

Sinon JS

Reference

- <https://sinonjs.org/>
- <https://semaphoreci.com/community/tutorials/best-practices-for-spies-stubs-and-mocks-in-sinon-js>
- <https://codeutopia.net/blog/2016/05/23/sinon-js-quick-tip-how-to-stubmock-complex-objects-such-as-dom-objects/>

Spy

- Check if a method is called

```
const spy = sinon.spy(object, 'method')
...
spy.restore() // remove spy
expect(spy.callCount).to.be.eql(n) // check if the method is call n times
```

Stub

- Replace existing method with stub to avoid actually execute the method

Method 1

- define a fake function so that it will call that fake one when call

```
function fake() { // a fake function to be called
}

const stub = sinon.stub(object, 'method').callFakes(fake) // you could also
replace the fake with another real function
...
stub.restore() // remove stub
expect(stub.callCount).to.be.eql(n) // check if the method is call n times
```

Method 2

- define a return value no matter how you call the stub

```
const stub = sinon.stub(object, 'method').returns(val) // always return same
val
...
```

```
const test = stub()  
expect(test).to.be.eql(val)  
stub.restore() // remove stub  
expect(stub.callCount).to.be.eql(n) // check if the method is call n times
```

Method 3

- resolve a promise with same value no matter how you call the stub

```
const stub = sinon.stub(object, 'method').resolve(val) // always resolve  
same val  
...  
const test = await stub()  
expect(test).to.be.eql(val)  
stub.restore() // remove stub  
expect(stub.callCount).to.be.eql(n) // check if the method is call n times
```

From:
<https://wiki.questwork.com/> - Questwork's Wiki

Permanent link:
<https://wiki.questwork.com/doku.php?id=development:testing:sinonjs:start&rev=1547355670>

Last update: **2019/01/13 05:01**

