

JOSF Faker functions incl. examples.

FakerAddressFunctions [↗](#)

Function Name	Description	Example
<code>\${random.address.city()}</code>	Returns a city.	<code>randomCity =</code> <code>\${random.address.city()}</code>
<code>\${random.address.city(locale)}</code>	Returns a city based on locale.	<code>randomCityNL =</code> <code>\${random.address.city(nl)}</code>
<code>\${random.address.cityName()}</code>	Returns a city name.	<code>randomCityName =</code> <code>\${random.address.cityName()}</code>
<code>\${random.address.cityName(locale)}</code>	Returns a city name based on locale.	<code>randomCityNameNL =</code> <code>\${random.address.cityName(nl)}</code>
<code>\${random.address.country()}</code>	Returns a country.	<code>randomCountry =</code> <code>\${random.address.country()}</code>
<code>\${random.address.country(locale)}</code>	Returns a country based on locale.	<code>randomCountryNL =</code> <code>\${random.address.country(nl)}</code>
<code>\${random.address.countryCode()}</code>	Returns a country code.	<code>randomCountryCode =</code> <code>\${random.address.countryCode()}</code>
<code>\${random.address.state()}</code>	Returns a state.	<code>randomState =</code> <code>\${random.address.state()}</code>
<code>\${random.address.state(locale)}</code>	Returns a state based on locale.	<code>randomStateNL =</code> <code>\${random.address.state(nl)}</code>
<code>\${random.address.streetName()}</code>	Returns a street name.	<code>randomStreetName =</code> <code>\${random.address.streetName()}</code>
<code>\${random.address.streetName(locale)}</code>	Returns a street name based on locale.	<code>randomStreetNameNL =</code> <code>\${random.address.streetName(nl)}</code>
<code>\${random.address.zipCode()}</code>	Returns a zip code.	<code>randomZipCode =</code> <code>\${random.address.zipCode()}</code>
<code>\${random.address.zipCode(locale)}</code>	Returns a zip code based on locale.	<code>randomZipCodeNL =</code> <code>\${random.address.zipCode(nl)}</code>

FakerDateFunctions [↗](#)

Function Name	Description	Example
<code>\${random.date.between(from, to, dateFormat)}</code>	Returns a date between given dates in supplied date format.	<code>randomDateBetween =</code> <code>\${random.date.between(2023-01-01, 2023-12-31, YYYY-MM-DD)}</code>
<code>\${random.date.birtDayAdult(dateFormat)}</code>	Returns a date from 18 years and older in supplied date format.	<code>randomBirthdayAdult =</code> <code>\${random.date.birtDayAdult(YYYY-MM-</code>

		DD}}
<code>\${random.date.birtDay(minAge, maxAge, dateFormat)}</code>	Returns a date based on given min and max age in supplied date format.	<code>randomBirthdayFormatted = \${random.date.birtDay(10, 30, DD-MM-YYYY)}</code>
<code>\${random.date.future(dateFormat)}</code>	Returns a future date in the coming year in supplied date format.	<code>randomDateFuture = \${random.date.future(YYYY-MM-DD)}</code>
<code>\${random.date.future(atMost, timeUnit, dateFormat)}</code>	Returns a future date in the given at most time unit (DAYS, HOURS, MINUTES, SECONDS) in supplied date format.	<code>randomDateFutureAtMost = \${random.date.future(30, DAYS, YYYY-MM-DD)}</code>
<code>\${random.date.future(atMost, minimum, timeUnit, dateFormat)}</code>	Returns a future date in the given at most time unit (DAYS, HOURS, MINUTES, SECONDS) with a minimum in supplied date format.	<code>randomDateFutureMinMax = \${random.date.future(30, 5, DAYS, YYYY-MM-DD)}</code>
<code>\${random.date.futureRelative(atMost, timeUnit, referenceDate, dateFormat)}</code>	Returns a future date in the given at most time unit (DAYS, HOURS, MINUTES, SECONDS) relative to reference date in supplied date format.	<code>randomDateFutureRelative = \${random.date.futureRelative(30, DAYS, 2023-01-01, YYYY-MM-DD)}</code>
<code>\${random.date.past(dateFormat)}</code>	Returns a past date in the last year in supplied date format.	<code>randomDatePast = \${random.date.past(YYYY-MM-DD)}</code>
<code>\${random.date.past(atMost, timeUnit, dateFormat)}</code>	Returns a past date in the given at most time unit (DAYS, HOURS, MINUTES, SECONDS) in supplied date format.	<code>randomDatePastAtMost = \${random.date.past(30, DAYS, YYYY-MM-DD)}</code>
<code>\${random.date.past(atMost, minimum, timeUnit, dateFormat)}</code>	Returns a past date in the given at most time unit (DAYS, HOURS, MINUTES, SECONDS) with a minimum in supplied date format.	<code>randomDatePastMinMax = \${random.date.past(30, 5, DAYS, YYYY-MM-DD)}</code>
<code>\${random.date.pastRelative(atMost, timeUnit, referenceDate, dateFormat)}</code>	Returns a past date in the given at most time unit (DAYS, HOURS, MINUTES, SECONDS) relative to reference date in supplied date format.	<code>randomDatePastRelative = \${random.date.pastRelative(30, DAYS, 2023-01-01, YYYY-MM-DD)}</code>

FakerFakeValuesFunctions [🔗](#)

Function Name	Description	Example
<code>\${random.value.numerify(value)}</code>	Returns a string with '#' characters replaced with random digits (0-9).	<code>numerifyValue = \${random.value.numerify(###-###-####)}</code>
<code>\${random.value.letterifyLower(value)}</code>	Returns a string with '?' characters replaced with random lowercase letters.	<code>letterifyLowerValue = \${random.value.letterifyLower(???-???-???)}</code>
<code>\${random.value.letterifyUpper(value)}</code>	Returns a string with '?' characters replaced with random uppercase letters.	<code>letterifyUpperValue = \${random.value.letterifyUpper(???-???-???)}</code>

<code>\${random.value.bothifyLower(value)}</code>	Applies both numerify and letterifyLower.	<code>bothifyLowerValue = \${random.value.bothifyLower(###-##-##-###)}</code>
<code>\${random.value.bothifyUpper(value)}</code>	Applies both numerify and letterifyUpper.	<code>bothifyUpperValue = \${random.value.bothifyUpper(###-##-##-###)}</code>
<code>\${random.boolean()}</code>	Returns true or false.	<code>randomBool = \${random.boolean()}</code>

FakerFunFunctions [↗](#)

Function Name	Description	Example
<code>\${random.fun.yodaQuote()}</code>	Returns a Yoda quote.	<code>randomYodaQuote = \${random.fun.yodaQuote()}</code>
<code>\${random.fun.zeldaCharacter()}</code>	Returns a Zelda character.	<code>randomZeldaCharacter = \${random.fun.zeldaCharacter()}</code>
<code>\${random.fun.chuckNorrisFact()}</code>	Returns a Chuck Norris fact.	<code>randomChuckNorrisFact = \${random.fun.chuckNorrisFact()}</code>
<code>\${random.fun.catBreed()}</code>	Returns a Cat breed.	<code>randomCatBreed = \${random.fun.catBreed()}</code>
<code>\${random.fun.catName()}</code>	Returns a Cat name.	<code>randomCatName = \${random.fun.catName()}</code>
<code>\${random.fun.dogBreed()}</code>	Returns a Dog breed.	<code>randomDogBreed = \${random.fun.dogBreed()}</code>
<code>\${random.fun.dogName()}</code>	Returns a Dog name.	<code>randomDogName = \${random.fun.dogName()}</code>
<code>\${random.fun.dragonballCharacter()}</code>	Returns a Dragonball character.	<code>randomDragonballCharacter = \${random.fun.dragonballCharacter()}</code>
<code>\${random.fun.name()}</code>	Returns a funny name.	<code>randomFunnyName = \${random.fun.name()}</code>
<code>\${random.fun.gameOfThronesCharacter()}</code>	Returns a Game of Thrones character.	<code>randomGameOfThronesCharacter = \${random.fun.gameOfThronesCharacter()}</code>
<code>\${random.fun.gameOfThronesCity()}</code>	Returns a Game of Thrones city.	<code>randomGameOfThronesCity = \${random.fun.gameOfThronesCity()}</code>
<code>\${random.fun.gameOfThronesDragon()}</code>	Returns a Game of Thrones dragon.	<code>randomGameOfThronesDragon = \${random.fun.gameOfThronesDragon()}</code>
<code>\${random.fun.gameOfThronesHouse()}</code>	Returns a Game of Thrones house.	<code>randomGameOfThronesHouse = \${random.fun.gameOfThronesHouse()}</code>
<code>\${random.fun.gameOfThronesQuote()}</code>	Returns a Game of Thrones quote.	<code>randomGameOfThronesQuote = \${random.fun.gameOfThronesQuote()}</code>

<code>\${random.fun.lordOfTheRingsCharacter() }</code>	Returns a Lord of the Rings character.	<code>randomLordOfTheRingsCharacter = \${random.fun.lordOfTheRingsCharacter () }</code>
<code>\${random.fun.lordOfTheRingsLocation() } }</code>	Returns a Lord of the Rings location.	<code>randomLordOfTheRingsLocation = \${random.fun.lordOfTheRingsLocation() }</code>
<code>\${random.fun.pokemonLocation() }</code>	Returns a Pokémon location.	<code>randomPokemonLocation = \${random.fun.pokemonLocation() }</code>
<code>\${random.fun.pokemonName() }</code>	Returns a Pokémon name.	<code>randomPokemonName = \${random.fun.pokemonName() }</code>
<code>\${random.fun.superheroName() }</code>	Returns a Superhero name.	<code>randomSuperheroName = \${random.fun.superheroName() }</code>

FakerNameFunctions [↗](#)

Function Name	Description	Example
<code>\${random.name.bloodGroup() }</code>	Returns a blood group.	<code>randomBloodGroup = \${random.name.bloodGroup() }</code>
<code>\${random.name.firstName() }</code>	Returns a first name.	<code>randomFirstName = \${random.name.firstName() }</code>
<code>\${random.name.firstName(locale) }</code>	Returns a first name based on locale.	<code>randomFirstNameNL = \${random.name.firstName(nl) }</code>
<code>\${random.name.fullName() }</code>	Returns a full name.	<code>randomFullName = \${random.name.fullName() }</code>
<code>\${random.name.fullName(locale) }</code>	Returns a full name based on locale.	<code>randomFullNameNL = \${random.name.fullName(nl) }</code>
<code>\${random.name.lastName() }</code>	Returns a last name.	<code>randomLastName = \${random.name.lastName() }</code>
<code>\${random.name.lastName(locale) }</code>	Returns a last name based on locale.	<code>randomLastNameNL = \${random.name.lastName(nl) }</code>
<code>\${random.name() }</code>	Returns a name.	<code>randomName = \${random.name() }</code>
<code>\${random.name(locale) }</code>	Returns a name based on locale.	<code>randomNameNL = \${random.name(nl) }</code>
<code>\${random.name.nameWithMiddle() }</code>	Returns a name with middle name.	<code>randomNameWithMiddle = \${random.name.nameWithMiddle() }</code>
<code>\${random.name.nameWithMiddle(locale) }</code>	Returns a name with middle name based on locale.	<code>randomNameWithMiddleNL = \${random.name.nameWithMiddle(nl) }</code>
<code>\${random.name.title() }</code>	Returns a name title.	<code>randomTitle = \${random.name.title() }</code>
<code>\${random.name.title(locale) }</code>	Returns a name title based on locale.	<code>randomTitleNL = \${random.name.title(nl) }</code>

<code>\${random.name.username()}</code>	Returns a username.	randomUsername = <code>\${random.name.username()}</code>
<code>\${random.name.username(locale)}</code>	Returns a username based on locale.	randomUsernameNL = <code>\${random.name.username(nl)}</code>

FakerNumberFunctions [↗](#)

Function Name	Description	Example
<code>\${random.number.digit()}</code>	Returns a digit from 0-9 inclusive.	randomDigit = <code>\${random.number.digit()}</code>
<code>\${random.number.digitNotZero()}</code>	Returns a digit from 1-9 inclusive.	randomDigitNotZero = <code>\${random.number.digitNotZero()}</code>
<code>\${random.number()}</code>	Returns a number.	randomNumber = <code>\${random.number()}</code>
<code>\${random.number(numberOfDigits)}</code>	Returns a number with length based on 'numberOfDigits'.	randomNumberDigits = <code>\${random.number(5)}</code>
<code>\${random.number.NonStrict(numberOfMaxDigits)}</code>	Returns a number with a max length based on 'numberOfMaxDigits'.	randomNumberNonStrict = <code>\${random.number.NonStrict(5)}</code>
<code>\${random.number.double(maxNumberOfDecimals, min, max)}</code>	Returns a double with decimals based on 'maxNumberOfDecimals' between given 'min' and 'max'.	randomDouble = <code>\${random.number.double(2, 1, 100)}</code>