

Greg LaPrest
Lab 4 Answers

1. First we create a mock database stub so we can get a value from it. Then we create some test objects for the method. Using the "record and replay" model, we set up the expectations and their return values. Next, set up the object that will be used as the target. Hook up the mock to the target and call the method, asserting the return values.
2. You can use the throw method to throw a specified exception when the method is called.
3. You use a stub when you want a value returned, otherwise you don't need the stub and can use a regular dynamic mock.
4. We create a mock database sub so we can get a value from it. Then we make a list of rooms, and directly assign the list to the mock database. We then create the object we are testing and hook it up to the mock database. Then we read the available rooms and assert it is the value we are expecting.
5. First we create a servicelocator object and populate it with some cars. Then we set the field of the servicelocator instance using reflection. Make a user target object and call the method we're testing. Then we check wheter or not the care was removed and what car is still remaining in the service locator.