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Summary

The `unittest.mock.patch` callable is used to replace objects during a limited scope. The patch callable can be used as a context manager or callable decorator.

Patches are commonly used during testing to replace external resources with alternate implementations. Allowing code to be tested independently of its dependencies.

Patch defaults to MagicMock as the replacement object. Async callables default to AsyncMock as the replacement object. The patch callable includes keyword arguments for specifying alternate replacement objects.

Specific types of patches exist for use cases such as patching a dict, class, or multiple attributes.

Point of Interest

The patch callable replaces an object bound to a name with an alternate object for a limited scope. Patches must be applied to objects where they're looked up rather than where they're defined. The official Python 3 documentation includes a detailed explanation found [here](#).

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