

Lab 4

Question 1: There isn't always a database available for you to test on, or sometimes you don't want to actually test on your database online, so there is a mock database simulated to execute the methods that would use a database. The `getRoomOccupant` function just returns the amount of occupants in a room. The Record and Replay methods are used to get values the database are supposed to throw and replays it with a mock database.

Question 2: you can say `LastCall.Throw(Exception)` and include whichever exception type that you would like to throw.

Question 3: You don't need a stub if your method doesn't return a value. Its preferred to use a stub instead of a mock object. A mock is more unstable than the stub, so it's a better idea to use a stub over the mock.

Question 4: We used a similar process as described in Question 1, we set up a mock database and made sure that the available rooms were from the database. This one does not use Record and Replay, however, it uses Arrange Assert.

Question 5: It makes sure that whenever a car is booked that the user successfully process it and actually books that car for that user and takes it out of the available cars list using a service locator.