Chapter 6. Test Doubles and Mocks

1. Types of simulations
   → dummy objects → passed to tested class but not used
   → fake objects → real working implementation of simulated class
   → stubs → provide hard-coded answers to calls from tested method
   → mocks → act like stubs, but save interactions; allow for assertions
   → spies → record all interactions with other objects

2. Mocking frameworks (Mockito)
   mock(<class>) – creates mock object/stub of that class (<ClassName>.class)
   when(<mock>.<method>).thenReturn(<value>) – set up answer to method call
   verify(<mock>).<method> – assert expected interactions

3. Mocks
   → slow dependencies
   → dependencies, communicating with external infrastructure } mock
   → hard to simulate cases
   → entities
   → native libraries
   → utility methods   } don't mock
   → simple things