

Integration Test	
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TsscTopicTest	
Entorno	

tsscTopic_testObject_1:
tsscTopic_testObject_1 -> Groups: (45)
tsscTopic_testObject_1 -> Sprints: (44)
tsscTopic_testObject_1 -> Description: ("Soy el objeto de prueba numero 1")

tsscTopic_testObject_4:
tsscTopic_testObject_4 -> Groups: (0)
tsscTopic_testObject_4 -> Sprints: (25)
tsscTopic_testObject_4 -> Description: ("Soy el objeto de prueba numero 4")

tsscTopic_testObject_2:
tsscTopic_testObject_2 -> Groups: (22)
tsscTopic_testObject_2 -> Sprints: (11)
tsscTopic_testObject_2 -> Description: ("Soy el objeto de prueba numero 2")

tsscTopic_testObject_5:
tsscTopic_testObject_5 -> Groups: (0)
tsscTopic_testObject_5 -> Sprints: (0)
tsscTopic_testObject_5 -> Description: ("Soy el objeto de prueba numero 5")

tsscTopic_testObject_3:
tsscTopic_testObject_3 -> Groups: (5)
tsscTopic_testObject_3 -> Sprints: (0)
tsscTopic_testObject_3 -> Description: ("Soy el objeto de prueba numero 3")

tsscTopic_testObject_6:
tsscTopic_testObject_6 -> Groups: (50)
tsscTopic_testObject_6 -> Sprints: (550)
tsscTopic_testObject_6 -> Description: ("Soy el objeto de prueba numero 6")

Group:	Prerequisites		Method:
Topic: Save Integration Test	The topic must not have any association		save(TsscTopic topic)
Class:			
TsscTopicService			
Description			
Yoy want update a TsscTopic object,. To update a TsscTopic 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
Save Integration Test	tsscTopic_testObject_1	Se guardo tsscTopic_testObject_1	OK
Save multiple valid topics test	tsscTopic_testObject_1 tsscTopic_testObject_2 tsscTopic_testObject_6	Ninguno se guardo	OK
Save multiple invalid topics test	tsscTopic_testObject_3 tsscTopic_testObject_4 tsscTopic_testObject_5	Todos se guardaron y se distinguen unos de otros	OK
Save multiple invalid and valid topics test	tsscTopic_testObject_1 tsscTopic_testObject_2 tsscTopic_testObject_3 tsscTopic_testObject_4 tsscTopic_testObject_5 tsscTopic_testObject_6	Se guardaron los validos, y se distiguen entre ellos, y los invalidos no se guardaron	OK
Group:	Prerequisites		Method:
Topic: Update Integration Test	The topic must not have any association and the topic exists		save(TsscTopic topic)
Class:			
TsscTopicService			
Description			
Yoy want update a TsscTopic object,. To update a TsscTopic 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
edit normal test	tsscTopic_testObject_1: Groups -> 5 && Sprints -> 6	Se sobrescribio tsscTopic_testObject_1	OK
edit a valid topic test	tsscTopic_testObject_1 <-> tsscTopic_testObject_2	Se sobrescribio tsscTopic_testObject_1	OK
edit multiple topics test	tsscTopic_testObject_1 <-> tsscTopic_testObject_2 tsscTopic_testObject_2 <-> tsscTopic_testObject_6 tsscTopic_testObject_6 <-> tsscTopic_testObject_1	Se sobrescribieron todos los topic	OK
TsscGameTest			

TsscGameTest
Entorno

tsscGame_testObject_1:
tsscGame_testObject_1 -> Groups: (45)
tsscGame_testObject_1 -> Sprints: (44)
tsscGame_testObject_1 -> Name: ("Mi juego 1")

tsscGame_testObject_4:
tsscGame_testObject_4 -> Groups: (0)
tsscGame_testObject_4 -> Sprints: (25)
tsscGame_testObject_4 -> Name: ("Mi juego 4")

tsscGame_testObject_2:
tsscGame_testObject_2 -> Groups: (22)
tsscGame_testObject_2 -> Sprints: (11)
tsscGame_testObject_2 -> Name: ("Mi juego 2")

tsscGame_testObject_5:
tsscGame_testObject_5 -> Groups: (0)
tsscGame_testObject_5 -> Sprints: (0)
tsscGame_testObject_5 -> Name: ("Mi juego 5")

tsscGame_testObject_3:
tsscGame_testObject_3 -> Groups: (5)
tsscGame_testObject_3 -> Sprints: (0)
tsscGame_testObject_3 -> Name: ("Mi juego 3")

tsscGame_testObject_6:
tsscGame_testObject_6 -> Groups: (50)
tsscGame_testObject_6 -> Sprints: (550)
tsscGame_testObject_6 -> Name: ("Mi juego 6")

Group:	Prerequisites	Method:
Game: Save Integration Test	The game must not have any association	save(TsscGame Game)
Class:		
TsscGameService		
Description		

The save (TsscGame Game) method of the TsscGameService class receives as an parameter an object of type TsscGame. To save a TsscGame 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

Inputs		Output	
Name	Values	Expected value	OK
Save Integration Test	tsscGame_testObject_1	Se guardo tsscGame_testObject_1	OK
Save multiple valid Games test	tsscGame_testObject_1 tsscGame_testObject_2 tsscGame_testObject_6	Ninguno se guardo	OK
Save multiple invalid Games test	tsscGame_testObject_3 tsscGame_testObject_4 tsscGame_testObject_5	Todos se guardaron y se distinguen unos de otros	OK
Save multiple invalid and valid Games test	tsscGame_testObject_1 tsscGame_testObject_2 tsscGame_testObject_3 tsscGame_testObject_4 tsscGame_testObject_5 tsscGame_testObject_6	Se guardaron los validos, y se distiguen entre ellos, y los invalidos no se guardaron	OK
Topic is valid but doesent exists	tsscGame_testObject_1 && topicRepository.FindById() == null	No se guardo tsscGame_testObject_1	OK
Topic is valid and exists	tsscGame_testObject_1 && topicRepository.FindById() == topic	Se guardo tsscGame_testObject_1	OK

Group:	Prerequisitos	Method:
Game: Update Integration Test	The Game must not have any association and the game exists	save(TsscGame Game)
Class:		
TsscGameService		

Description

Yoy want update a TsscGame object,. To update a TsscGame 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
edit normal test	tsscGame_testObject_1: Groups -> 5 && Sprints -> 6	Se sobrescribio tsscGame_testObject_1	OK
edit a valid Game test	tsscGame_testObject_1 <-> tsscGame_testObject_2	Se sobrescribio tsscGame_testObject_1	OK
edit multiple Games test	tsscGame_testObject_1 <-> tsscGame_testObject_2 tsscGame_testObject_2 <-> tsscGame_testObject_6 tsscGame_testObject_6 <-> tsscGame_testObject_1	Se sobrescribieron todos los Game	OK
edit topic invalid topic test	tsscGame_testObject_1: Groups -> 5 && Sprints -> 6 Topic: Ngroups = 5 && Nsprints = 5 -> Ngroups = 0 && Nsprints = 0	No se sobrescribio tsscGame_testObject_1	OK
edit topic valid topic test	tsscGame_testObject_1: Groups -> 5 && Sprints -> 6 Topic: Ngroups = 5 && Nsprints = 5 -> Ngroups = 7 && Nsprints = 7	Se sobrescribieron todos los Game	OK

Group:	Prerequisitos	Method:
Game: Save2 Integration Test	The game must not have any association	save2(TsscGame Game)
Class:		
TsscGameService		

Description

The save (TsscGame Game) method of the TsscGameService class receives as an parameter an object of type TsscGame. To save a TsscGame 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. in addition, you must associate the stories and schedules that are associated with the theme to the new game by creating a copy thereof.

Inputs		Output	
Name	Values	Expected value	OK
Save Integration Test	tsscGame_testObject_1	Se guardo tsscGame_testObject_1	OK
Save a valid topic test valid add list of topics	tsscGame_testObject_1 TsscTimeControl && TsscStory in topic	TsscTimeControl && TsscStory in topic and game	OK
Save multiple invalid and valid Games test	tsscGame_testObject_1 tsscGame_testObject_2 tsscGame_testObject_3 tsscGame_testObject_4 tsscGame_testObject_5 tsscGame_testObject_6	Se guardaron los validos, y se distinguen entre ellos, y los invalidos no se guardaron	OK
Topic is valid but doesent exists	tsscGame_testObject_1 && topicRepository.FindById() == null	No se guardo tsscGame_testObject_1	OK
Topic is valid and exists	tsscGame_testObject_1 && topicRepository.FindById() == topic	Se guardo tsscGame_testObject_1	OK

TsscStoryTest

Entorno

tsscStory_testObject_1:
tsscStory_testObject_1 ~> Groups: (45)

tsscStory_testObject_1:

tsscStory_testObject_1 -> Groups: (44)
 tsscStory_testObject_1 -> Sprints: (44)
 tsscStory_testObject_1 -> Description: ("Soy el objeto de prueba numero 1")

tsscStory_testObject_2:
 tsscStory_testObject_2 -> Groups: (22)
 tsscStory_testObject_2 -> Sprints: (11)
 tsscStory_testObject_2 -> Description: ("Soy el objeto de prueba numero 2")

tsscStory_testObject_3:
 tsscStory_testObject_3 -> Groups: (5)
 tsscStory_testObject_3 -> Sprints: (0)
 tsscStory_testObject_3 -> Description: ("Soy el objeto de prueba numero 3")

tsscStory_testObject_4:
 tsscStory_testObject_4 -> Groups: (0)
 tsscStory_testObject_4 -> Sprints: (25)
 tsscStory_testObject_4 -> Description: ("Soy el objeto de prueba numero 4")

tsscStory_testObject_5:
 tsscStory_testObject_5 -> Groups: (0)
 tsscStory_testObject_5 -> Sprints: (0)
 tsscStory_testObject_5 -> Description: ("Soy el objeto de prueba numero 5")

tsscStory_testObject_6:
 tsscStory_testObject_6 -> Groups: (50)
 tsscStory_testObject_6 -> Sprints: (550)
 tsscStory_testObject_6 -> Description: ("Soy el objeto de prueba numero 6")

Group:	Prerequisitos	Method:	
Story: Save Integration Test	The Story must not have any association and the game exists	save(TsscStory Story)	
Class:			
TsscStoryService			
Description			
The save (TsscStory Story) method of the TsscStoryService class receives as an parameter an object of type TsscStory. To save a TsscStory object the object must meet the following conditions: Cannot be null, initialSprints > 0, priority >0 y bussinesvalue > 0 If it meets the requirements, the save is performed and returns true otherwise it returns false			
InputsOutput			
Name	Values	Expected value	OK
Save Integration Test	tsscStory_testObject_1	Se guardo tsscStory_testObject_1	OK
Save multiple valid Storys test	tsscStory_testObject_1 tsscStory_testObject_2 tsscStory_testObject_6	Ninguno se guardo	OK
Save multiple invalid Storys test	tsscStory_testObject_3 tsscStory_testObject_4 tsscStory_testObject_5	Todos se guardaron y se distinguen unos de otros	OK
Save multiple invalid and valid Storys test	tsscStory_testObject_1 tsscStory_testObject_2 tsscStory_testObject_3 tsscStory_testObject_4 tsscStory_testObject_5 tsscStory_testObject_6	Se guardaron los validos, y se distiguen entre ellos, y los invalidos no se guardaron	OK
Group:	Prerequisitos	Method:	
Story: Update Integration Test	The Story must not have any association and the Story exists	save(TsscStory Story)	
Class:			
TsscStoryService			
Description			
Yoy 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.			
InputsOutput			
Name	Values	Expected value	OK
edit normal test	tsscStory_testObject_1: Groups -> 5 && Sprints -> 6	Se sobrescribio tsscStory_testObject_1	OK
edit a valid Story test	tsscStory_testObject_1 <-> tsscStory_testObject_2	Se sobrescribio tsscStory_testObject_1	OK
edit multiple Storys test	tsscStory_testObject_1 <-> tsscStory_testObject_2 tsscStory_testObject_2 <-> tsscStory_testObject_6 tsscStory_testObject_6 <-> tsscStory_testObject_1	Se sobrescribieron todos los Story	OK