# Car Accessories Company Project

# Students 1- Riham Katout – 12029366 2- Shahd Hamad - 12028064

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#### **Main Classes**

# a) Starter Class (main class)

```
public class Starter extends Application {
   public static DatabaseConnection connector;
   public static UserSessionManager sessionManager;
   public static UserSession userSession;

@Override
   public void start(Stage stage) throws IOException {
        sessionManager = new UserSessionManager();
        connector = new DatabaseConnection();
        System.out.println(connector.getStatus());

        FXMLLoader fxmlLoader = new FXMLLoader(Starter.class.getResource("/FXMLFiles/login.fxml"));
        Scene scene = new Scene(fxmlLoader.load(), 608, 837);
        stage.setTitle("Car Zone Company");
        stage.setScene(scene);
        stage.setResizable(false);
        stage.show();
   }

   public static void main(String[] args) {
        launch();
   }
}
```

- connector: instance of <u>DatabaseConnection</u> Class.
- sessionManager: instance of <u>UserSessionManager</u> Class.
- ➤ userSession: instance of <u>UserSession</u> Class, use it after logging in.

# b) UserSession Class

```
public class UserSession extends User{
    private String sessionId;

public UserSession(User user) {
        super(user);
    }

public String getSessionId() {
        return sessionId;
    }

public void setSessionId(String sessionId) {
        this.sessionId = sessionId;
    }

@Override
public String toString() {
        return "Classes.UserSession{" + getUsername() + ": " + "sessionId='" + sessionId + '\'' + '};
    }
}
```

- > Extends <u>User</u> Class to use its methods and attributes.
- Contains a user (create it using super conctructor)

### **Database Classes**

# a) DatabaseConnection Class

- > To establish database connection given it databaseName, username, password, root, port.
- > status will use for testing, same for all classes.

# b) Retrieving Data Class

- Not ready yet (we will add more entities to it)
- > Retrieving records from database giving the condition and entity name to the suitable function.

- connection: connection to database.
- > getFromData: from entity and condition, return the resultSet for retrieving records.
- same implementation for all entities, call getFromData then use generator class to generate the object from rs.

# c) InsertingData Class

- > Not ready yet (we will add more entities to it)
- ➤ Inserting to database giving the object to the function

> same implementation for all entities, use <u>generator</u> class to generate the Prepared Statement from object.

# **Helper Classes**

# a) Generator Class

Not ready yet

# b) DataValidation Class

```
public static boolean regexMatcher(String regex, String value){
```

#### **Model Classes**

# a) User Class

```
public String getPhoneNumber() {return phoneNumber;}
public void setPhoneNumber(String phoneNumber) {this.phoneNumber = phoneNumber;}
public String getPassword() {return password;}
```

# b) Address Class

# **Authentication Classes**

# a) UserSessionManager

```
class UserSessionManager {
```

> To generate a session when logging in, or delete it when signing out.

# b) Login Class

➤ **loginUser**: the main method in this class, it's used to check if the username is existed using **usersRetriever** (an instance of <u>RetrievingData</u> Class), if yes, check the password, if it's correct, then create a session using <u>UserSession</u> and <u>UserSessionManager</u> classes.

# c) Register Class

- registerUserTest: it's used to check if user's fields are valid using <u>DataValidation</u> Class, if yes, check if the user is already exist using <u>RetrievingData</u> Class, if not, we can register it successfully.
- registerUser: the main method in this class, it uses registerUserTest to check the availability to register the user then use an instance of InsertingData Class to add the user to the database.

#### Task1

- Features (1, 2) for <u>Database</u>
- Features (3, 4) for <u>Authentication</u>

## **Tester Classes**

#### a) DatabaseTester

#### b) AuthenticationTester

#### **Feature 1: Database Connection**

> Test the connection of the database given (port, database name, username, password).

#### **Scenarios**

```
Scenario: Successful connection

When I want to connect to database

And I fill in 'port' with '3306'

And I fill in 'databaseName' with 'caraccessoriescompany'

And I fill in 'username' with 'root'

And I fill in 'password' with '12345678password'

Then I should see "Connected to the database successfully" for connection

Scenario: Failure connect to database

And I fill in 'port' with '3300'

And I fill in 'databaseName' with 'invalidName'

And I fill in 'username' with 'invalidRoot'

And I fill in 'password' with 'invalidPassword'

Then I should see "Couldn't connect to the database" for connection
```

#### **Steps definition Class**

```
public class DBConnectionTest {
    private String databaseName, username, password;
    private int port;
    private DatabaseConnection testConnection;

    @When("I want to connect to database")
    public void iWantToConnectToDatabase() {
        assert(true);
    }
}
```

- databaseName, username, password, port: are used as parameters to set the connection
- > testConnection: instance of <a href="DatabaseConnection">DatabaseConnection</a> Class (using getStatus as a result to database connection in step definition class)

```
@When("I fill in {string} with {string}")
public void iFillInWith(String field, String input) {
    if(field.equals("databaseName"))
        databaseName = input;
    else if (field.equals("username"))
            username = input;
    else if (field.equals("password"))
            password = input;
    else if (field.equals("port"))
            port = Integer.parseInt(input);
    else assert(false);
        assert(true);
}

@Then("I should see (string) for connection")
public void iShouldSee(String message) {
        testConnection = new DatabaseConnection(port, databaseName, username, password);
        String status = testConnection.getStatus();
        assertEquals(status, message);
}
```

- FillInWith: set the value of each field necessary to establish the connection, assert false if invalid field is entered.
- **ishouldSee**: compare the expected result with the status of *testConnection*.



#### **Scenarios**

```
Scenario Outline: I retrieve from addresses entity
```

<sup>\*</sup> We will use the same feature to test retrieving other entities in the future\*

#### **Steps definition Class**

```
public class DBRetrievingTest {
    private String condition, status;
    private DatabaseConnection connection;
    private RetrievingData retrievingData;

    @BeforeAll
    @Given("I'm connected to a database")
    public void iMConnectedToADatabase() {
        connection = new DatabaseConnection();
        retrievingData = new RetrievingData(connection.getCon());
    }
}
```

- connection: temporary connection to database
- retrievingData: instance of <u>RetrievingData</u> Class.
- condition: to store the condition when user enters it.
- > status: to store the result of retrieving then use it in iShouldSee step

```
@When("I fill in condition with (string)")
public void iFillInConditionWith(String string) {
    condition = string;
}
@When("I want to retrieve (string)")
public void iWantToRetrieve(String entity) {
    if(entity.equals("users")) {
        retrievingData.selectUsers(condition);
        status = retrievingData.getStatus();
    }
    else if(entity.equals("addresses")) {
        retrievingData.selectAddresses(condition);
        status = retrievingData.getStatus();
    }
    else
        status = "Error while retrieving from database";
}
@Then("I should see (string) for retrieving data")
public void iShouldSee(String message) {
        assertEquals(status, message);
}
@AfterAll
@Then("close the connection")
public void closeTheConnection() throws SQLException {
        connection.getCon().close();
}
```

- iWantToRetrieve: call the suitable function according to entered entity, then store the result in status.
- > iShouldSee: compare the result with the expected value, if they are equal assert true, otherwise, false.
- > closeTheConnection: close the connection after finishing all steps.

```
✓ Retrieve data from database
✓ I retrieve from users entity #1
✓ I retrieve from users entity #2
✓ I retrieve from users entity #3
✓ I retrieve from users entity #4
✓ I retrieve from users entity #4
✓ I retrieve from users entity #5
✓ I retrieve from users entity #6
✓ I retrieve from users entity #7
✓ I retrieve from users entity #8
✓ I retrieve from users entity #9
18 ms
```

```
✓ I retrieve from users entity #9 18 ms
✓ I retrieve from users entity #10 15 ms
✓ I retrieve from users entity #11 16 ms
✓ I retrieve from addresses entity #1 17 ms
✓ I retrieve from addresses entity #2 17 ms
✓ I retrieve from addresses entity #3 17 ms
✓ I retrieve from addresses entity #4 13 ms
✓ I retrieve from addresses entity #4
✓ I retrieve from addresses entity #5 15 ms
✓ I retrieve from addresses entity #6 22 ms
✓ I retrieve from addresses entity #7 15 ms
```

# Feature 3: Login

#### **Scenarios**

## **Steps definition Class**

```
public class LoginTester {
    private String status, username, password;
    private DatabaseConnection connection;
    private Login login;

    @BeforeAll
    @Given("user is connected to the database")
    public void userIsConnectedToTheDatabase() {
        connection = new DatabaseConnection();
        login = new Login(connection.getCon());
    }
}
```

- **connection**: temporary connection to database.
- > status: to store the result of retrieving then use it in userShouldSee step.
- > username, password: to store input from user.
- login: instance of Login Class to test logging in.

```
@When("he fills in (string) with (string) for login")
public void heFillsInWith(String field, String input) {
    if(field.equals("username"))
        username = input;
    else
        password = input;
}

@When("user clicks on login")
public void userClicksOnLogin() {
    login.loginUser(username, password);
    status = login.getStatus();
}

@Then("user should see (string) for login")
public void userShouldSee(String message) {
    assertEquals(status, message);
}

@AfterAll
@Then("close the connection")
public void closeTheConnection() throws SQLException {
    connection.getCon().close();
}
```

```
✓ Login feature
✓ login scenarios #1
✓ login scenarios #2
✓ login scenarios #3
✓ login scenarios #4
✓ login scenarios #5
✓ login scenarios #6
✓ login scenarios #7
```

# Feature 4: Register

#### **Scenarios**

#### **Steps definition Class**

```
public class SignupTester {
    private Register userRegisterer;
    private User user;
    private DatabaseConnection connection;
    private String status;

    @BeforeAll
    @When("user is in sign-up page")
    public void userIsOnTheSignUpPage() {
        connection = new DatabaseConnection();
        userRegisterer = new Register(connection.getCon());
        user = new User();
    }
}
```

- connection: temporary connection to database.
- > status: to store the result of retrieving then use it in heShouldSee step.
- **user**: to store input from user.
- userRegisterer: instance of Register Class.

```
QWhen("he fills in (string) with (string) for register")
public void heFillsInWithForRegister(String field, String input) (
    if(field.equals("stratName(input);
    else if(field.equals("firstName"))
        user.setFirstName(input);
    else if(field.equals("lastName"))
        user.setLastName(input);
    else if(field.equals("phoneNumber"))
        user.setPhoneNumber(input);
    else if(field.equals("password"))
        user.setPassword(input);
    else if(field.equals("mail"))
        user.setDassword(input);
    else if(field.equals("mail"))
        user.setDassword(input);
    else
        assert(true);
}

@When("he submits the registration form")
public void heSubmitsTheRegistrationForm() (
    userRegisterer.registerUserTest(user);
    status = userRegisterer.getStatus();
}
@Then("he should see (string) for register")
public void heShouldSee(String message) {
        System.out.println(status);
        assertEquals(message, status);
}
```

```
✓ User sign-Up
✓ User sign-up with various inputs #1
✓ User sign-up with various inputs #2
✓ User sign-up with various inputs #3
✓ User sign-up with various inputs #4
✓ User sign-up with various inputs #5
✓ User sign-up with various inputs #6
✓ User sign-up with various inputs #7
✓ User sign-up with various inputs #8
✓ User sign-up with various inputs #9
✓ User sign-up with various inputs #10
✓ User sign-up with various inputs #10
✓ User sign-up with various inputs #11
✓ User sign-up with various inputs #12
14 ms
```