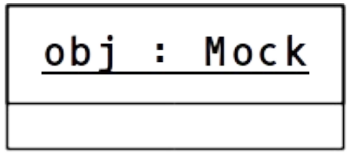


Trompeloeil cheat sheet for implementing mock functions and placing expectations on them.

Ceci n'est pas une objet

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...)
.TIMES(min {, max} )
```

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

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)
```

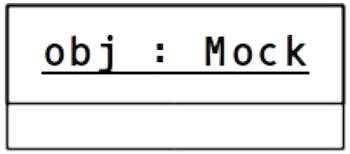
Parameters are _1 .. _15

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 une 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`**.

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