## System testing 2.0 - 1조

## test.py를 통한 Test 진행

- python의 unittest 활용
- 최종 발표 시 프로젝트 파일에 대한 testing 실시
- oauth 추가 이외 큰 변동사항 없어 system testing 1.0과 같은 코드 사용

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test.py ×
                   import os
import tempfile
                    from swsec_team1 import app, db
from swsec_team1.Models import *
                    from numbwords import inumbwords
from datetime import datetime
from werkzeug.security import check_password_hash, generate_password_hash
from flask_sqlalchemy import SQLAlchemy
from sqlalchemy import create_engine, MetaData
from sqlalchemy.orm import sessionmaker
                    def test_populate_database():
    # assert User.query.get(1).role.name != None
    # assert db.session.query(User).filter(id==1)
                                  # assert db.session.query(User).filter(id==1).first() != None
assert Menu.query.filter by(id=1).first().name == 'AAAA'
                                             # Taise Valuetror(User.query.all())
new_user = User(Username='Xxxx' Xxxx', email='xxx@xxx.xxx', password='xxxx', access=0)
new_user.password = generate_password_hash(new_user.password)
db.session.add(new_user)
new_user = User(Username='Zzzz Zzzz', email='zzz@zzz.zzz', password='zzzz', access=1)
new_user.password = generate_password_hash(new_user.password)
                                            db.session.commit()
                                  def create_menus(self):
    menus = ['AAAA', 'BBBB', 'CCCC']
    for i, x in enumerate(menus):
        nb = Menu()
        nb.name = x
        restanting to the selection of the selection 
                                                            nb.ingredients = 'xxx
                                                             nb.uploaded_date = datetime.now()
                                                             nb.user = User(username='test', email='test@test.com', password=generate_password_hash('test'),
                                                db.session.commit()
                                              global engine
                                              engine = create_engine(app.config['SQLALCHEMY_DATABASE_URI'])
Session = sessionmaker(bind=engine)
                                              self.create menus()
                                    def tearDown(self):
                                                # os.close(self.db_gd)
basedir = os.path.abspath(os.path.dirname(__file__))
                                                os.unlink(os.path.join(basedir, 'test.db'))
                                   # Login/Logout
def login(self, username, password):
    return self.app.post('/auth/login', data=dict(
                                                            username=username,
password=password),
                                              return self.app.get('/auth/logout', follow_redirects=True)
                                   def register_visitor(self, name, email):
    return self.app.get('/greg/register_visitor', data=dict(
                                                            name=name,
email=email),
```

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## 결과

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