

Unit Test																																																																															
Author			Jose Gerley Morales Velez																																																																												
TsscTopicServiceTest																																																																															
Group:	Prerequisites			Method:																																																																											
Test TsscTopicService Save	The topic must not have any association			save(TsscTopic topic)																																																																											
Class:																																																																															
TsscTopicService																																																																															
Description																																																																															
The save (TsscTopic topic) method of the TsscTopicService class receives as an parameter an object of type TsscTopic. To save a TsscTopic object the object must meet the following conditions: Cannot be null, defaultSprints > 0 y defaultGroups > 0 If it meets the requirements, the save is performed and returns true otherwise it returns false																																																																															
<table><tr><th colspan="2">Inputs</th><th colspan="3">Output</th></tr><tr><th>Name</th><th>Values</th><th>Expected value</th><th colspan="2">OK</th></tr><tr><td>Topic is null</td><td>TsscTopic = null</td><td>FALSE</td><td colspan="2">OK</td></tr><tr><td>Sprints is equal to 0</td><td>Sprints = 0 && Groups = 1</td><td>FALSE</td><td colspan="2">OK</td></tr><tr><td>Sprints is negative</td><td>Sprints = -1 && Groups = 1</td><td>FALSE</td><td colspan="2">OK</td></tr><tr><td>Groups is equal to 0</td><td>Sprints = 1 && Groups = 0</td><td>FALSE</td><td colspan="2">OK</td></tr><tr><td>Groups is negative</td><td>Sprints = 1 && Groups = -1</td><td>FALSE</td><td colspan="2">OK</td></tr><tr><td>Both are equal to 0</td><td>Sprints = 0 && Groups = 0</td><td>FALSE</td><td colspan="2">OK</td></tr><tr><td>Both are negative</td><td>Sprints = -1 && Groups = -1</td><td>FALSE</td><td colspan="2">OK</td></tr><tr><td>Both are positive</td><td>Sprints = 1 && Groups = 1</td><td>TRUE</td><td colspan="2">OK</td></tr></table>					Inputs		Output			Name	Values	Expected value	OK		Topic is null	TsscTopic = null	FALSE	OK		Sprints is equal to 0	Sprints = 0 && Groups = 1	FALSE	OK		Sprints is negative	Sprints = -1 && Groups = 1	FALSE	OK		Groups is equal to 0	Sprints = 1 && Groups = 0	FALSE	OK		Groups is negative	Sprints = 1 && Groups = -1	FALSE	OK		Both are equal to 0	Sprints = 0 && Groups = 0	FALSE	OK		Both are negative	Sprints = -1 && Groups = -1	FALSE	OK		Both are positive	Sprints = 1 && Groups = 1	TRUE	OK																										
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Group:	Prerequisites			Method:																																																																											
Test TsscGameService Save2	The game must not have any association			save2(TsscGame Game, long id)																																																																											
Class:																																																																															
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TsscStoryServiceTest																																																																															
Group:	Prerequisites			Method:																																																																											
Test TsscStoryService Save	The Story must not have any association			save(TsscStory Story, long id)																																																																											
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Inputs		Output	
Name	Values	Expected value	OK
Story is null	TsscStory = null	FALSE	OK
InitialSprints is equal to 0, game doesnt exists	initialSprints = 0 && bussinesValue = 1 && priority = 1 && gameRepository.existsById(id) == false	FALSE	OK
InitialSprints is equal to -1, game doesnt exists	initialSprints = -1 && bussinesValue = 1 && priority = 1 && gameRepository.existsById(id) == false	FALSE	OK
bussinesValue is equal to 0, game doesnt exists	initialSprints = 1 && bussinesValue = 0 && priority = 1 && gameRepository.existsById(id) == false	FALSE	OK
bussinesValue is equal to -1, game doesnt exists	initialSprints = 1 && bussinesValue = -1 && priority = 1 && gameRepository.existsById(id) == false	FALSE	OK
priority is equal to 0, game doesnt exists	initialSprints = 1 && bussinesValue = 1 && priority = 0 && gameRepository.existsById(id) == false	FALSE	OK
priority is equal to -1, game doesnt exists	initialSprints = 1 && bussinesValue = 1 && priority = -1 && gameRepository.existsById(id) == false	FALSE	OK
all attribute are valid, game doesnt exists	initialSprints = 1 && bussinesValue = 1 && priority = 1 && gameRepository.existsById(id) == false	FALSE	OK
InitialSprints is equal to 0, game exists	initialSprints = 0 && bussinesValue = 1 && priority = 1 && gameRepository.existsById(id) == true	FALSE	OK
InitialSprints is equal to -1, game exists	initialSprints = -1 && bussinesValue = 1 && priority = 1 && gameRepository.existsById(id) == true	FALSE	OK
bussinesValue is equal to 0, game exists	initialSprints = 1 && bussinesValue = 0 && priority = 1 && gameRepository.existsById(id) == true	FALSE	OK
bussinesValue is equal to -1, game exists	initialSprints = 1 && bussinesValue = -1 && priority = 1 && gameRepository.existsById(id) == true	FALSE	OK
priority is equal to 0, game exists	initialSprints = 1 && bussinesValue = 1 && priority = 0 && gameRepository.existsById(id) == true	FALSE	OK
priority is equal to -1, game exists	initialSprints = 1 && bussinesValue = 1 && priority = -1 && gameRepository.existsById(id) == true	FALSE	OK
all attribute are valid, game exists	initialSprints = 1 && bussinesValue = 1 && priority = 1 && gameRepository.existsById(id) == true	TRUE	OK
Group:	Prerequisites		Method:
Test TsscStoryService Save for Update	The Story must not have any association and the story exists		save(TsscStory Story)
Class:			
TsscStoryService			
Description			
You want update a TsscStory object.. To update a TsscStory object the object must meet the following conditions: Cannot be null, defaultSprints > 0 y defaultGroups > 0 If it meets the requirements, the update is performed and returns true otherwise it returns false.			
Inputs		Output	
Name	Values	Expected value	OK
Invalid change of initialSprints to 0	initialSprints = 1 to 0	FALSE	OK
Invalid change of initialSprints to -1	initialSprints = 1 to -1	FALSE	OK
Invalid change of bussinesValue to 0	bussinesValue = 1 to 0	FALSE	OK
Invalid change of bussinesValue to -1	bussinesValue = 1 to -1	FALSE	OK
Invalid change of priority to 0	priority = 1 to 0	FALSE	OK
Invalid change of priority to -1	priority = 1 to -1	FALSE	OK
Invalid change delete game	game = exists to doesnt exists	FALSE	OK
Valid Change	initialSprints = 2 && bussinesValue = 2 && priority = 2 && gameRepository.existsById(id) == true	TRUE	OK