      public BigDecimal calculateCashBalance(Rebal
17         // calculation business logic
18      }
19  }
20
```

Q4. What are data transfer objects?

A4. A **Data Transfer Object** (DTO) is an object that is used to encapsulate data, and send it from one layer of an application to another. DTOs are most commonly used by the Services layer to transfer data to and from the UI layer. The main benefit is to map domain centric data to view centric data. There are frameworks like **Dozer** to map data from a domain object to a DTO. This conversion can be an expensive process and may not be useful if there are no remote calls involved. The domain objects themselves can be used as DTOs.

DTOs can be used as the **models** in the **MVC pattern**.

Another use for DTOs is to **encapsulate parameters for remote calls** to minimize the network round trips. DTOs have state variables and getter/setter methods.

Q5. What is an anemic model?

A5. Anemic domain model is the use of a domain model where the “domain objects” contain little or no business logic. This contradicts the notion of object-oriented design where you have well encapsulated logic.

An **anemic domain model is an anti-pattern** because in an anemic model, your domain logic exists somewhere else, probably in a class full of class(static) method or in multiple places, all with conflicting logic.

Q6. What is the purpose of Dozer framework?

A6. Convert Domain Objects to DTOs and DTOs back to Domain Objects in multi-tiered and multi-layered arechitecture.

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