#### Cheat Sheet – Manual Mocks

1. Create an interface instead of the hard coded class that is used in the code
2. Use the interface in the class under test
3. Create a “fake” class that implements that interface
4. Add a way to “inject” the “fake” class into the class under test.

Instead of:

Class UnderTest

{

Public void DoSomething()

{

//we need to remove this dependency

**Log.WriteLine(“something”);**

}

}

Add an interface to the logger:

**Production Code:**

Class UnderTest

{

Public ILogger Logger

{

Get{return log};

Set{log= value;}

}

ILogger log;

Public void DoSomething()

{

Log.WriteLine(“something”);

}

}

Interface ILogger

{

Void WriteLine(string);

}

**Test Code:**

Class FakeLogger : ILogger

{

Public bool WasWriteLineCalled= false;

Public void WriteLine()

{

**WasWriteLineCalled=true;**

//do nothing here

}

{

[Test]

Public void Test()

{

FakeLogger mock = new FakeLogger();

UnderTest t = new UnderTest();

**t.Logger =mock;**

t.DoSomething();

**Assert.IsTrue(mock.WasWriteLineCalled);**

}