

# TEST CASE

- 1) Create a game by hitting url -> <http://localhost:8002/api/game/create>
- 2) You will get the game\_id for the game you just created.
- 3) Now, by hitting url -> [http://localhost:8002/api/game/:game\\_id/ticket/:username/generate](http://localhost:8002/api/game/:game_id/ticket/:username/generate) you can just create a ticket under a game by passing game\_id & username in params.
- 4) You will get the ticket\_id for a game you registered.
- 5) Now, you can generate a ticket by hitting url -> [http://localhost:8002/ticket/:ticket\\_id](http://localhost:8002/ticket/:ticket_id) by passing ticket\_id in params.
- 6) You will get a 5x5(by default) Html Table which contains number ranging from 1 to 75.
- 7) Now, you can generate a unique random number with no duplicates for a game by hitting url -> [http://localhost:8002/api/game/:game\\_id/number/random](http://localhost:8002/api/game/:game_id/number/random) by passing game\_id in params.
- 8) You can also check the All the numbers spoken in a particular game by url -> [http://localhost:8002/api/game/:game\\_id/numbers](http://localhost:8002/api/game/:game_id/numbers) by passing game\_id in params
- 9) You can also check the stats of game like numbers spoken till & no\_of\_tickets/no\_of users of a game by hitting url -> [http://localhost:8002/api/game/:game\\_id/stats](http://localhost:8002/api/game/:game_id/stats) by passing game\_id in params.
- 10) I have covered all corner cases too like
  - a) You can't generate unique random number more than 75 times for a game(send you a response with Game Over).
  - b) You can't generate a ticket\_id if game didn't exist
  - c) You can't check the stats ,numbers\_spoken yet and generate random number ,if the game Didn't exist.
  - d) You can print the ticket if ticket\_id doesnot exist in database.

NodeJs ,ExpressJs is used for Backend Services & Postgres(SQL) for storing data.  
I have written a query builder(sql\_mapper) for generating queries.  
Also used Express-validator for sql-injections.

Github Repo -> <https://github.com/Amit4Ghanghas/bingo.git>  
Branch -> bingo