

1. Created a stub for the mock and then recorded what the class should do when passed

two specific calls were made, then created the hotel and assigned it to the mock. Finally we tested to see if it returned what we wanted it to return when called.

2. `LastCall.Throw(exception)`

3. You don't need to use a stub if the mocked object does not return a value. No because you don't want it to throw exceptions if you pass a value that is out of the range or something.

4. Created a stub, made a List named Rooms with 100 items in it, assigned it to the mock and then assigned the mock to hotel. Finally we tested the AvailableRooms to make sure the number of rooms in the mock was equal to its roomCount.

5. You add a car and then you remove it. Once you have called the remove you check to see if it was actually removed.