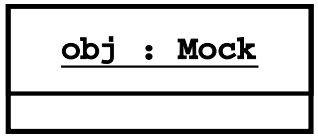


Ceci n'est pas un objet

Trompeloeil cheat sheet for implementing mock functions and placing expectations on them.

Mock implement member functions.

non-const member function	*const member function*
`MAKE_MOCKn(name, sig{, spec})`	`MAKE_CONST_MOCKn(name, sig{, spec})`

Place expectations. *Matching expectations are searched from youngest to oldest. Everything is illegal by default.*

Anonymous local object

```
REQUIRE_CALL(obj, func(params))
ALLOW_CALL(obj, func(params))
FORBID_CALL(obj, func(params))
```

std::unique_ptr<expectation>

```
NAMED_REQUIRE_CALL(obj, func(params))
NAMED_ALLOW_CALL(obj, func(params))
NAMED_FORBID_CALL(obj, func(params))
```

Refine expectations.

When to match

```
.IN_SEQUENCE(s...)
```

Impose an ordering relation between expectations by using **`sequence`** objects

```
.TIMES(min, max = min)
```

Define how many times an expectation must match. Default is 1. Conveniency arguments are **`AT_MOST(x)`** and **`AT_LEAST(x)`**

Local objects are const copies

```
.WITH(condition)
.SIDE_EFFECT(statement)
.RETURN(expression)
.THROW(expression)
```

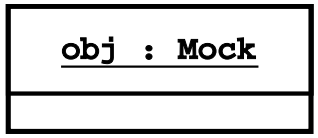
Parameters are _1 .. _15

when to match

What to do when matching

Local objects are non-const references

```
.LR_WITH(condition)
.LR_SIDE_EFFECT(statement)
.LR_RETURN(expression)
.LR_THROW(expression)
```



Trompeloeil cheat sheet for matchers and object life time management.

Ceci n'est pas un objet

Matchers. Substitute for values in parameter list of expectations.

Any type allowing op				*Disambiguated type*
`_`	any value			`ANY(type)`
`eq(mark)`	value	==	mark	`eq<type>(mark)`
`ne(mark)`	value	!=	mark	`ne<type>(mark)`
`lt(mark)`	value	<	mark	`lt<type>(mark)`
`le(mark)`	value	<=	mark	`le<type>(mark)`
`gt(mark)`	value	>	mark	`gt<type>(mark)`
`ge(mark)`	value	>=	mark	`ge<type>(mark)`
`re(mark, ...)`	match regular expression /mark/			`re<type>(mark, ...)`

Use **`operator*`** to dereference pointers. E.g. **`*ne(mark)`** means parameter is pointer (like) and **`*parameter != mark`**
Use **`operator!`** to negate matchers. E.g. **`!re(mark)`** means not matching regular expression **`/mark/`**

Object life time management

`auto obj = new deathwatched<my_mock_type>(params);`
`*obj` destruction only allowed when explicitly required. Inherits from **`my_mock_type`**

Anonymous local object
`REQUIRE_DESTRUCTION(*obj)`

`std::unique_ptr<expectation>`
`NAMED_REQUIRE_DESTRUCTION(*obj)`

When to match
`.IN_SEQUENCE(s...)`

Impose an ordering relation between expectations by using **sequence** objects