

Evidence for Project Unit

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P. 1 Github Contributors page



Evidence for unit

P. 2 Project Brief



Evidence for unit

P. 3 Use of Trello



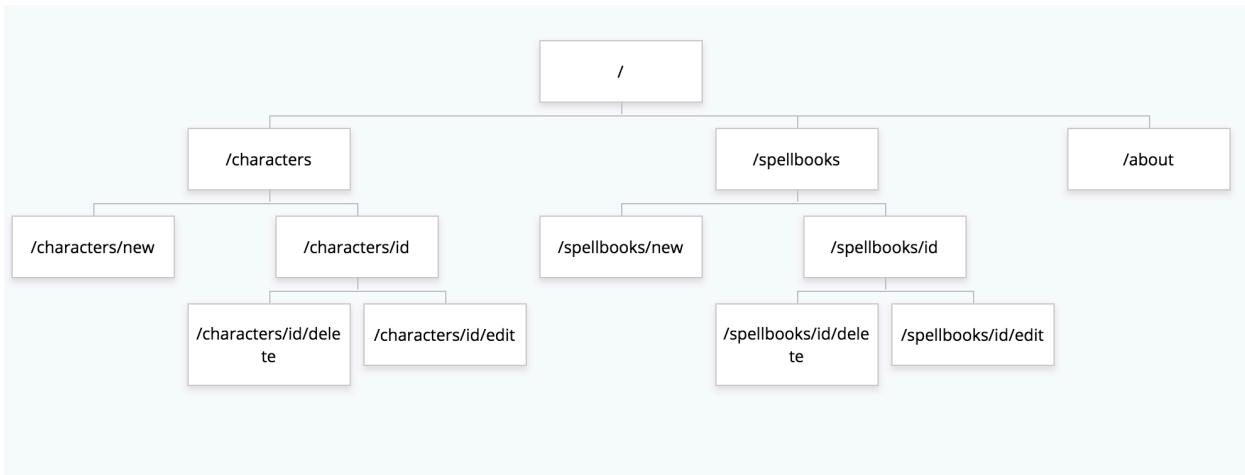
Evidence for unit

P. 4 Acceptance Criteria



Evidence for unit

P. 5 User sitemap



P. 6 Wireframes designs

The wireframe shows a user interface for managing characters. At the top, there is a header bar with navigation icons (back, forward, search) and links for Dashboard, List all Characters, Spell List, Spellbook list, and About. A logo icon is also present.

The main content area is titled "Latest updated characters". It displays four placeholder cards, each labeled "Character" and featuring a large square with an X inside. Below each card is a brief description of character data and three buttons: "Spellbooks", "Review Spellbook", and "Add Spellbook".

To the right of the cards, there is a sidebar with a heading "Heading 2" and some placeholder text. It includes a "Logo" icon and three small square icons at the bottom.

The footer contains three small square icons.

ooo

← → ⌂

[Dashboard](#) | [List all Characters](#) | [Spell List](#) | [Spellbook list](#) | [About](#)

Logo

Spell name
School of magic and level

Description

Placeholder text for spell description

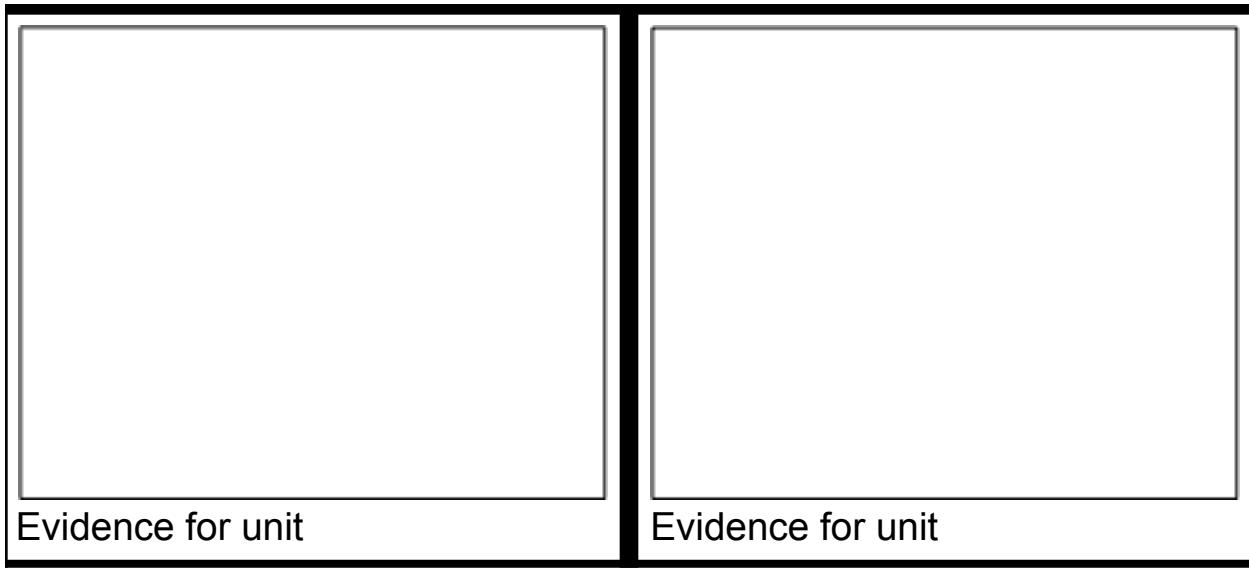
Add spell to character

Select the spellbook

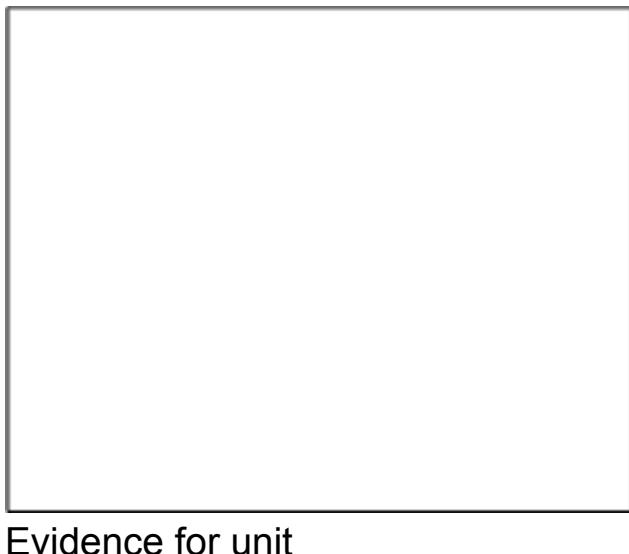


Placeholder text for spell image or preview

P. 7 System interactions diagrams



P. 8 Two Object Diagrams





Evidence for unit

P. 9 Choice of two algorithms (find the algorithms on a program you might have written, show the code you have used.)

On this example please take a screenshot and write what it is doing and why you decided to use it.

P. 10 Example of Pseudocode

```
def self.filter_by_school(value)
    #This method receives the input of the user
    # The input is a string selected from a dropdown menu offering
    # all the schools options (an array)
    # Then, with this, this method selects all the entries on a
    # SQL database where the School column shows the value
    # selected by the user
    # The method uses this entries and create an array
    # Populates the array with objects using the entries found in the
    # db.
    # Returns the array of objects
end
```

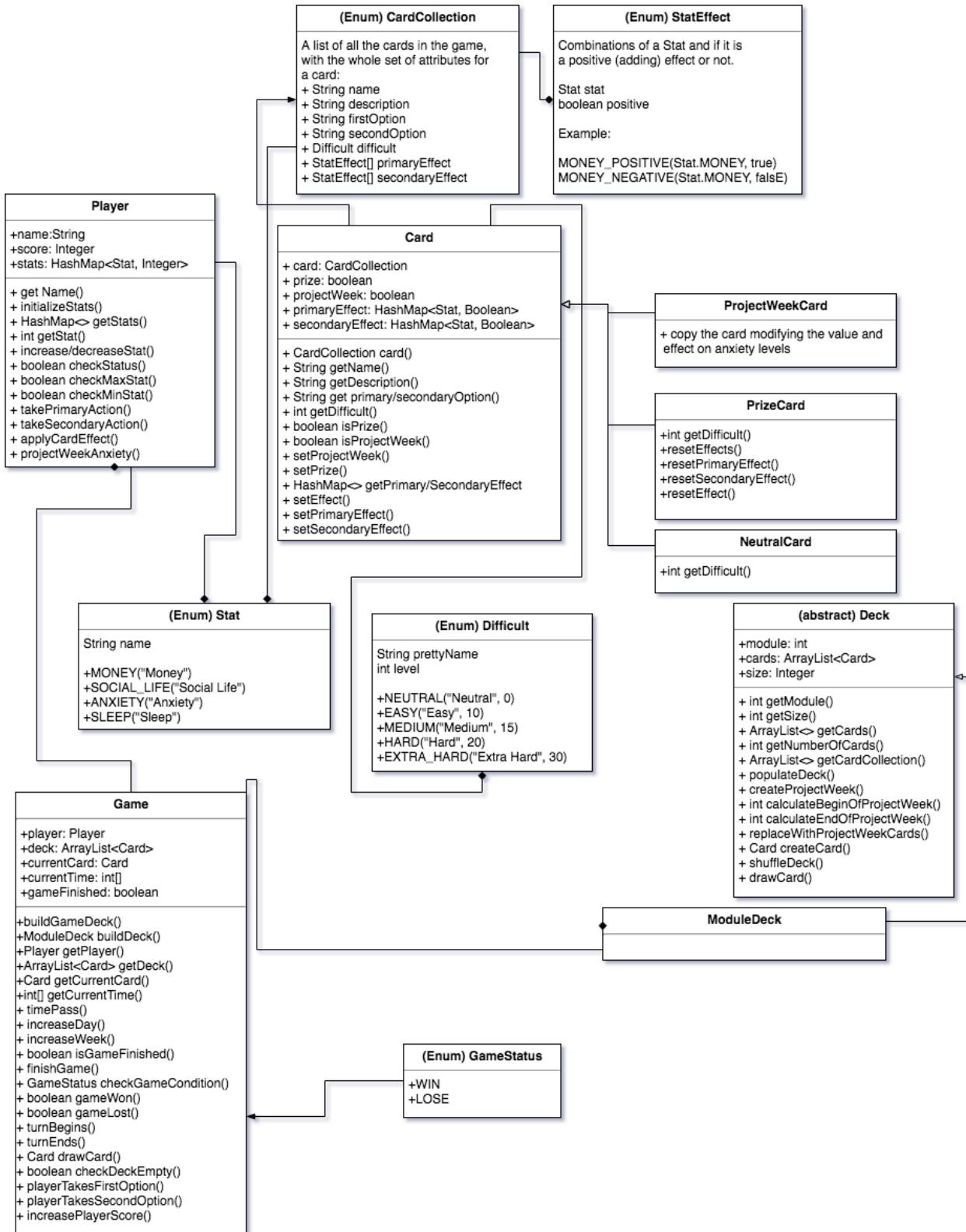
P. 11 Github link to one of your projects

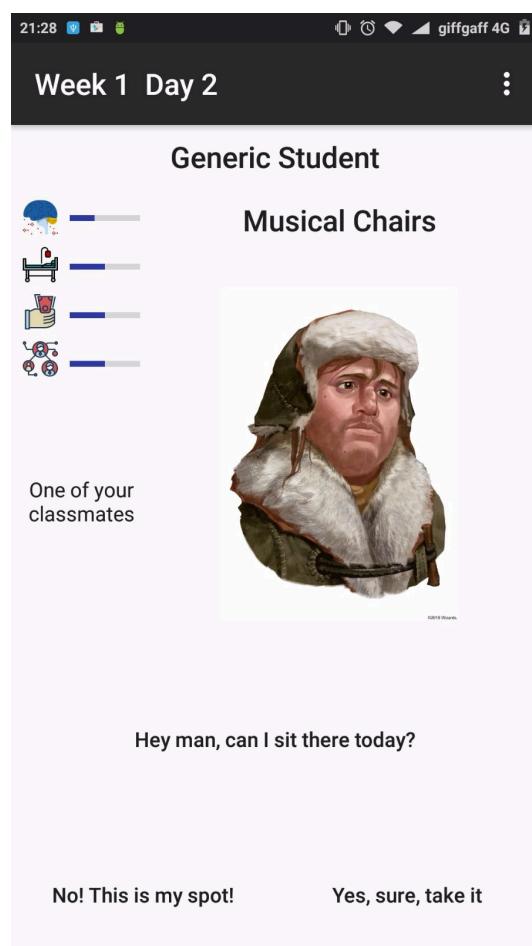
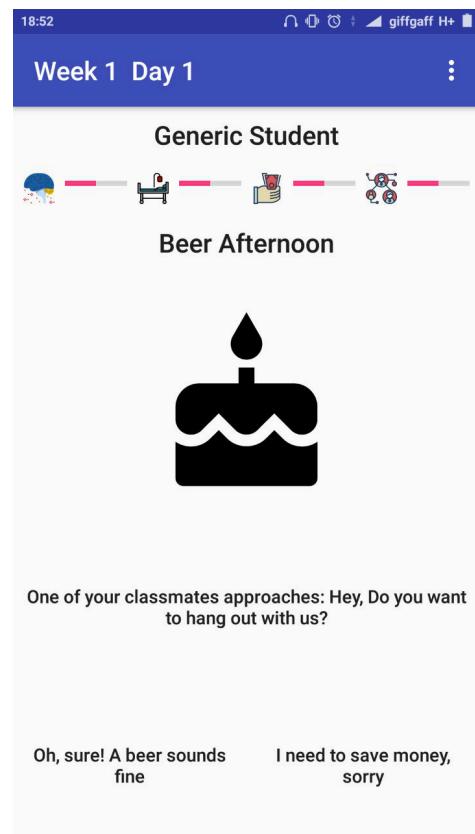
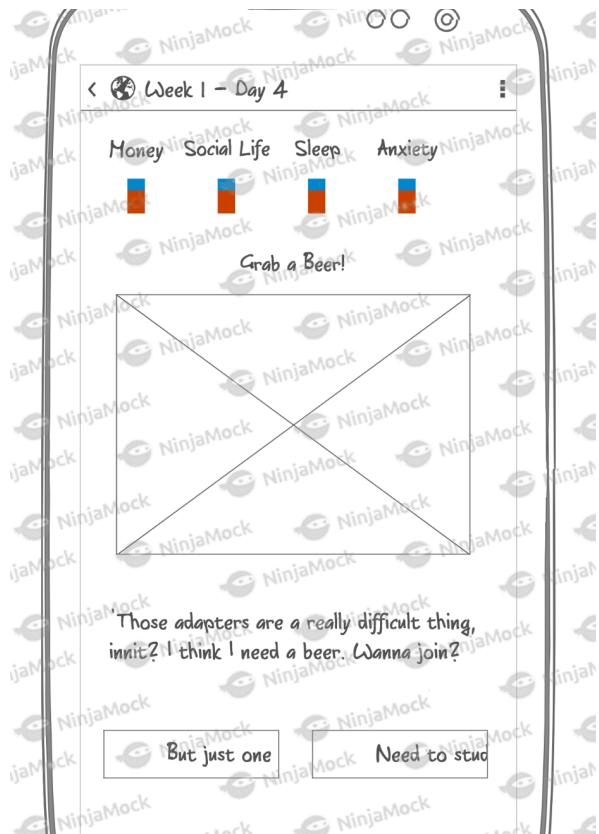
<https://github.com/DetectiveAzul/compendium>

The screenshot shows the GitHub repository page for 'compendium' owned by 'DetectiveAzul'. The repository has 103 commits, 1 branch, 0 releases, and 1 contributor. The latest commit was made 14 days ago. The repository description is: "A DnD spell compendium with capacity to keep track of your characters spells knowledge and spellbooks".

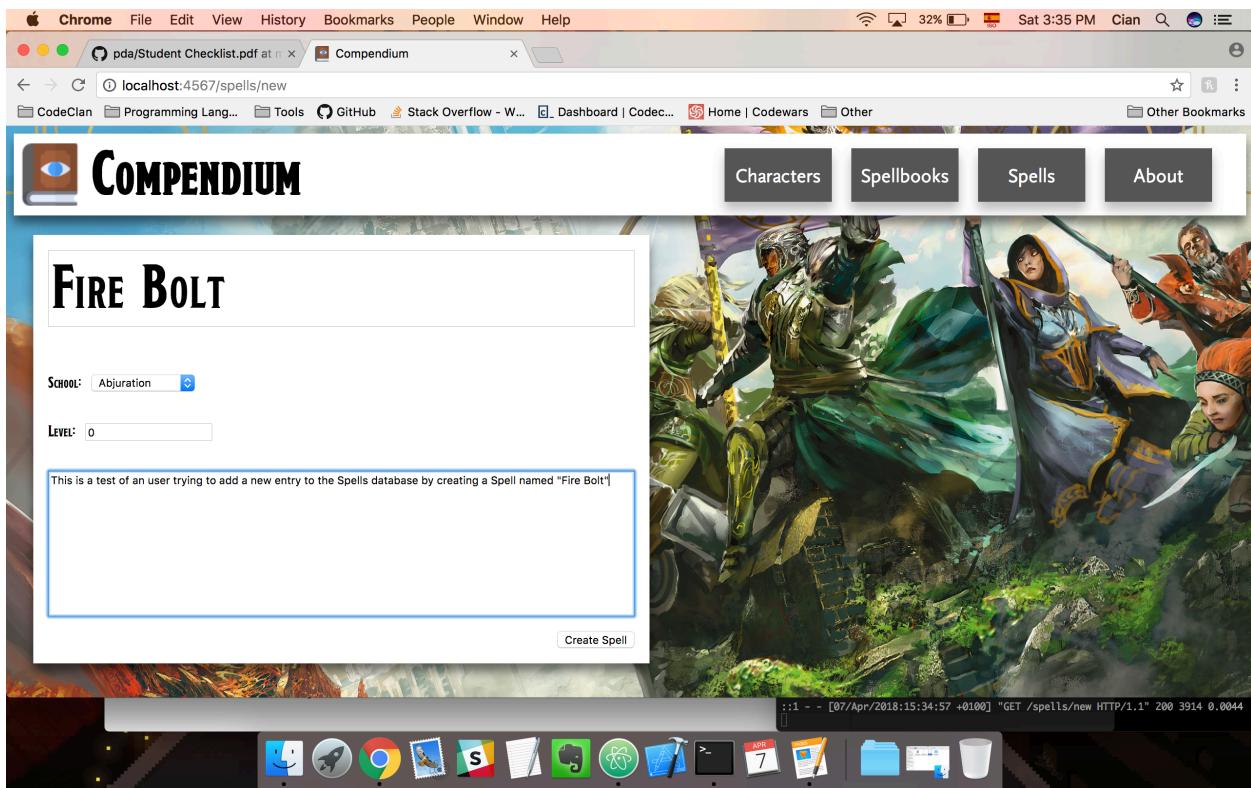
File	Description	Time Ago
Gemfile	README and gem files	23 days ago
Gemfile.lock	README and gem files	23 days ago
Procfile	Heroku deployment	14 days ago
README.md	README and gem files	23 days ago
app.rb	Heroku deployment	14 days ago
config.ru	Heroku deployment	14 days ago
controllers	Added 404 website	22 days ago
db	Fixed sql	14 days ago
models	fixed error on method to cheack if spell is repeated on a book	23 days ago
public	Showing breaks on spell show.erb	14 days ago
views	Fixed tables bug when inputing very long names	22 days ago
	Showing breaks on spell show.erb	14 days ago

P. 12 Screenshot of your planning and the different stages of development to show changes.

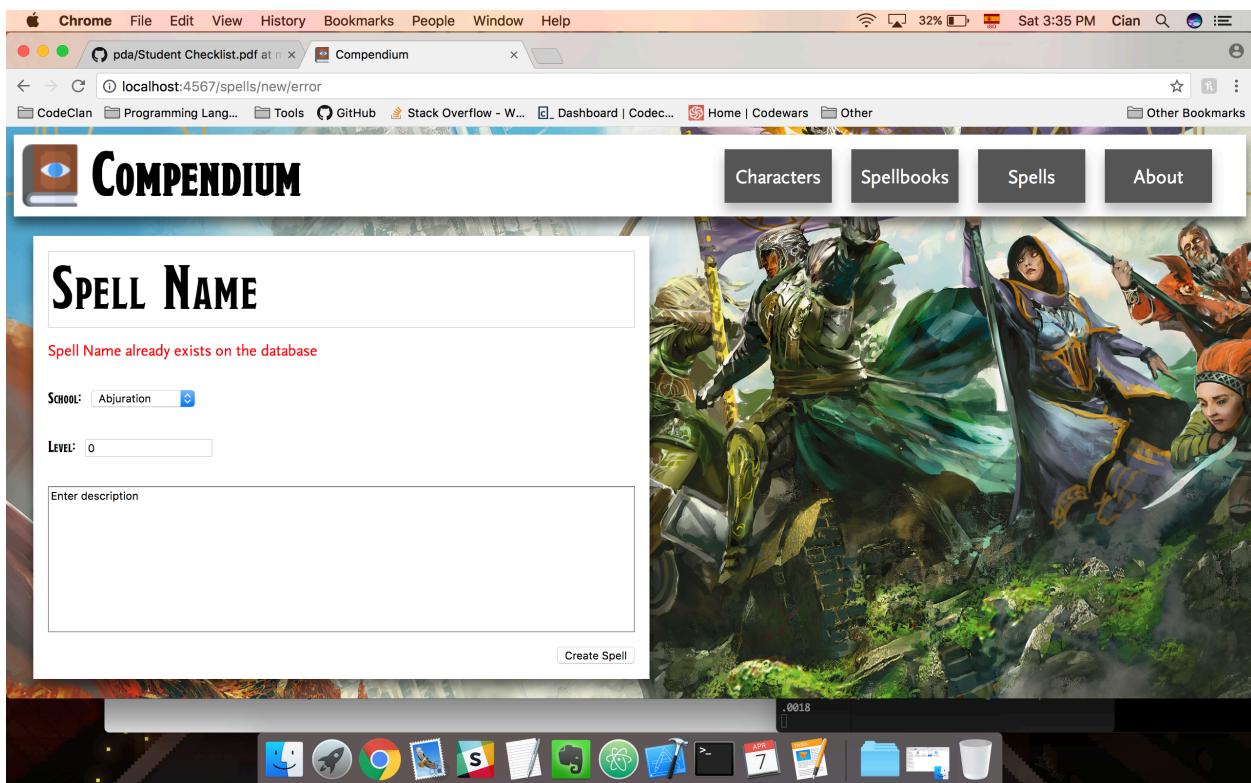




P. 13 User input



User input is used, but returned an error message (Spell name already exists on the database)



P. 14 Interaction with data persistence

The screenshot shows a web browser window titled "Compendium" at the URL localhost:4567/characters. The page features a header with the word "COMPENDIUM" next to a book icon. Below the header is a navigation bar with four buttons: "Characters", "Spellbooks", "Spells", and "About". The main content area displays a table with columns: Class, Level, Name, Spellbooks, and Description. Two character entries are visible:

Class	Level	Name	Spellbooks	Description
Warlock	2	Gul'dan	3	Indebted to a demonic lord and pitted against the mentor he betrayed, Gul'dan is o...
Bard	1	Valtek	1	The bard uses music and magic to support and inspire the rest of the party. Bards c...

The background of the page is a large, vibrant illustration of a fantastical scene featuring a dragon, a knight in armor, and other characters.

The screenshot shows a web browser window titled "Compendium" at the URL localhost:4567/characters/new. The page has a similar layout to the first one, with the "COMPENDIUM" header and navigation bar. The main content area contains a form for creating a new character:

JAIME LOPEZ

CHARACTER CLASS:

LEVEL:

Test of User Input being saved

The background of the page is the same vibrant, fantastical illustration as the first screenshot.

localhost:4567/characters

CodeClan Programming Lang... Tools GitHub Stack Overflow - W... Dashboard | Codec... Home | Codewars Other Other Bookmarks

Compendium

Characters Spellbooks Spells About

Class	Level	Name	Spellbooks	Description
Warlock	2	Gul'dan	3	Indebted to a demonic lord and pitted against the mentor he betrayed, Gul'dan is o...
Bard	1	Jaime Lopez	0	Test of User Input being saved
Bard	1	Valtek	1	The bard uses music and magic to support and inspire the rest of the party. Bards c...

localhost:4567/characters/12

P. 15 User output result

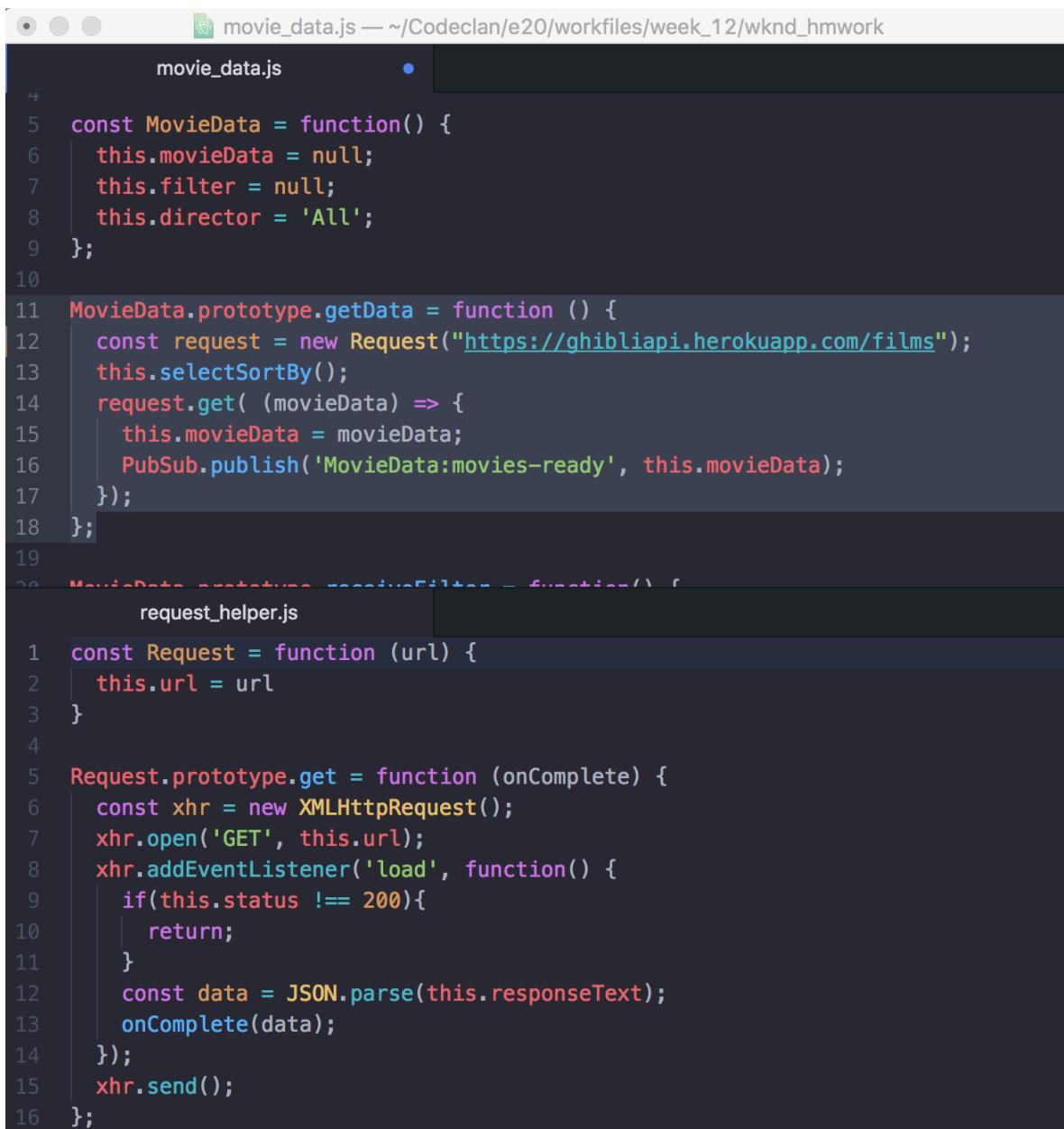
User click on delete to delete and entry on the “Students” table, and website refreshes showing that it was deleted.

The screenshot shows a web browser window for the 'Compendium' application. The main content area displays a spell card for 'MAGIC STONE' at 'TRANSMUTATION LEVEL 1'. Below the spell card is a 'LEARN' section with a 'Save Learning' button. To the right, a 'STUDENTS' table lists 'Gul'dan' with 'Evocation spells' under 'Spellbook'. A 'Delete' button is visible next to the entry. The browser's address bar shows 'localhost:4567/spells/4'. The top navigation bar includes 'Characters', 'Spellbooks', 'Spells', and 'About' buttons.

This screenshot is identical to the one above, but it has been refreshed. The 'STUDENTS' table now shows an empty row for 'Gul'dan', indicating that the entry has been successfully deleted. The rest of the interface, including the spell card and the 'LEARN' section, remains the same.

P. 16 Show an API being used within your program.

The code that uses or implements the API:



The screenshot shows a terminal window with two tabs open. The active tab is 'movie_data.js' which contains the following code:

```
movie_data.js — ~/Codeclan/e20/workfiles/week_12/wknd_hmwork
movie_data.js      •

5 const MovieData = function() {
6   this.movieData = null;
7   this.filter = null;
8   this.director = 'All';
9 };
10
11 MovieData.prototype.getData = function () {
12   const request = new Request("https://ghibliapi.herokuapp.com/films");
13   this.selectSortBy();
14   request.get( (movieData) => {
15     this.movieData = movieData;
16     PubSub.publish('MovieData:movies-ready', this.movieData);
17   });
18 };
19
20 MovieData.prototype.getFiltered = function() {
request_helper.js
```

The second tab is 'request_helper.js' which contains the following code:

```
const Request = function (url) {
  this.url = url
}

Request.prototype.get = function (onComplete) {
  const xhr = new XMLHttpRequest();
  xhr.open('GET', this.url);
  xhr.addEventListener('load', function() {
    if(this.status !== 200){
      return;
    }
    const data = JSON.parse(this.responseText);
    onComplete(data);
  });
  xhr.send();
};
```

The API being used by the program whilst running:

Filter by Director Sort by

 Castle in the Sky 1986 The orphan Sheeta inherited a mysterious crystal	 Grave of the Fireflies 1988 In the latter part of World War II, a boy and his	 My Neighbor Totoro 1988 Two sisters move to the country with their father
--	--	--

P. 17 Bug tracking report showing the errors diagnosed and corrected.

P. 18 Testing your program

```

card.rb
1 attr_reader :suit, :value
2
3 def initialize(suit, value)
4   @suit = suit
5   @value = value
6 end
7
8 def self.checkforAce(card)
9   if card.value == 1
10    return true
11  else
12    return false
13  end
14
15 def self.highest_card(card1, card2)
16  if card1.value > card2.value
17    return card1.name
18  else
19    card2
20  end
21
22 def self.cards_total(cards)
23  total = 0
24  for card in cards
25    total += card.value
26  end
27  return "You have a total of " + total
28
29 end
30
31 end
32
33
34
35

Testing_task_2/card.rb 30:8

card_spec.rb
1 require('minitest/autorun')
2 require('minitest/rg')
3 require_relative('../card')
4
5 class TestCard < MiniTest::Test
6   def setup
7     @card01 = Card.new("Hearts", 4)
8     @card02 = Card.new("Spades", 5)
9     @card03 = Card.new("Clubs", 8)
10    @card04 = Card.new("Diamonds", 1)
11    @cards = [@card01, @card02, @card03, @card04]
12  end
13
14  def test_checkforAce_returns_true()
15    result = Card.checkforAce(@card04)
16    assert_equal(true, result)
17  end
18
19  def test_checkforAce_returns_false()
20    result = Card.checkforAce(@card01)
21    assert_equal(false, result)
22  end
23
24  def test_highest_card()
25    result = Card.highest_card(@card01, @card02)
26    assert_equal("Spades", result.suit)
27  end
28
29  def test_cards_total()
30    result = Card.cards_total(@cards)
31    assert_equal(19, result)
32  end
33
34
35

Testing_task_2/card_spec.rb:19

# Running:
E

Error:
TestCard#test_checkforAce_returns_false:
NoMethodError: undefined method `value=' for #<Card:0x007f83ec8f3c0> (@suit="Hearts", @value=4)
Did you mean? value
  /Users/user/Codeclan/e20/workfiles/PDA files/Dynamic Testing/Testing_task_2/card.rb:11:in `checkforAce'
  card_spec.rb:20:in `test_checkforAce_returns_false'

bin/rails test card_spec.rb:19

E

Error:
TestCard#test_cards_total:
NameError: undefined local variable or method `total' for Card:Class
  /Users/user/Codeclan/e20/workfiles/PDA files/Dynamic Testing/Testing_task_2/card.rb:27:in `cards_total'
  card_spec.rb:30:in `test_cards_total'

bin/rails test card_spec.rb:29

E

Error:
TestCard#test_checkforAce_returns_true:
NoMethodError: undefined method `value=' for #<Card:0x007f83ec8d2058 (@suit="Diamonds", @value=1)
Did you mean? value
  /Users/user/Codeclan/e20/workfiles/PDA files/Dynamic Testing/Testing_task_2/card.rb:11:in `checkforAce'
  card_spec.rb:15:in `test_checkforAce_returns_true'

bin/rails test card_spec.rb:14

E

Finished in 0.005848s, 683.9945 runs/s, 170.9986 assertions/s.
4 runs, 1 assertions, 0 failures, 3 errors, 0 skips

```

```

card.rb
1 attr_reader :suit, :value
2
3 def initialize(suit, value)
4   @suit = suit
5   @value = value
6 end
7
8 def self.checkforAce(card)
9   if card.value == 1
10    return true
11  else
12    return false
13  end
14
15 def self.highest_card(card1, card2)
16  if card1.value > card2.value
17    return card1
18  elsif card2.value > card1.value
19    return card2
20  else
21    return "Same Value"
22  end
23
24 def self.cards_total(cards)
25  total = 0
26  for card in cards
27    total += card.value
28  end
29  return total
30
31 end
32
33
34
35

Testing_task_2/specs/card_spec.rb 31:20

card_spec.rb
1 require('minitest/autorun')
2 require('minitest/rg')
3 require_relative('../card')
4
5 class TestCard < MiniTest::Test
6   def setup
7     @card01 = Card.new("Hearts", 4)
8     @card02 = Card.new("Spades", 5)
9     @card03 = Card.new("Clubs", 8)
10    @card04 = Card.new("Diamonds", 1)
11    @cards = [@card01, @card02, @card03, @card04]
12  end
13
14  def test_checkforAce_returns_true()
15    result = Card.checkforAce(@card04)
16    assert_equal(true, result)
17  end
18
19  def test_checkforAce_returns_false()
20    result = Card.checkforAce(@card01)
21    assert_equal(false, result)
22  end
23
24  def test_highest_card()
25    result = Card.highest_card(@card01, @card02)
26    assert_equal("Spades", result.suit)
27  end
28
29  def test_cards_total()
30    result = Card.cards_total(@cards)
31    assert_equal(18, result)
32  end
33
34
35

Testing_task_2/specs/card_spec.rb:20

# Running:
...
.

Finished in 0.001504s, 2659.5745 runs/s, 2659.5745 assertions/s.
4 runs, 4 assertions, 0 failures, 0 errors, 0 skips
→ specs

```