**Implementation of Easy Mock**

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In this project we plan to implement a framework which can create mock objects easily. By creating mock objects, we can replace real objects which are hard to manipulate or control during tests, and focus on aspects which we concern mostly. For example, if some parts of a program are related to network communication, UI, or hardware, it is usually hard to control their behaviors during a test. To solve this problem, we can mock these related objects, and control these mocked versions on our tests.

Our job is to make it easier for users to mock objects. With easy mock, users can easily create a mocked object by calling a method. Then they can easily predefine the behaviors of that object and use it in their tests. To achieve this goal, we plan to provide some methods with which users can “record” the behavior. Then we will use java reflection mechanism to dynamically implement interfaces with these predefined behaviors. If we have enough time, we can also implement some complicated record patterns which can enable users to define more complex behaviors.