



Telerik

TeamPulse



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# MAKING A MOCKERY OF HARD TO TEST CODE

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# TELERIK

## *DELIVER MORE THAN EXPECTED*

*One-stop shop for .NET tools & UI components*



UI Components

Dev Tools

QA/PM Tools



# WHO AM I?

- Agile Practices Evangelist, Telerik, Inc.
- Microsoft MVP, MCSD, MCDBA, CSM, CSP
- Lead Director, Cincinnati .NET User's Group
- Founder, Agile Conferences, Inc.
  - [www.dayofagile.org](http://www.dayofagile.org)
- Host, Zero To Agile podcast
  - [www.telerik.com/zerotoagile](http://www.telerik.com/zerotoagile)
- Columnist, Developer.com



# DEPENDENCY INVERSION



# FAKES, STUBS, MOCKS



- Fakes:
  - Have working Implementations
  - Hardcoded, not suitable for production
- Stubs:
  - Provide canned answers
- Mocks:
  - Pre-programmed with expectations
    - Create a specification
    - Record behavior



# RESOURCES

- Martin Fowler, “Mocks Aren't Stubs”
  - <http://martinfowler.com/articles/mocksArentStubs.html>
- JustMock
  - <http://www.telerik.com/products/mocking.aspx>
- Unity
  - <http://www.microsoft.com/unity>



# CONTACT ME

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# DEMO

