

Test Automation with Mocks

What is Mocking?

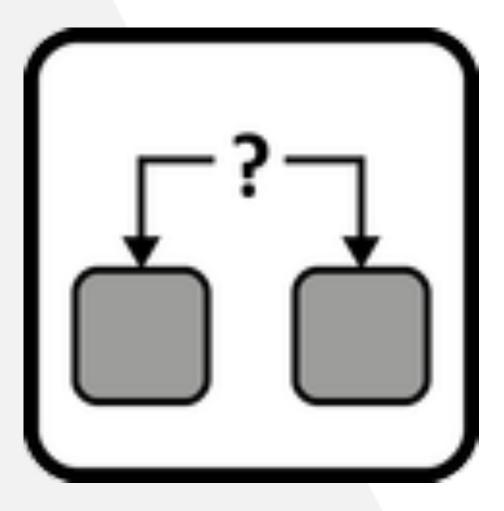
- To "mock" is to make a replica of something.
- In a unit test, we need to test the methods of one class in isolation.
- What if that class' methods depend on another object?
- Mocks allow you to get control over these dependencies to control the scenario you are testing.



Test Automation with Mocks

Prerequisites for Mocking

- To support Mocking, classes need to be loosely coupled
- Classes cannot instantiate their dependencies within their constructor
- Usually done via Dependency Injection (Service Collection).
- Usually done by defining an interface for the dependency.



Test Automation with Mocks

What is Mocking?

 We need a way of 'mocking' the class dependencies in order to control their behaviour and outputs to test how this class responds to those outputs.

Moq

- Moq is a popular open-source mocking framework for .NET/C#.
- Moq provides many options for mocking dependencies.

CLASS IN UNIT TEST



Mocking with Moq

The Mocking Workflow

Here is a typical workflow when using most mocking libraries.

- Create/install the Mock
- create the mock and 'install' it in your class-undertest, usually through its constructor. (constructor injection)
- Configure the Mock
- Set up the mock with the calls and return values it should expect to receive from your class-under-test.
- Execute the Test Invoke the method-under-test and capture any outputs.
- Verify the calls to the Mock Object
 Ensure the calls to the mock are what you expected.

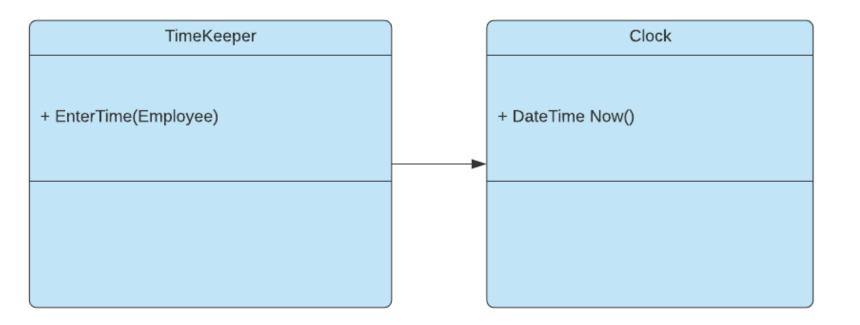
CLASS IN UNIT TEST



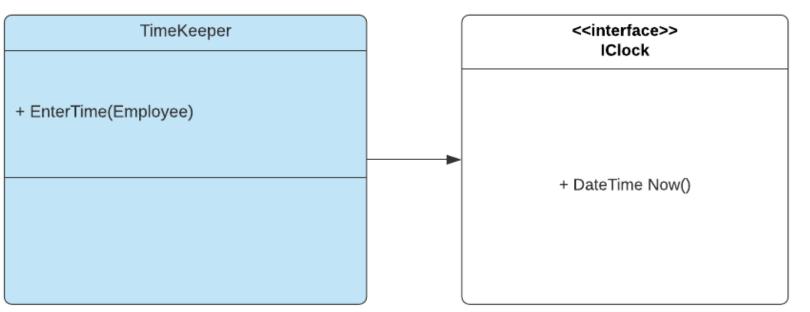
```
Green = class in focus
Yellow = mocks for the unit test
```

Mocking with Moq - Dependencies

How do we isolate the Timekeeper from the Clock class?



We use interfaces to represent these dependencies and allow for loose coupling



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Mocking with Moq – Basic Mock Test

Simple set up for mocking the clock class.

```
public class TimeKeeperTest
  private MockRepository mocks;
  private Mock<IAlarmClock> mockClock;
  private TimeKeeper timeKeeper;
  public TimeKeeperTest()
    mocks = new MockRepository(MockBehavior.Strict);
    mockClock = mocks.Create<IAlarmClock>();
    timeKeeper = new TimeKeeper(mockClock.Object);
    mockClock.SetupGet(x => x.Now).Returns(DateTime.Now);
```

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Mocking with Moq - Basic Mock Test

Create & Install the Mock.

```
private MockRepository mocks;
private Mock<IAlarmClock> mockClock;
private TimeKeeper timeKeeper;

public TimeKeeperTest()
{
    mocks = new MockRepository(MockBehavior.Strict);
    mockClock = mocks.Create<IAlarmClock>();
    timeKeeper = new TimeKeeper(mockClock.Object);
}
```

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Mocking with Moq - Basic Mock Test

Invoke the test method

```
...
public TimeKeeperTest()
{
    timeKeeper = new TimeKeeper(mockClock.Object);
    timeKeeper.WhatTimeIsIt();
}
```

Verify the Mock

```
public TimeKeeperTest()
{
    mockClock.VerifyGet(x => x.Now);
}
```

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Mocking with Moq - Verification

Moq provides may ways to verify calls to the mock.

```
mock.Verify(foo => foo.DoSomething("ping"));
// Verify with custom error message for failure
mock. Verify(foo => foo.DoSomething("ping"), "not what I expected");
// Method should never be called
mock.Verify(foo => foo.DoSomething("ping"), Times.Never());
// Called at least once
mock.Verify(foo => foo.DoSomething("ping"), Times.AtLeastOnce());
// Verify getter invocation, regardless of value.
mock.VerifyGet(foo => foo.Name);
// Verify setter with an argument matcher
mock. VerifySet(foo => foo. Value = It.IsInRange(1, 5, Range.Inclusive));
// Verify that no other invocations were made
mock.VerifyNoOtherCalls();
// Verifies ALL expected calls to this mock.
// Reports calls that were made and not expected
mock.VerifyAll();
```

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Mocking with Moq – Workshop

Music Handler Lambda

- Write a unit test for the MusicHandler
- Implement the mock needed to invoke the MusicService

Steps

- Setup/Install the Mock
- Program the mock for each test
- Invoke the method-under-test in each test
- Verify the calls to the mock in each test

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