# Cheat Sheet – Nunit.Mocks

### Mocking an Interface:

DynamicMock mock = new DynamicMock(typeof(ISomeInterface));

ISomeInterface theFakeObject = (ISomeInterface) mock.MockInstance;

### Expecting a call:

Mock.Expect(“MethodName”);

Mock.Expect(“MethodName”, true, 1, “string”,….[other expected parameter values]

### Verification:

Mock.Verify()

### Returning a Value:

Mock.ExpectAndReturn(“MethodName”, [ValueOrObjectToReturn]);

### Throwing Exceptions

mock.ExpectAndThrow("SayHello", new Exception("We got issues"));