

The perils of

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# Mock Objects

# Thank you!



# Matteo

## Baglini

- many **hats**: developer ~ trainer ~ speaker ~ author
- 20+ years of **software development**
- co-founder **doubleloop.io** ~ a software development company



The perils of

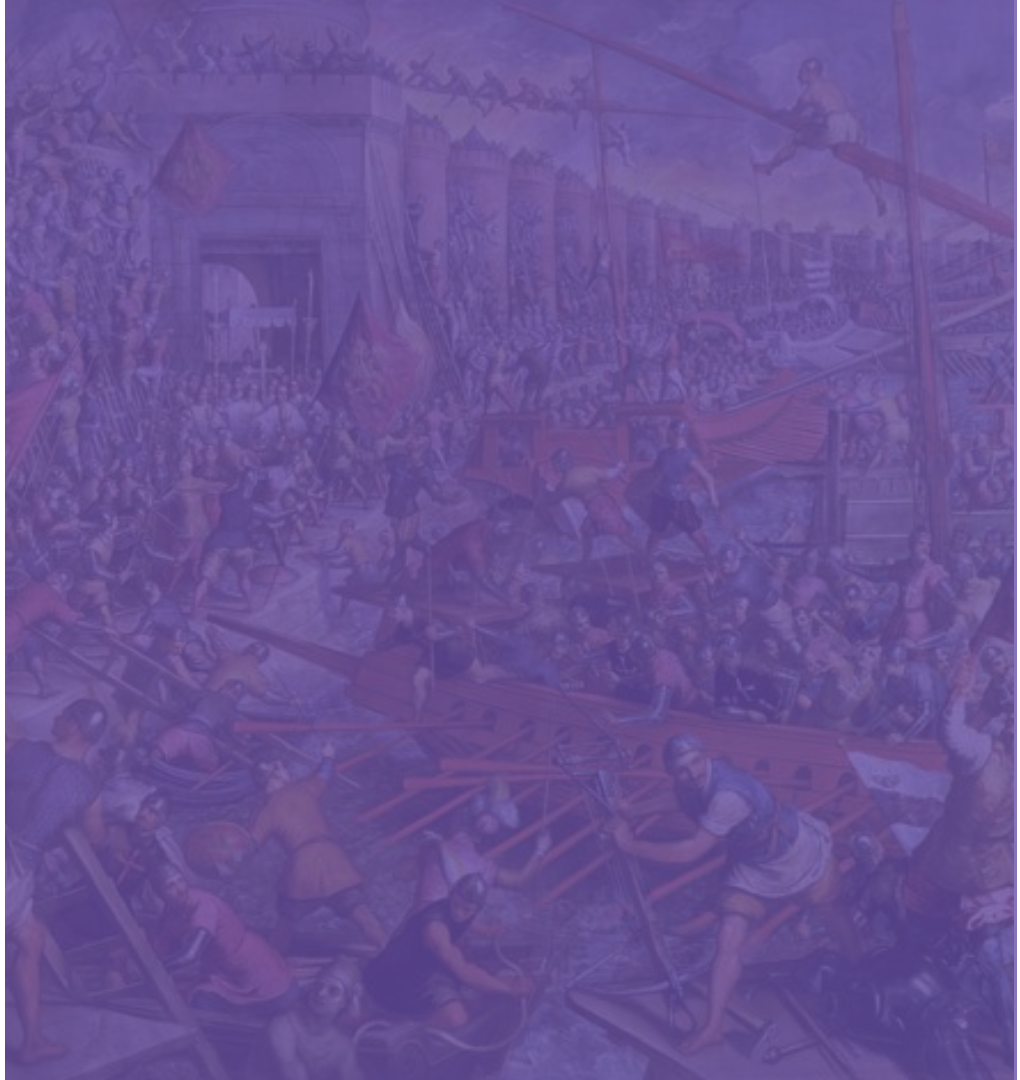
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# Mock Objects

# Goal

don't spark  
a holy war

- Mock Objects Yes vs No
- Classicist vs Mockist
- Manual vs Library
- Outside-in vs Inside-out
- Sociable vs Solitary tests
- Livorno vs Pisa



# Goal

## share

## experiences

- Show a problem I see with Mock Objects
- Share opinionated solution
- It's okay to disagree



# SHARe

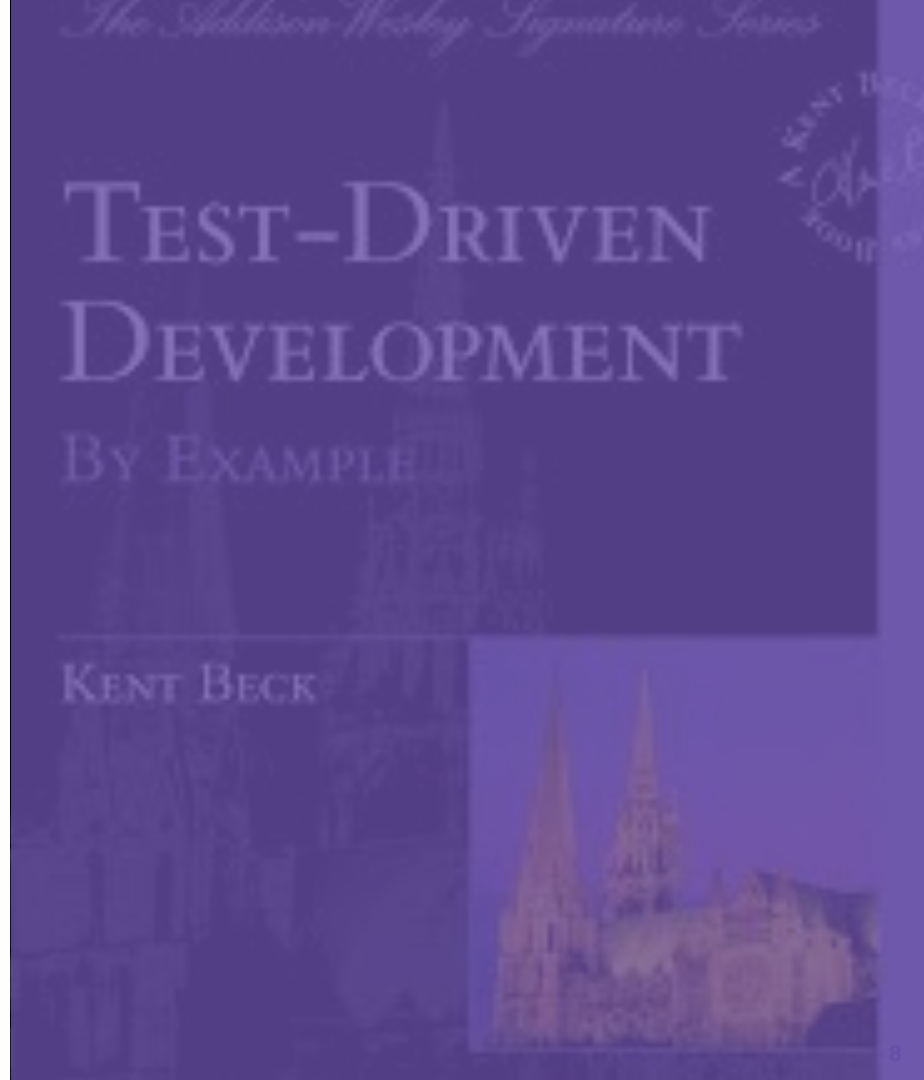
# Mock

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Different Points of View

# TDD - XP

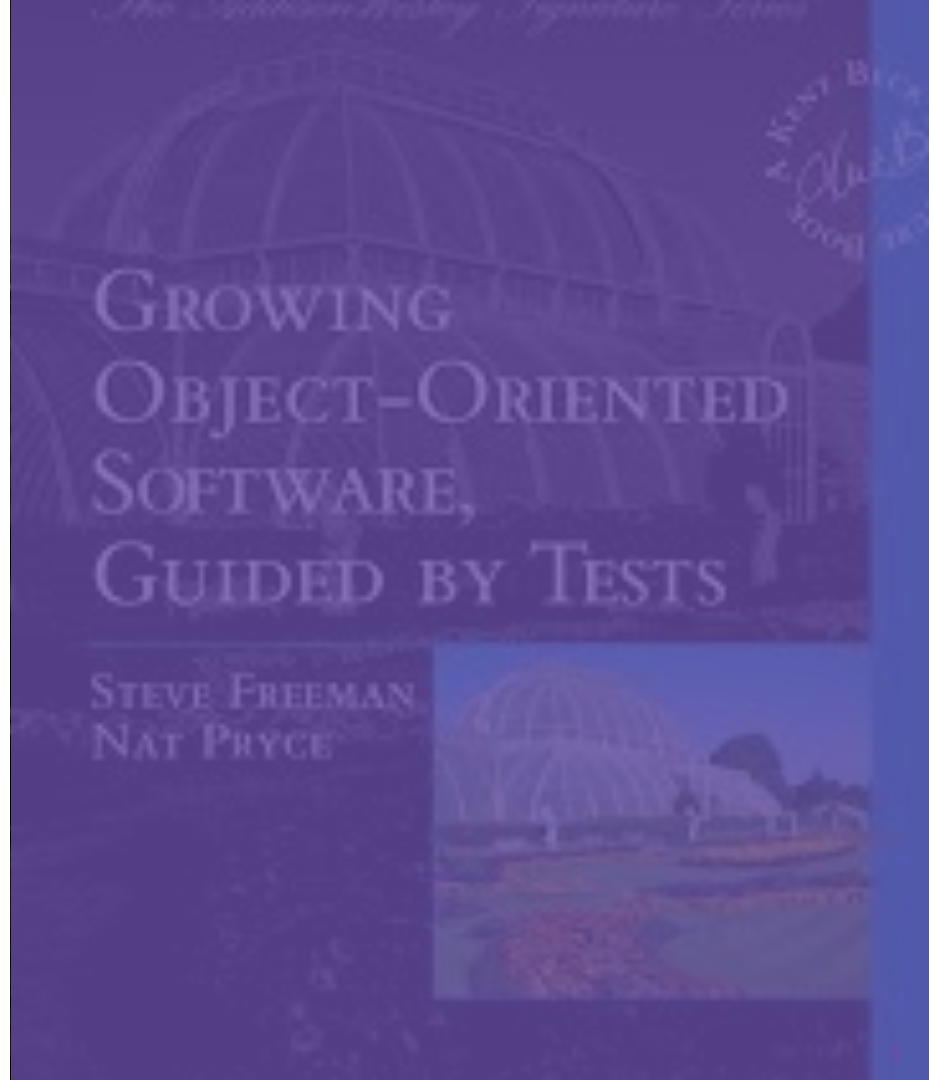
A Mock is a  
**replace** for  
**hard to test**  
resource





# TDD - GOOS

A Mock is a  
tool to **design**  
**collaborators'**  
**interfaces**



# Example application

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Access Control System

# Use cases

- Identified account can access
- Identified account cannot access (unauthorized)
- Not identified account cannot access (unknown)



A cartoon character with orange hair, wearing a red jacket over a white shirt, is shown from the chest up. He has a wide-eyed, open-mouthed expression of surprise or greed. He is holding a large, thick stack of green banknotes in his right hand. The background is a simple, light blue-grey gradient with some faint, out-of-focus light sources.

**SHUT UP**

**AND SHOW ME THE CODE**

# Conclusions

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# Which one is the best?

- The **XP** style?
- The **GOOS** style?



# Use the right tool

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for the right job

Grazie! 🧐 🙌



Domande? 🤯🐱