

### 3 Using: new

#### Using: new

By default patch uses `MagicMock` as the replacement object. The `new` keyword argument of the patch callable specifies an alternate replacement object.

```
1 from unittest.mock import patch
2 def user_choice(prompt):
3     return input(prompt)
4 with patch('builtins.input', new=lambda _prompt: 3):
5     ...
6     The keyword argument 'new' replaces the target with an
7     In this example the object is a lambda function.
8     The lambda function is a shorthand for the following:
9     >>> def fake_input(_prompt):
10         ... return 3
11     The unused _prompt parameter is included for context.
12 ...
13 # The builtin input callable will be replaced inside this c
14 # The lambda function used to replace input is hardcoded to
15 assert user_choice('select a number between 1 and 10') == 3
16 #####
17 print('No assertion errors')
18
```

#### Instructions

1. Arrange the `playground.py` file to match the code above.
2. Run `playground.py` in the IDEs terminal pane.

```
1 python3 cloudacademy/playground.py
```

No assertion errors

★ Proceed to the next step ★

< Back

Start check ↻

