Sins of mocking

How to mock correctly?

Problem

- Had to add some ,non functional' extension to existing code
- code base +10 years
- large class
- no tests and not testable (at least for me)

Plan

- extract the part to change into a separate class with ,low-risk' changes to the existing code
- write a test
- mock all ,external' services
- add the new functionality

Actual Class

Extracting command

```
int largeMethod(int operation) {
    switch(operation){
        case 0:
            return new DoSomethingOCommand().execute("some data");
       // ....
class DoSomething0Command {
  public int execute(String data) {
       createService().callIt(data);
       return 0;
    private ExternalService createService() {
        return ExternalServiceFactory.createService();
```

First Test

```
void test(){
    DoSomething0Command command = new DoSomething0Command();
    int result = command.execute("some data");
    assertEquals(0, result);
}
```

- failed for wrong reason
- ExternalServiceFactory.createService() with JEE lookup magic
- had to mock it

Option 1 (my favourite ;-), seen quite often in our legacy code)

```
void test(){
    ExternalService externalService = createMock();
    DoSomethingOCommand command = new DoSomethingOCommand(){
        @Override
        ExternalService createService() {
            return externalService;
    int result = command.execute("some data");
    assertEquals(0, result);
```

- changing visibility of createService() just for testing
- not testing the real class but something different
- have to know what method to override

Option 2: passing mock into function call

- the parameter gives me a hint what to mock
- changes signature of the command method and probably each command needs different services
- service is now created at an earlier phase -> not exactly what we had before, might be a problem when JEE looking up the bean

Option 3: create an additional constructor for testing

- code used only for testing
- service class must handle both cases

Option 4: create an additional constructor passing in a factory method

```
public class DoSomething0Command {
    private final Supplier<ExternalService> externalServiceSupplier;
    public DoSomethingOCommand() {
       this(DoSomethingOCommand::createService);
    DoSomethingOCommand(Supplier<ExternalService> externalServiceSupplier) {
       this.externalServiceSupplier = externalServiceSupplier;
    public int execute(String data) {
        externalServiceSupplier.get().callIt(data);
       return 0;
    private static ExternalService createService() {
       return ExternalServiceFactory.createService();
```

- same code for test and production, but still a constructor that is used only for testing
- no change in the interface

Option 5: CDI way

```
public class DoSomethingOCommand {
    private final Instance<ExternalService> externalService;

    @Inject
    public DoSomethingOCommand2(Instance<ExternalService> externalService) {
        this.externalService = externalService;
    }

    public int execute(String data) {
        externalService.get().callIt(data);
        return 0;
    }
}
```

- no special code for testing anymore
- creating the factory is delegated to a producer
- looks good, but our legacy code is not managed by CDI

Other Options

• use reflection to override internals (but needs knowledge of the internals)

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Let's go ,flying' to learn how to do it right

Merçi for listening

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BeachBar: 18:00 - 20:00