

# Surefire Report

## Summary

[Summary] [Package List] [Test Cases]

Tests	Errors	Failures	Skipped	Success Rate	Time
40	0	0	0	100%	5.495

Note: failures are anticipated and checked for with assertions while errors are unanticipated.





## Package List

[Summary] [Package List] [Test Cases]


Package	Tests	Errors	Failures	Skipped	Success Rate	Time
<a href="#">com.bae.business</a>	20	0	0	0	100%	3.782
<a href="#">com.bae.rest</a>	20	0	0	0	100%	1.713




Note: package statistics are not computed recursively, they only sum up all of its testsuites numbers.

### com.bae.business

	Class	Tests	Errors	Failures	Skipped	Success Rate	Time
	<a href="#">PlannerServiceIntegrationTest</a>	5	0	0	0	100%	0.037
	<a href="#">TeamPlayerServiceUnitTest</a>	5	0	0	0	100%	0.038
	<a href="#">GamePlannerServiceUnitTest</a>	5	0	0	0	100%	0.123
	<a href="#">TeamPlayerServiceIntegrationTest</a>	5	0	0	0	100%	3.584

### com.bae.rest






	Class	Tests	Errors	Failures	Skipped	Success Rate	Time
	<a href="#">PlannerControllerIntegrationTest</a>	5	0	0	0	100%	0.725

	PlayerControllerUnitTest	5	0	0	0	100%	0.023
	PlannerControllerUnitTest	5	0	0	0	100%	0.028
	PlayerControllerIntegrationTest	5	0	0	0	100%	0.937






## Test Cases

[Summary] [Package List] [Test Cases]

### PlannerServiceIntegrationTest





	testAddNewGamePlan	0
	testDeleteGamePlan	0
	testGetAllGamePlan	0.006
	testFindGamePlanByID	0.013
	testUpdateGamePlan	0.016

### TeamPlayerServiceUnitTest






	deleteTeamPlayerTest	0.003
	addNewPlayerTest	0.001
	updatePlayersTest	0.003
	findTeamPlayerByIDTest	0.001
	getAllPlayerTest	0.002

### PlannerControllerIntegrationTest






	testAddNewGamePlan	0.03
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	testGamePlan	0.019
	testDeleteGamePlan	0.018
	testGetAllGamePlans	0.014
	testUpdateGamePlans	0.019



## PlayerControllerUnitTest




	findPlayerByIDTest	0.002
	updateDucksTest	0.003
	getAllPlayersTest	0.002
	testAddNewPlayer	0.002
	deletePlayerTest	0.002

## PlannerControllerUnitTest






	findPlayerByIDTest	0.002
	testAddNewGamePlan	0.002
	deletePlanTest	0.001
	updateGamePlanTest	0.002
	getAllGamePlanTest	0.001

## GamePlannerServiceUnitTest






	updateGamePlansTest	0.018
	addNewGamePlanTest	0.001

	deleteGamePlanTest	0.002
	findGamePlannerByIdTest	0.001
	getAllGamePlanTest	0.002

## PlayerControllerIntegrationTest

	testGetAllPlayers	0.092
	testGetPlayerById	0.018
	testDeletePlayer	0.014
	testAddNewPlayer	0.039
	testUpdateTeamPlayer	0.011

## TeamPlayerServiceIntegrationTest

	testFindPlayerById	0.219
	testGetAllTeamPlayer	0.058
	testDeletePlayer	0.023
	testAddNewPlayer	0.008
	testUpdateTeamPlayer	0.009