


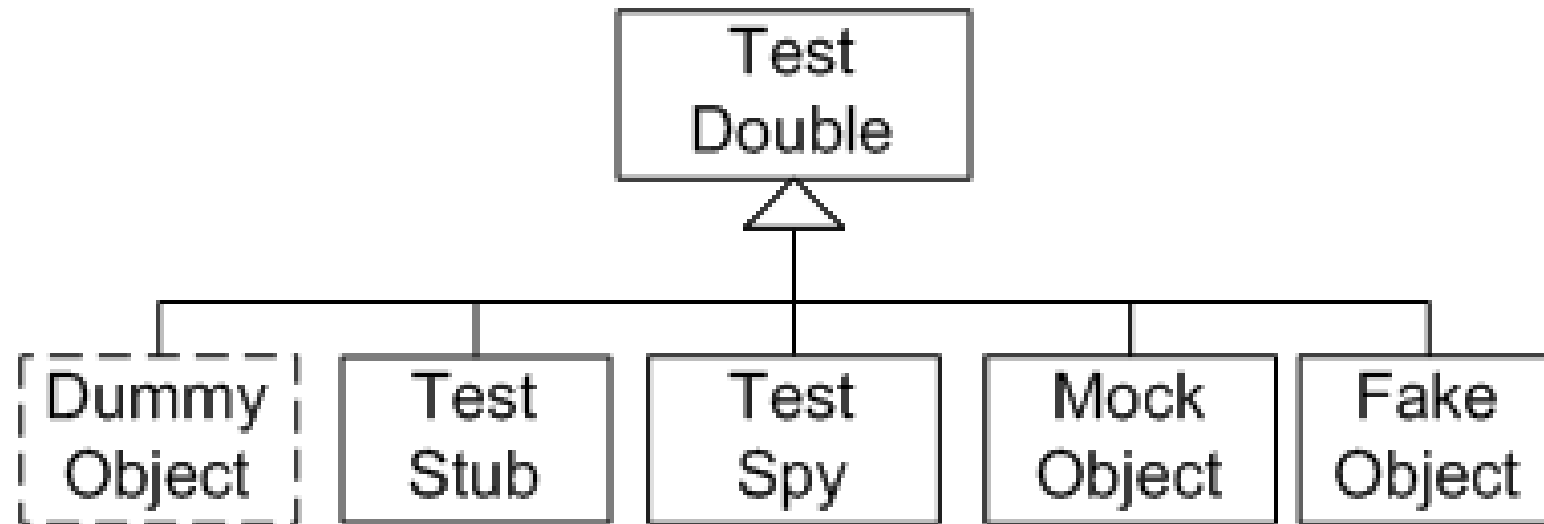


# Test Doubles

A man in a dark suit, light blue shirt, and dark tie is shown in mid-air, arms outstretched, as if he has just been launched or is falling. He is positioned in the center-left of the frame. Behind him is a massive, intense explosion with bright orange and yellow flames and a large plume of dark smoke and debris. The explosion fills the right side and bottom of the image. The background is a clear blue sky with some dark, rocky debris floating in the air. On the far left, a portion of a green tree is visible. The overall scene conveys a sense of high-stakes action and danger.

**A Test Double is  
our Stuntman in an  
Automated Test**

# Types of Test Doubles



# Dummy



- Object dependencies that are passed to the SUT as parameters which are of no interest to the SUT or test validation
  - Can be used in cases where the passed object is required by the SUT's interface but never called when exercising the SUT for a specific test case
- Can be null
- Used as placeholders only
- Example
  - A dummy can replace a database connection class that is never accessed by the SUT in the specific test case but is problematic as it tries to establish a connection to a database its constructor

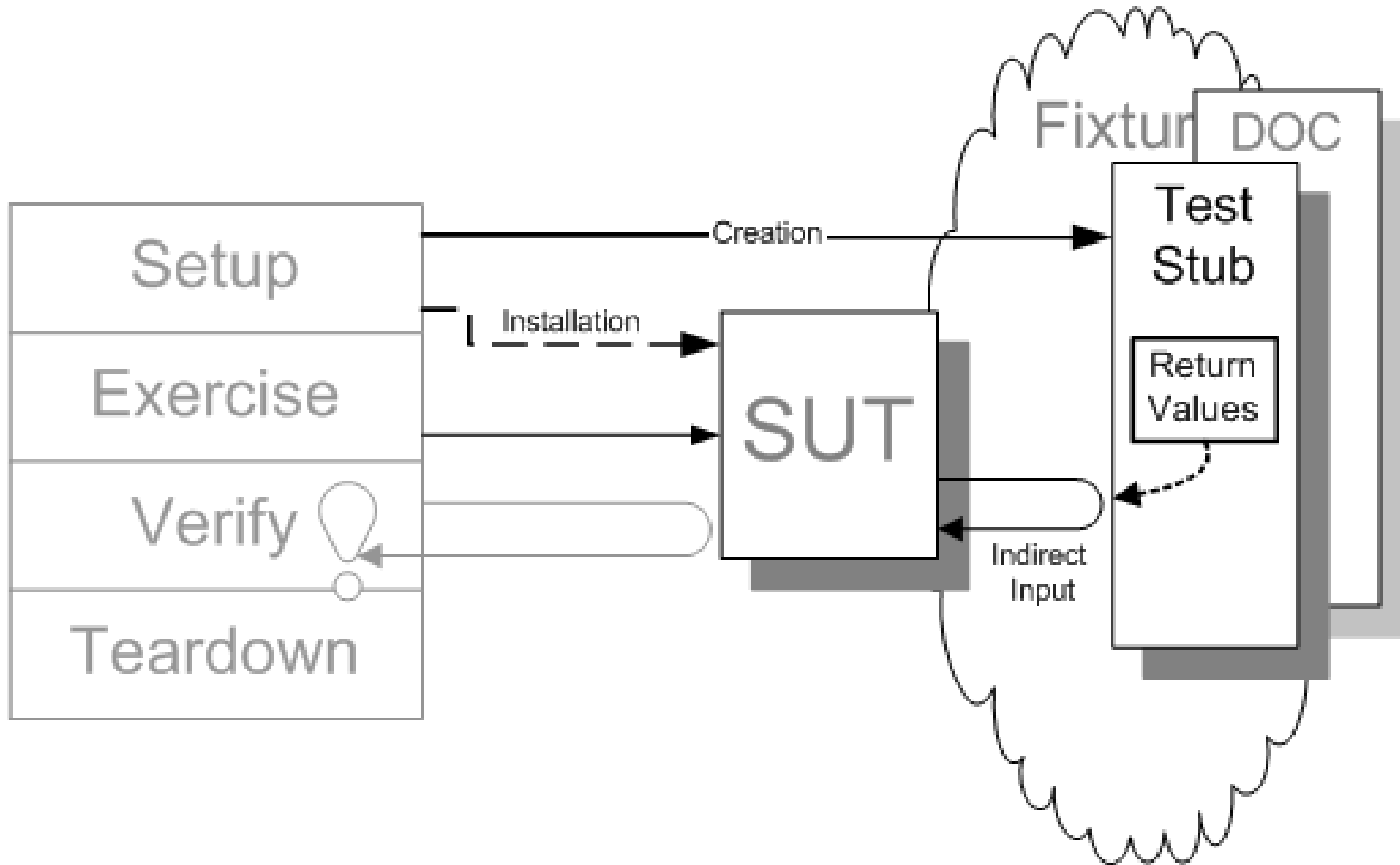
# Stub



State oriented: Object that replaces real component used in SUT and provides indirect inputs to the SUT

- Usually it is not necessary to implement complete interface
- Can be used to return unexpected values in order to test SUT for error handling
- In early phases of the SUT a stub can be used as a temporary implementation until the real component is developed
- Example:
  - Replace dependency of the SUT that produces undeterministic outputs (such as a database entry or random value) with a stub
  - Instrument the stub to return a specific known value when a specific method is called to test a specific logic of the SUT

# Stub



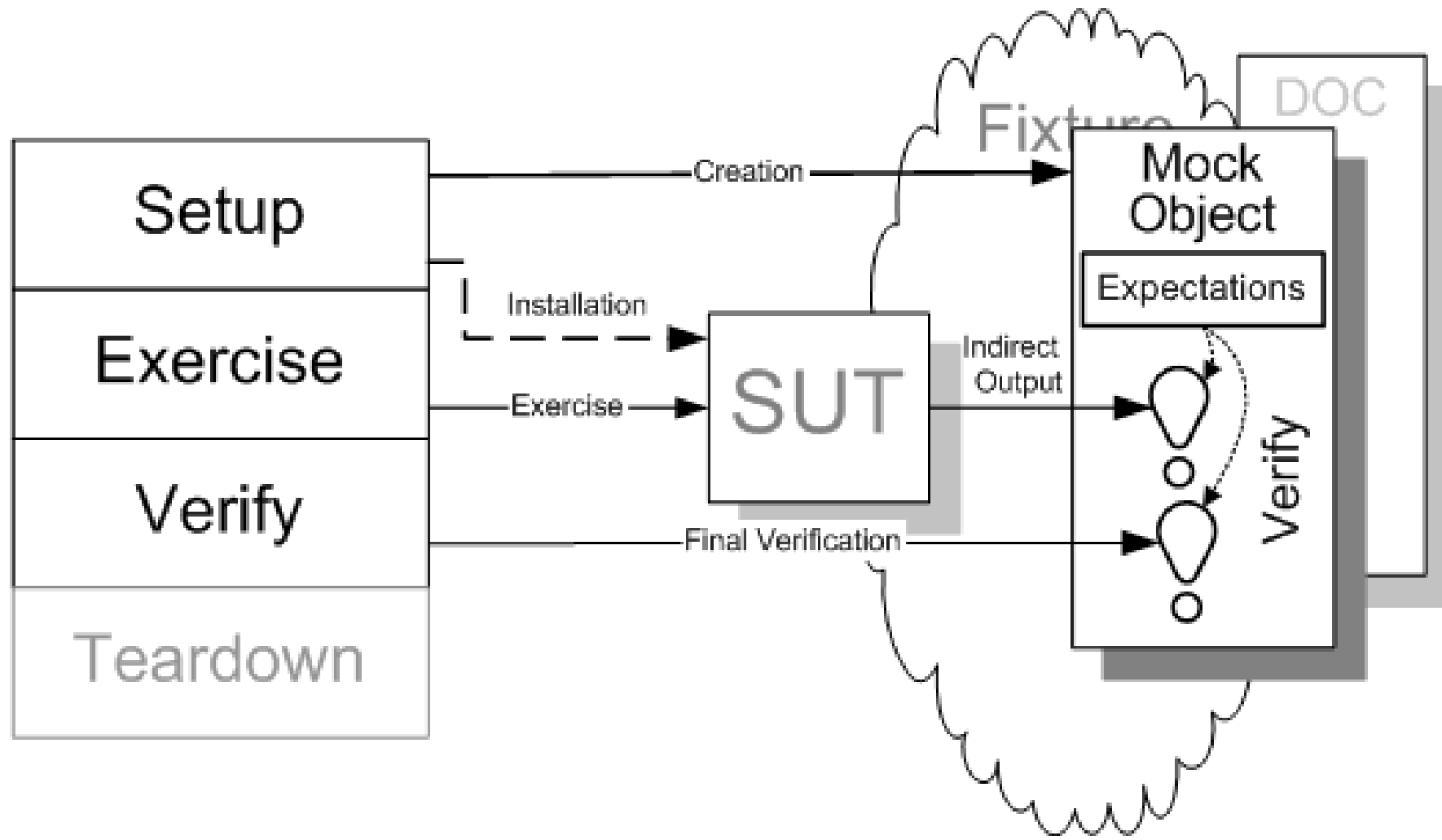
# Mock



Behaviour oriented: verifies side effects of the SUT, or interactions from SUT

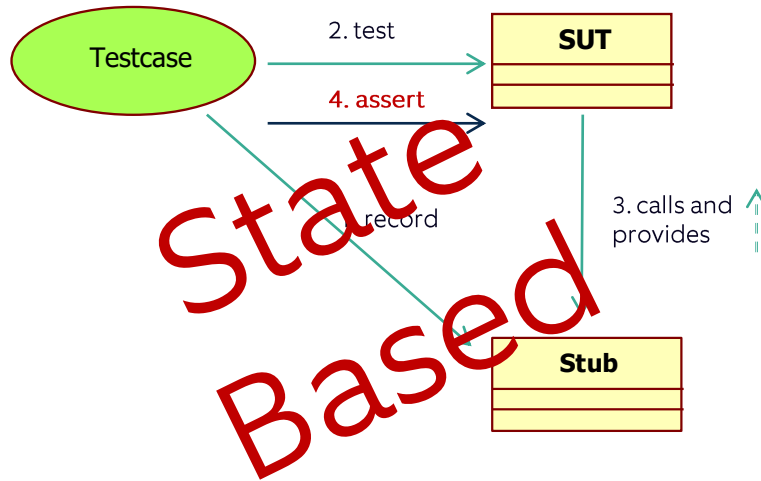
- Can be used only on predefined methods or properties, otherwise an exception occurs
- Has dynamic behaviour
- Using mocking frameworks is recommended
- Replaces a dependency of the SUT to make sure the SUT made the expected call to that “mocked” dependency
- Example
  - replace database, logging or networking class with problematic dependencies to infrastructure with a mock
  - Instrument the mock to expect a specific call with specific parameters from the SUT
  - Check that the call happened in the verification step

# Mock

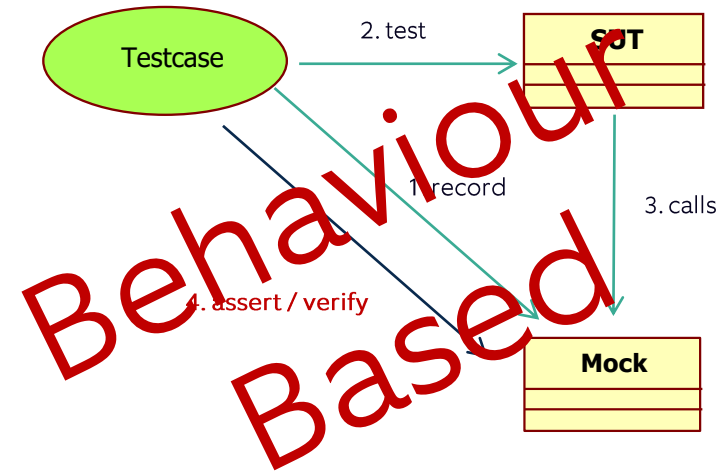




# Stub or Mock (both replace a dependency)



- Stub simulates the behaviour
- Provides data to drive the SUT



- Mock verifies the behavior
- Occured the call with the recorded signature?

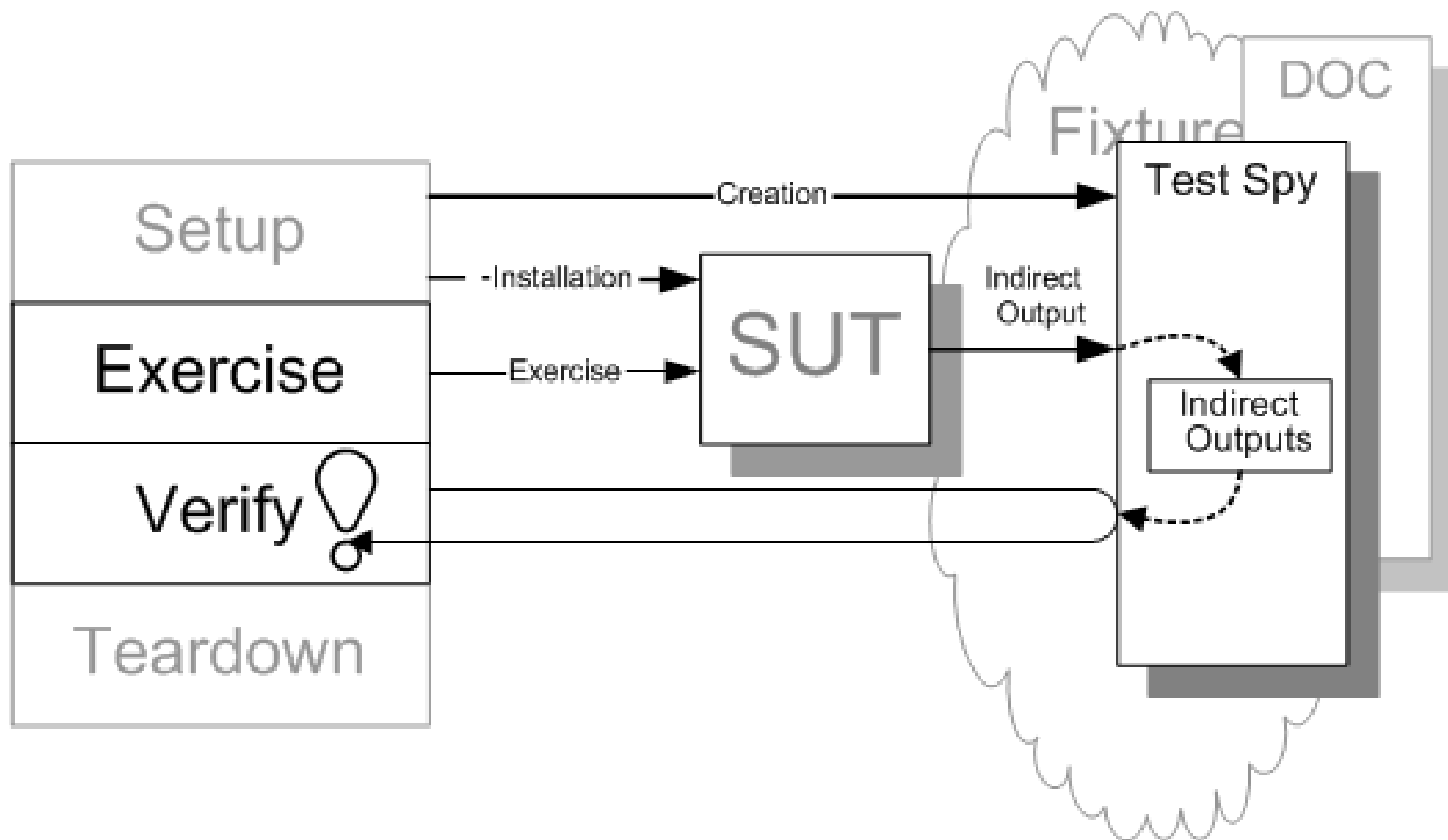
# Test Spy



Captures indirect output calls made to another component by the SUT for later verification by the test

- Used when it is not possible to predict value of all attributes of the interaction
- Explicit assertion of recorded method calls reveals more intent of the test
- It does not fail on first deviation from expected behavior , therefore more information can be collected
- Implementation as anonymous inner class, by implementing retrieval interface or using registry for storing information
- Example
  - Audit log that is called by the SUT when exercised without producing direct outputs
  - The spy can replace the audit log and calls to it can be recorded and verified in the test case after exercising the SUT

# Test Spy

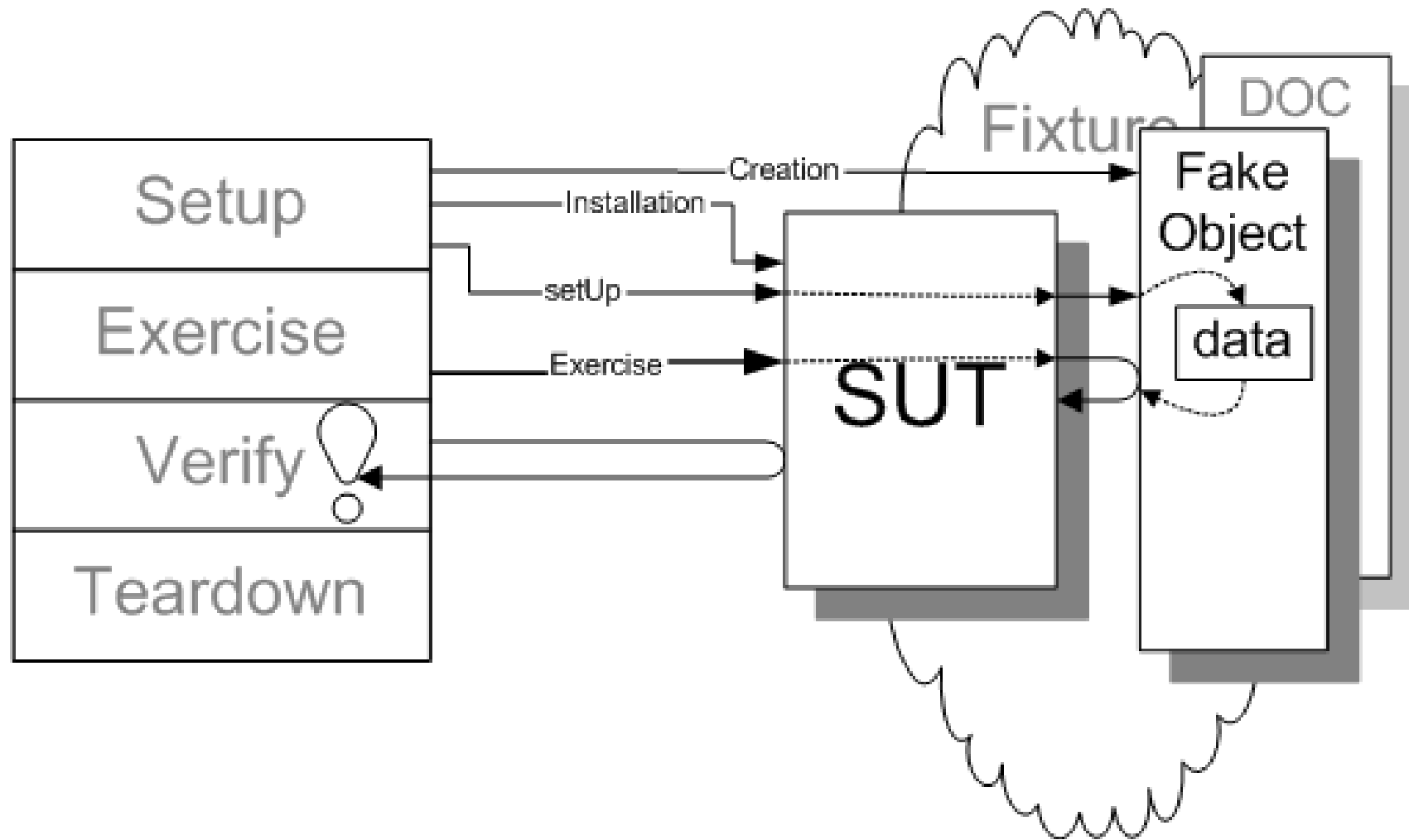


# Fake



- Simplified implementation of the dependent component, contains logic but is not suited for production
- Usually implements the whole interface but not used to verify inputs or outputs
- Usually used by multiple tests
- Example: In-memory test database
- **Usually used in integration tests**

# Fake



# Appendix: References



- xUnit Test Patterns: Refactoring Test Code by Gerard Meszaros
- [xunitpatterns.com](http://xunitpatterns.com)

