Bedrock a Party

Homework 1 – Advanced Software Engineering

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1 Introduction

The homework, called *Bedrock a party* aims to create a RESTful service to manage the parties and the supplies for the latter in Bedrock. In particular, it consists of the calling and handling of the functions in the blueprint file *parties.py*. This implies that most of the work requested was about reading and understanding the skeleton provided. Once the methods were fully understood, they were used following as close as possible the TODO comments which gave direction on what was necessary to code to complete the homework. Finally the program has been tested with the help of *pytest* using the *test_party.py* file and using *Postman* to run some test manually.

The zip contains this report and the *parties.py* file. If the images are not clear enough they will be in my github repository with the homework.

2 Tests

Figure 1: Pytest result.

Figure 2: Creating a party with no guests.
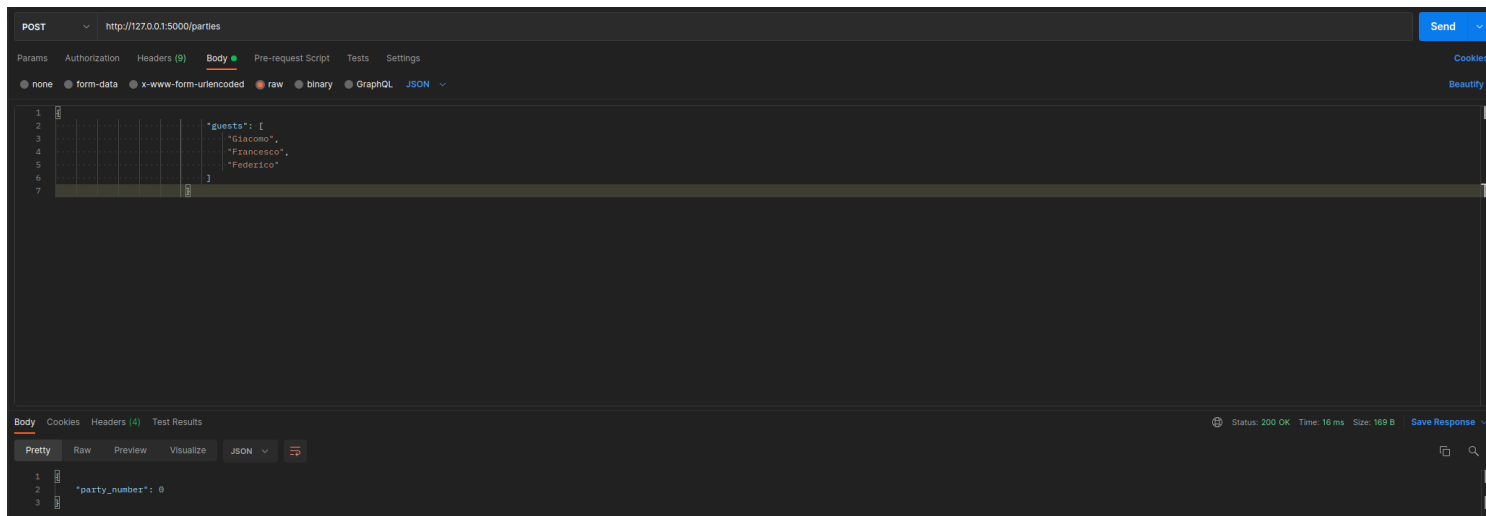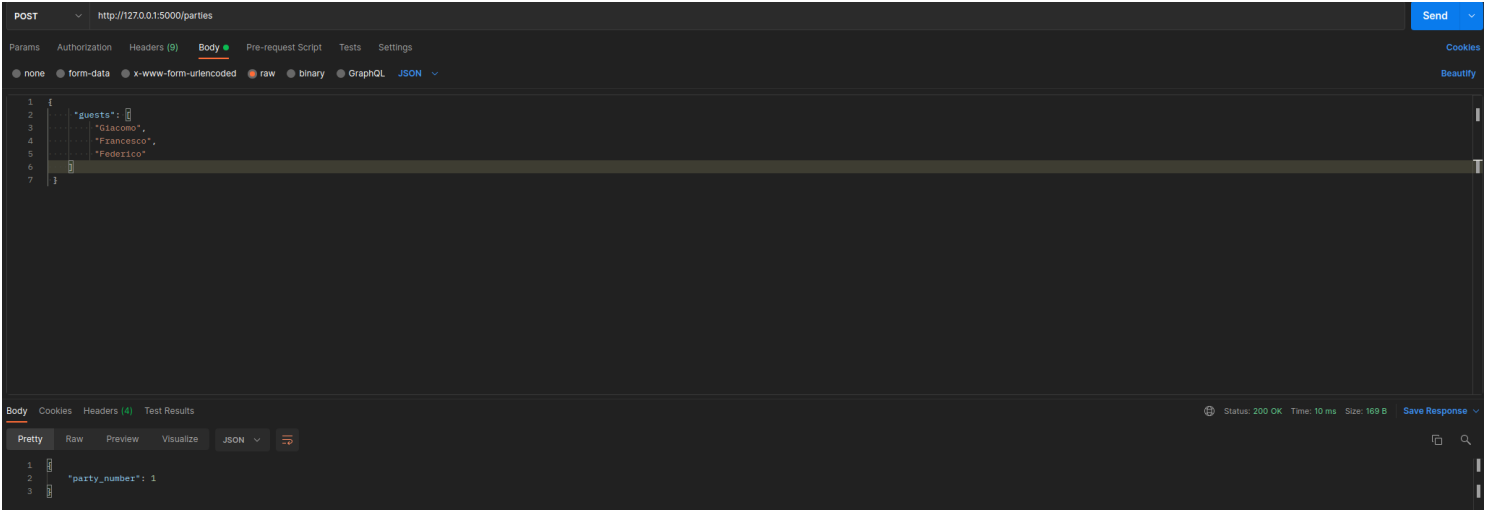

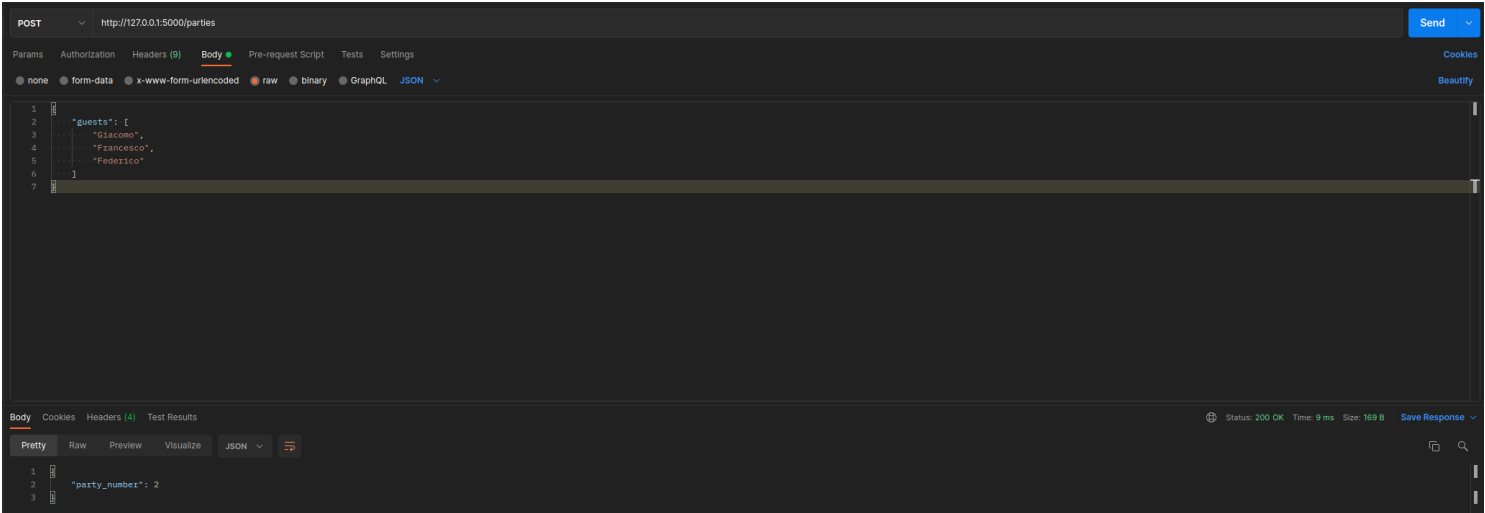Figure 3: Creating a party.

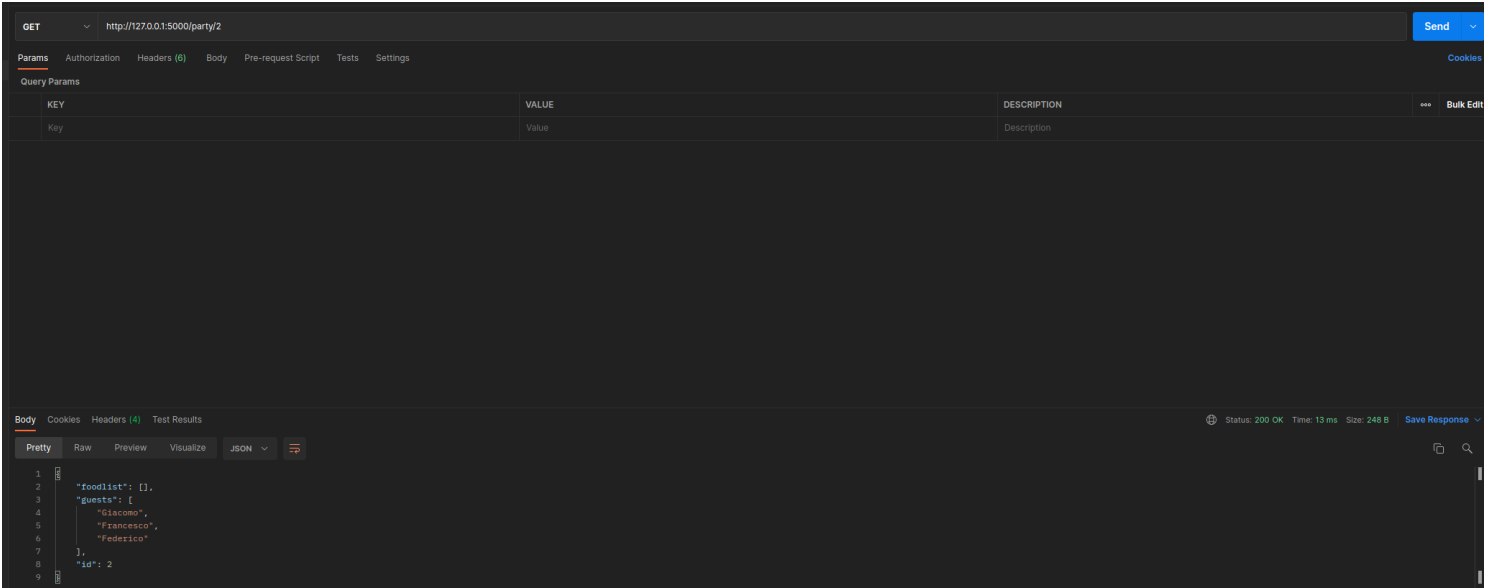Figure 4: Creating a party.

Figure 5: Creating a party.

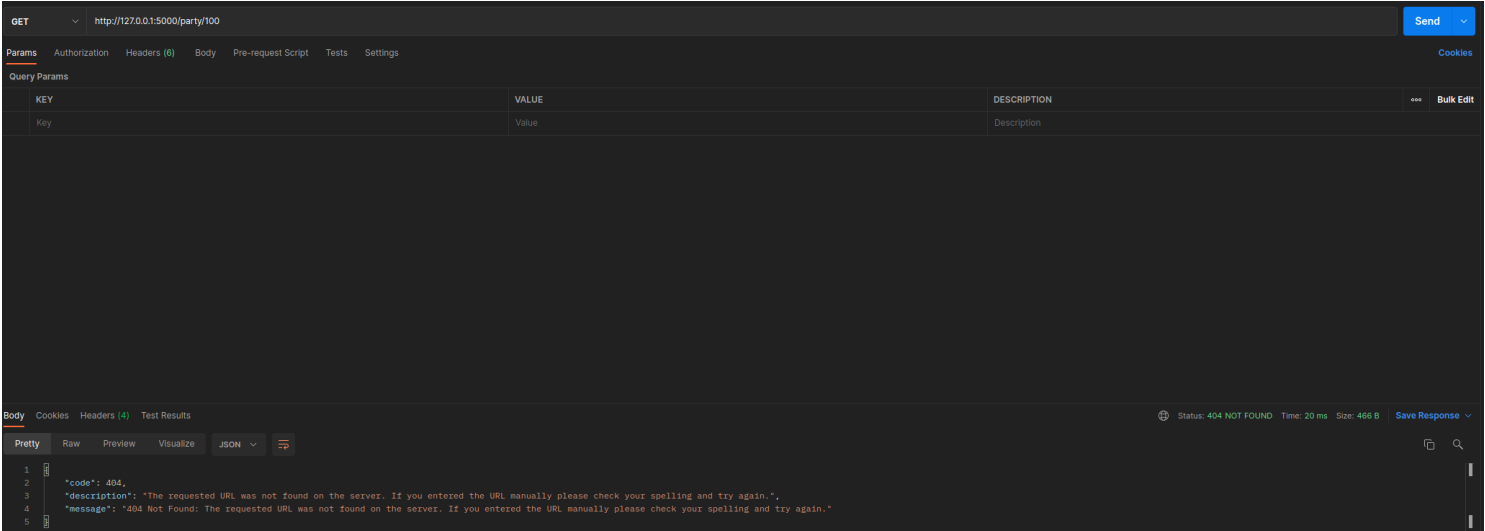Figure 6: Getting a party using the party's id.

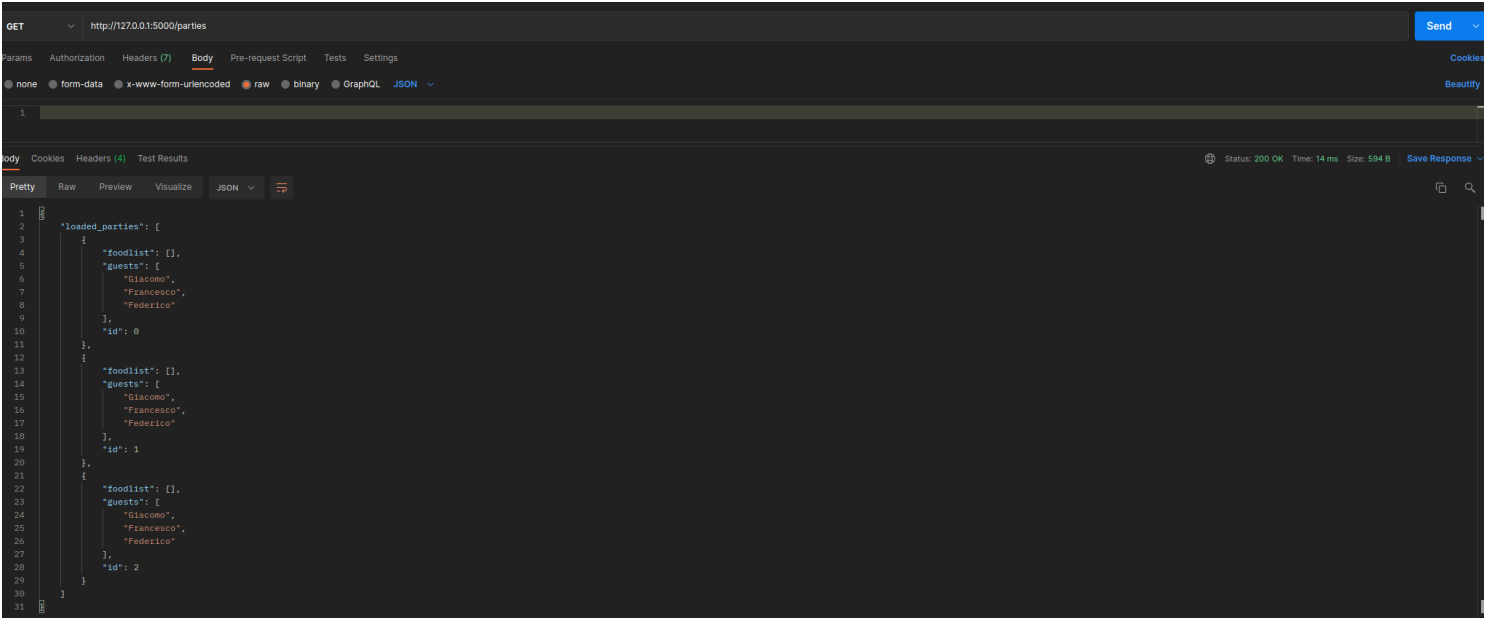Figure 7: searching for a party that doesn't exists.

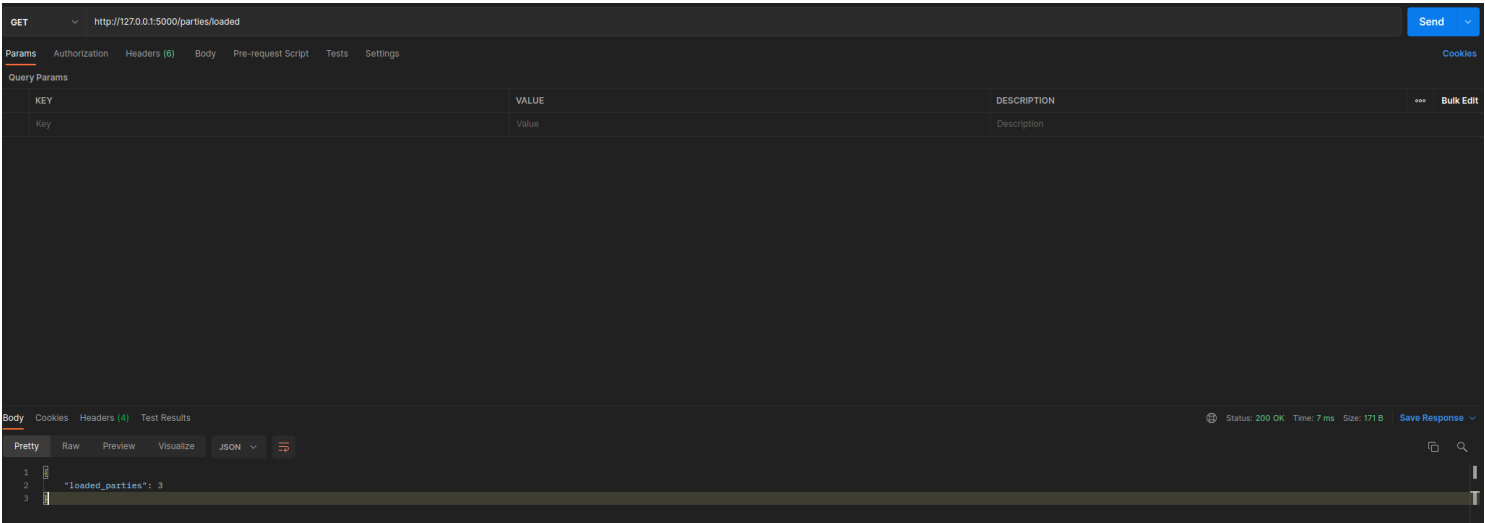Figure 8: Retrieving all parties that are loaded in the system.

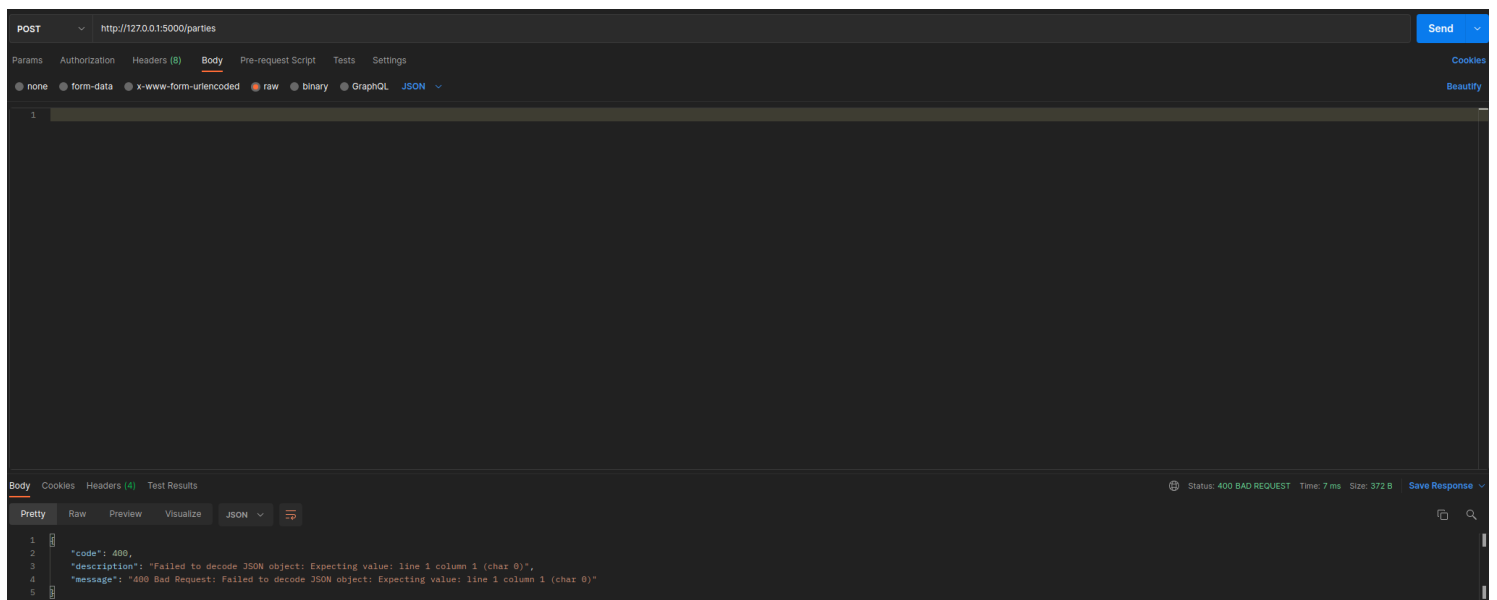Figure 9: Retrieving the number of parties loaded in the system.

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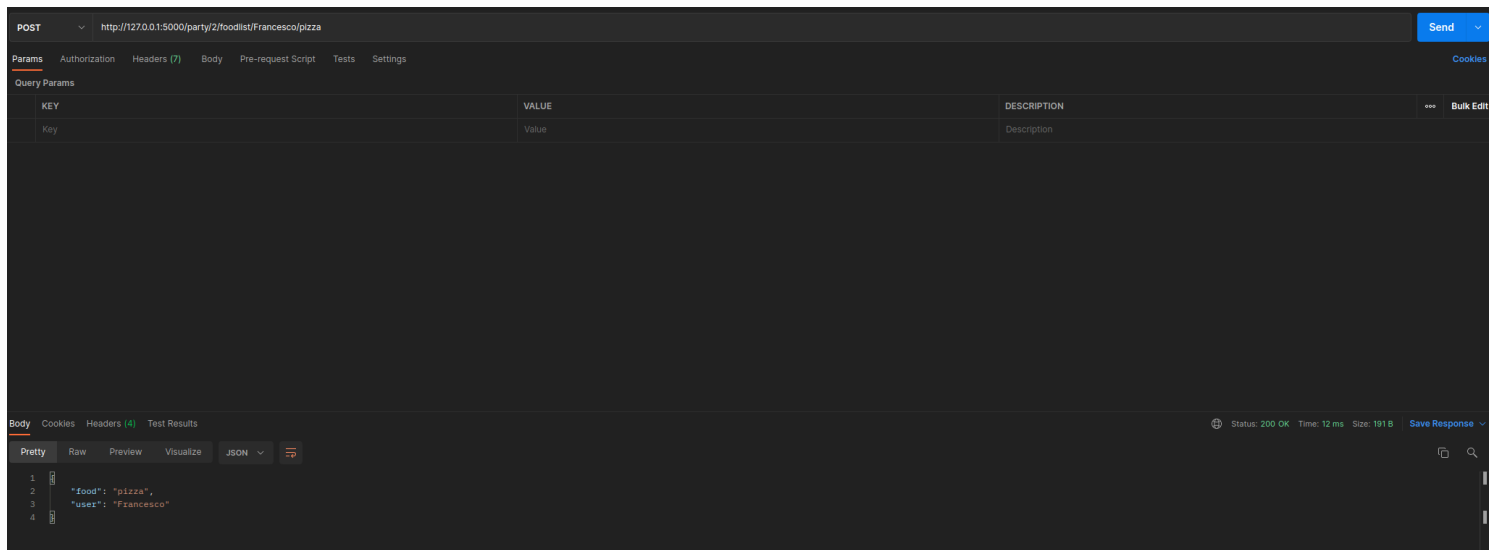Figure 10: Trying to get all the parties when the list is empty.
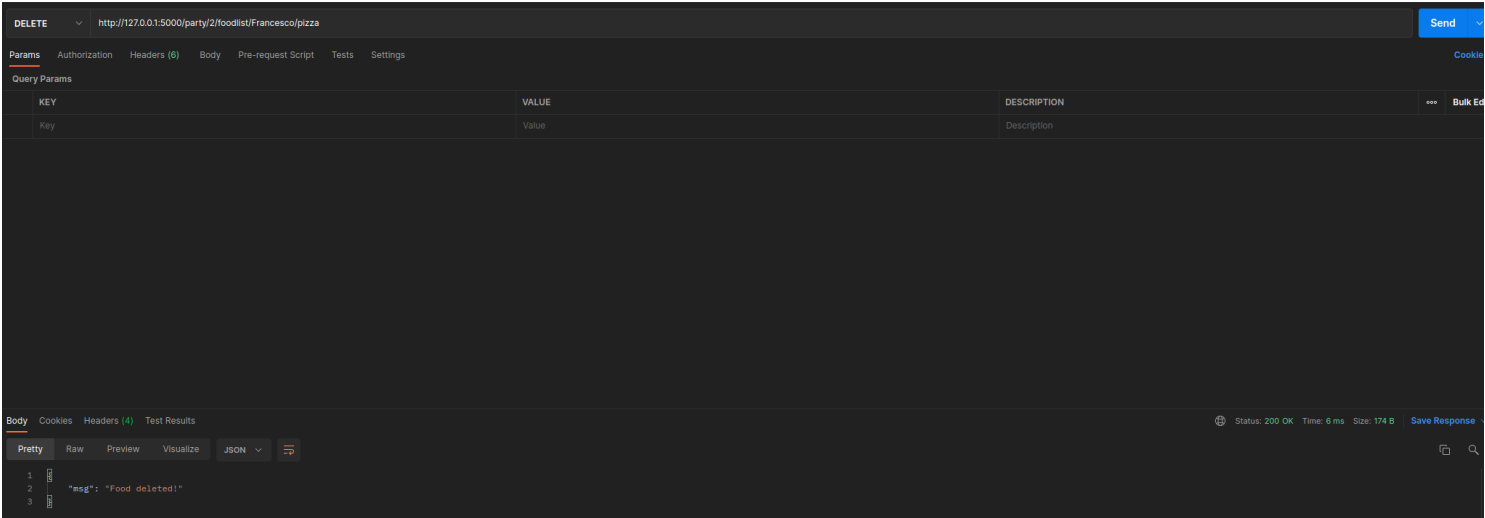

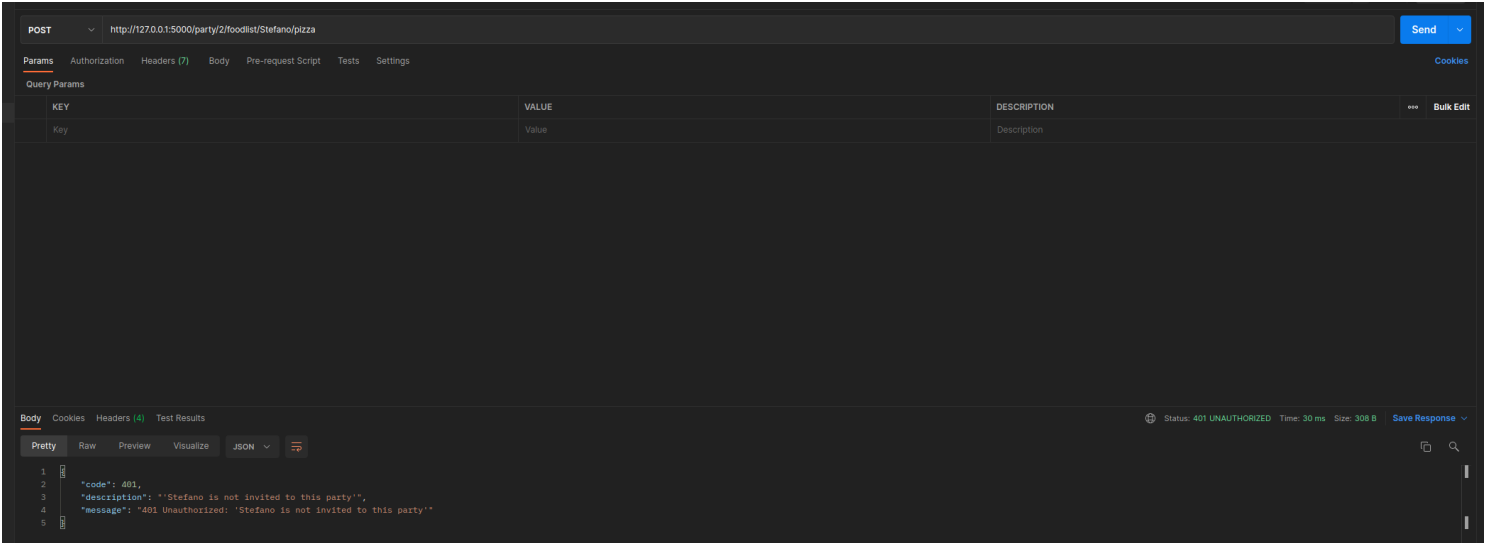Figure 11: Adding a meal brought by a guest.

Figure 12: Removing a meal.

Figure 13: Trying to add a meal brought by an uninvited guest

Figure 14: Retrieving the party food list.