

# Rhino Mocks 3.3 Quick Reference



## Record/Replay Syntaxes

Classic	using()	Fluent
<pre>Expect.Call(...); mocks.ReplayAll(); ... mocks.VerifyAll();</pre>	<pre>using (mocks.Record()) {     Expect.Call(...); } using (mocks.Playback()) {     ... }</pre>	<pre>With.Mocks(mock).Expecting(delegate {     Expect.Call(...); }) .Verify(delegate {     ... });</pre>

## Types of Mocks

	Single-type mock	Multi-interface mock
<b>Strict replay</b>	CreateMock<T>()	CreateMultiMock<T>(params Type[])
<b>Loose replay</b>	DynamicMock<T>()	DynamicMultiMock<T>(params Type[])
<b>Loose replay, auto PropertyBehavior</b>	Stub<T>()	None
<b>Partial implementation (classes only)</b>	PartialMock<T>()	PartialMultiMock<T>(params Type[])

## Expectations and Setup

	Single-threaded playback	Multi-threaded playback
<b>Strict replay</b>	Expect.Call(...)	Expect.On(...).Call(...)
<b>Strict replay, void return</b>	Expect.Call(delegate{...;}) Or, ...; LastCall	Expect.On(...).Call(delegate{...;}) Or, ...; LastCall.On(...)
<b>Loose replay (auto Repeat.Any)</b>	SetupResult.For(...)	SetupResult.On(...).For(...)

## Methods

```
Expect.Call(list.Contains(42)).Return(true);
```

## Void Methods

```
Expect.Call(delegate{list.Add(42);});
```

```
Or, list.Add(42); // optionally followed by LastCall.
```

## Out and Ref Parameters

```
string outParam;
Expect.Call(dict.TryGetValue("key", out outParam)).OutRef("value").Return(true);
```

## Property Getters

```
Expect.Call(foo.Name).Return("Bob");
```

## Property Setters

```
Expect.Call(foo.Name = "Bob");
```

## Automatic Properties

```
Expect.Call(foo.Name).PropertyBehavior();
```

## Event Subscription

```
Expect.Call(delegate{view.Load += null;}).Constraints(Is.NotNull());
```

## Event Was Raised

```
Expect.Call(delegate{subscriber.Handler(source, EventArgs.Empty);});
```

## Raising a Mock Event

```
IEventRaiser load =  
    Expect.Call(delegate{view.Load+=null;}).IgnoreArguments().GetEventRaiser();  
// switch to playback mode  
load.Raise();
```

## Throwing a Mock Exception

```
Expect.Call(delegate{file.Flush();}).Throw(new IOException("message"));
```

## Delegates

```
Predicate<int> predicate = mocks.CreateMock<Predicate<int>>();  
Expect.Call(predicate(42)).Return(true);
```

## Custom Behavior

```
Expect.Call(delegate{list.Add(0);}).IgnoreArguments()  
    .Do((Action<int>)delegate(int item) {  
        if (item < 0) throw new ArgumentOutOfRangeException();  
    });
```

## Assert Messages

```
Expect.Call(delegate{file.Flush();}).Message("File must be flushed before closing");
```

## Ordered and Unordered Expectations

Note: the default recorder state is unordered.

```
using(mocks.Ordered())  
{  
    Expect.Call(databaseManager.BeginTransaction());  
    using(mocks.Unordered())  
    {  
        Expect.Call(accountOne.Withdraw(1000));  
        Expect.Call(accountTwo.Deposit(1000));  
    }  
}
```

## Call Repetition

```
Repeat.Once() // the default for Expect.Call()
Repeat.Any() // the default for SetupResult.For()
Repeat.Never()
Repeat.AtLeastOnce()
Repeat.Twice()
Repeat.Times(3)
Repeat.Times(4, int.MaxValue)
```

## Argument Constraints

```
IgnoreArguments() // removes all argument constraints
```

Constraints Example:

```
Expect.Call(file.Read(null, 0, 0))
.Constraints(Property.Value("Length", 4096), Is.Equal(0), Is.GreaterThan(0) &&
Is.LessThan(4096));
```

This expects a call to file.Read where the buffer length is 4096, the offset is 0, and the count is between 0 and 4096.

```
Is.Anything() // very useful for constraining only some arguments
Is.Equal(3)
Is.NotEqual(42)
Is.Same(obj)
Is.NotSame(obj)
Is.Null()
Is.NotNull()
Is.GreaterThan(3)
Is.GreaterThanOrEqual(3)
Is.LessThan(3)
Is.LessThanOrEqual(3)
Is.Matching<IList<int>>(delegate(IList<int> list) {
    return list.Count == 10 && list.IndexOf(3) > 2;
})
Is.TypeOf<IDisposable>()
```

```
Property.Value("Length", 0)
Property.IsNull("InnerException")
Property.IsNotNull("InnerException")
Property.ValueConstraint("Items", Property.Value("Count", 0))
```

```
List.Count(Is.Equal(0));
List.Element(2, Text.StartsWith("Three"));
List.Equal(new int[] {1, 2, 3}); // object[] {1, 2, 3} would be accepted
List.IsIn("Two"); // a parameter of string[] {"One", "Two"} would be accepted
List.OneOf(new int[] {2, 3}); // a parameter of 3 would be accepted
```

```
Text.StartsWith("Hello");
Text.EndsWith("World");
Text.Contains("or");
Text.Like(@"^[2-9]\d{2}-\d{3}-\d{4}$");
```