



Test Doubles



Dario Campagna



What's a Test Double?

Any kind of pretend object that is used in place of a real object for testing purposes.

- Name coined by Gerard Meszaros.
- Comes from the notion of Stunt Doubles in movies.



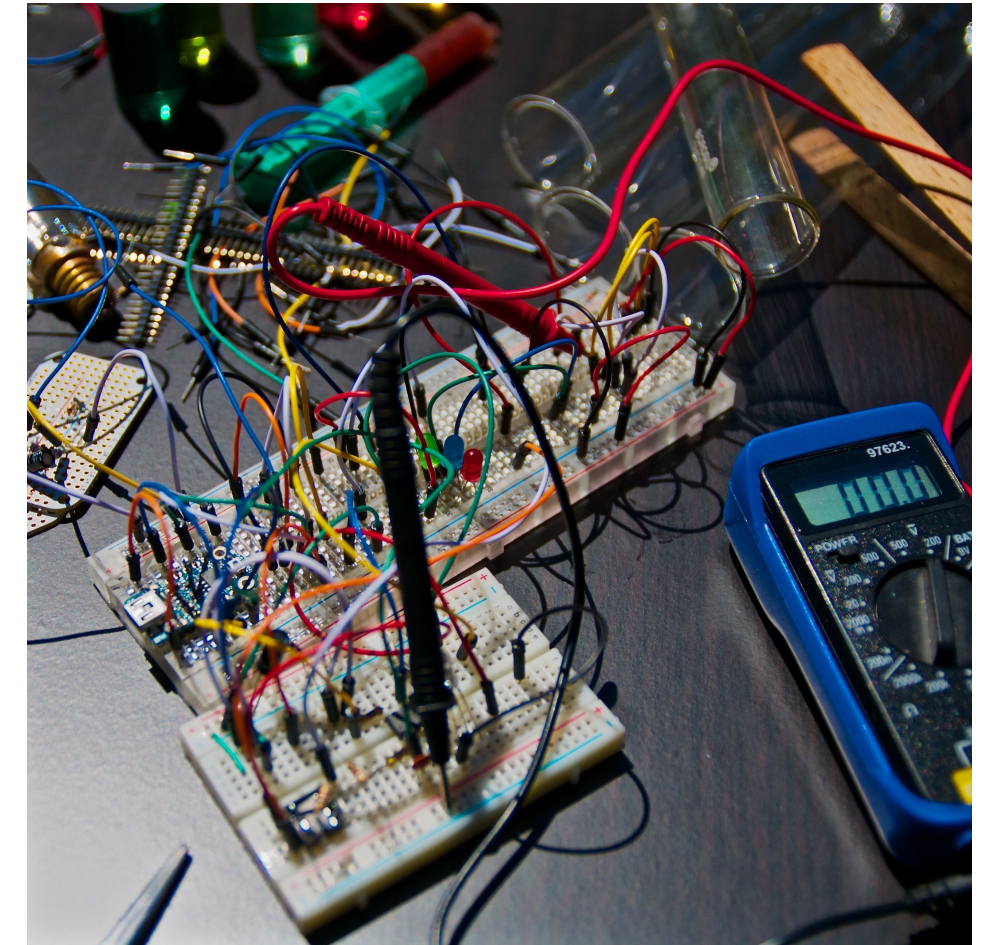
Bobby Holland Hanton and Chris Hemsworth. Instagram/@bobbydazzler84

Tests in TDD

Should be fast, isolated, specific, deterministic.

Shouldn't depend on data or other fixtures outside the control of each test case.

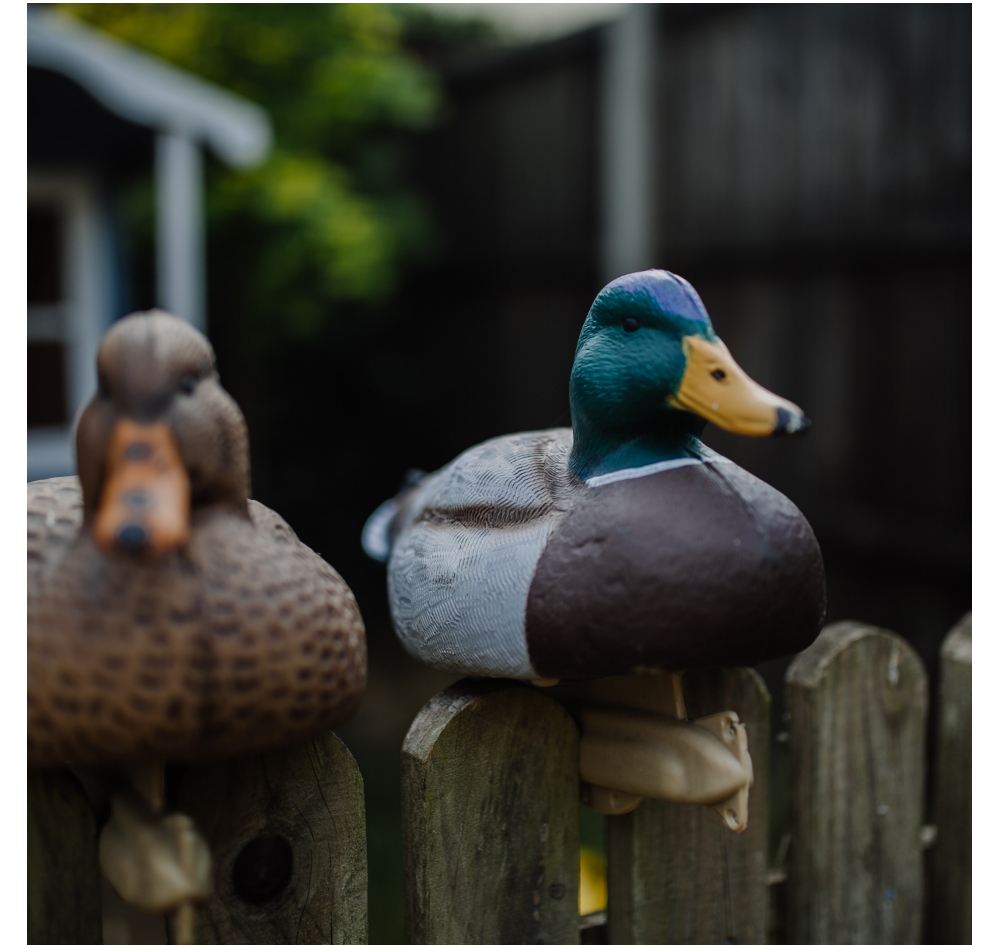
- File system
- Databases
- Network communications
- Hardware systems
- ...



Types of test double

Meszaros defined five particular kinds of double.

- Dummy
- Fake ([example](#))
- Stubs ([example](#))
- Spies
- Mocks



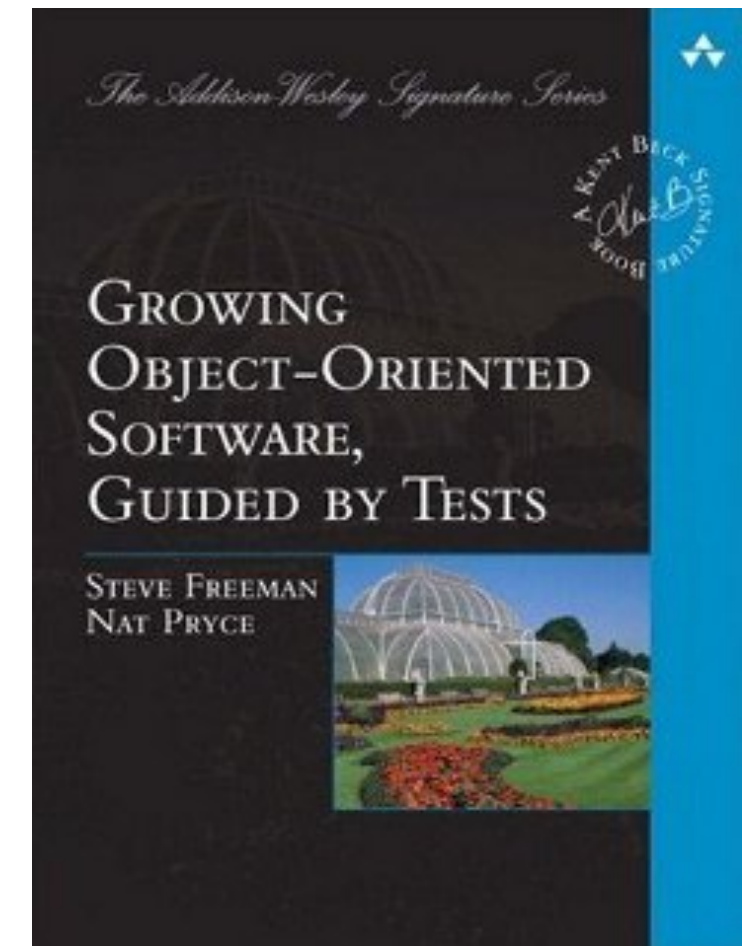
What about concurrency?



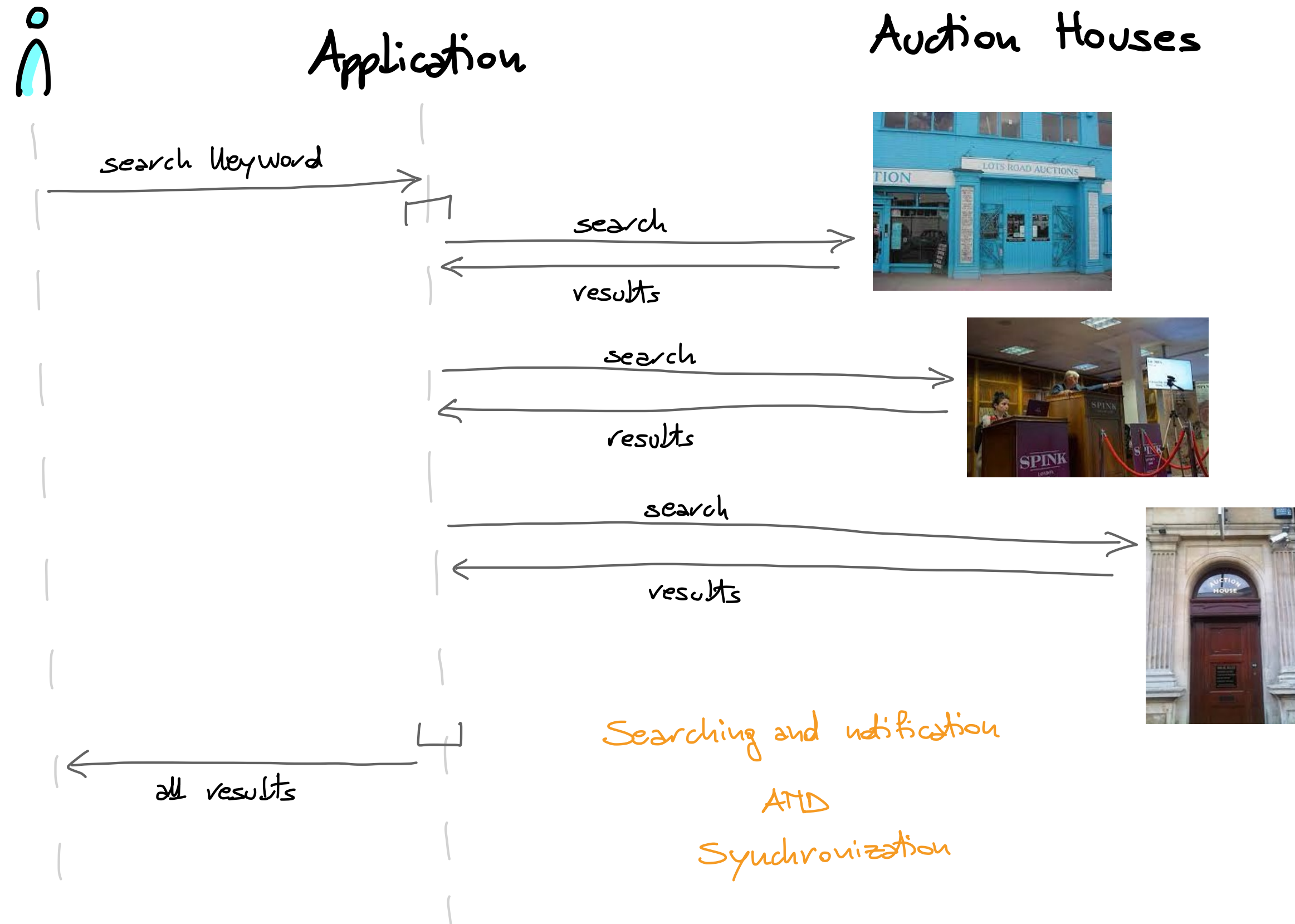
Separate the functional and synchronization concerns

Separate the logic that splits a request into multiple tasks from the technical details of how those tasks are executed concurrently.

- We can test-drive the functional behavior in isolation.
- We can test-drive the synchronization via stress-tests.
- We can use end-to-end tests to check that unit-level synchronization policies integrate across the entire system.
- Static analysis can catch further errors.

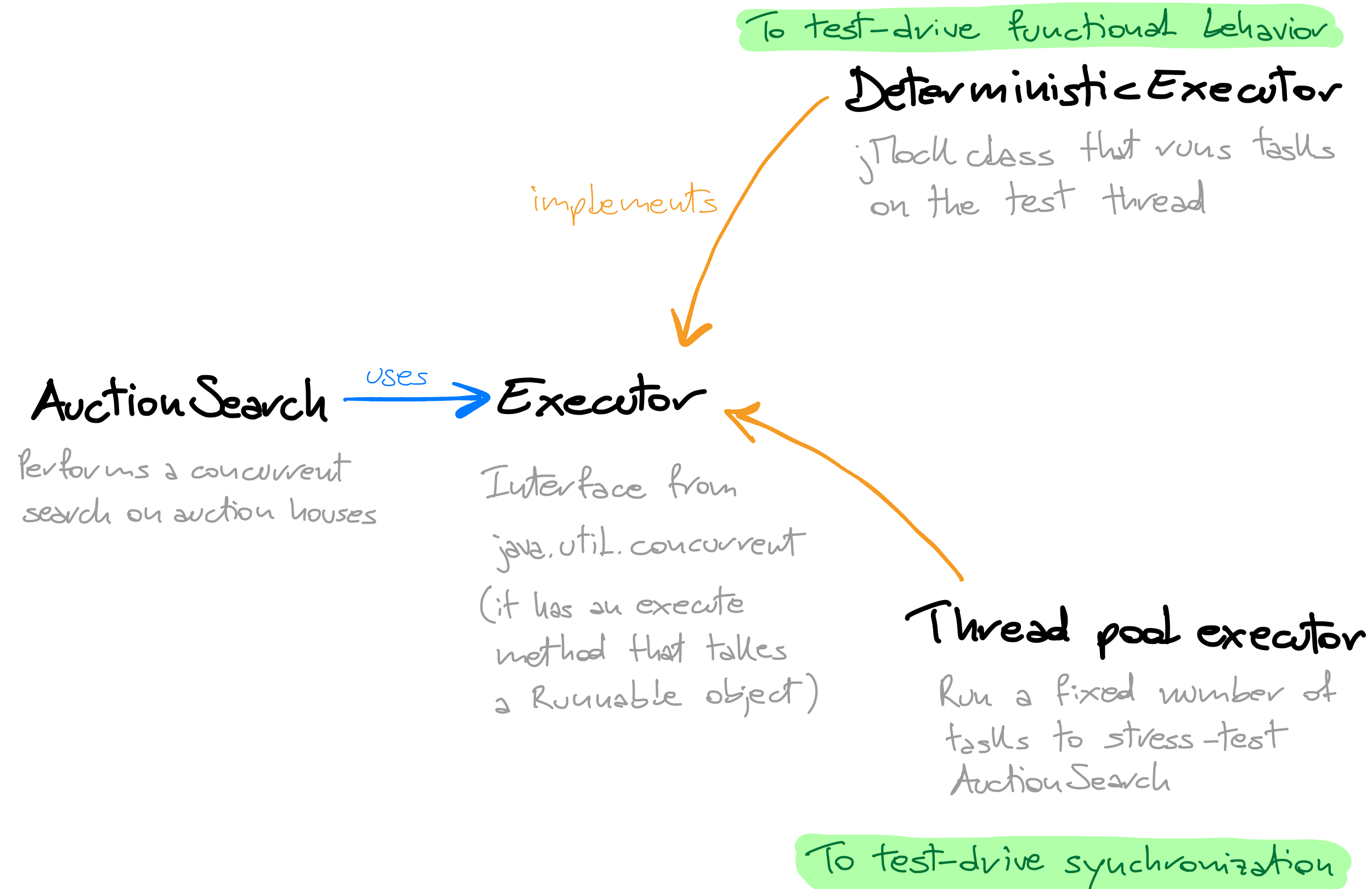


Example from "Growing Object Oriented Software"



Searching and notification
ATM
Synchronization

Example from "Growing Object Oriented Software"



References



Mocks Aren't Stubs

<https://martinfowler.com/articles/mocksArentStubs.html>

Growing Object Oriented Software

Steve Freeman and Nat Pryce

<http://www.growing-object-oriented-software.com>