	Author	Jose Gerley Morales Vel	ez
			-
Group:	TsscTopicServiceTes Prerequisitos		Method:
Test TsscTopicService Save Class:	The topic must not have an	association	save(TsscTopic topi
TsscTopicService	The topic most not have an	account	
The save (TsscTon	Description ic topic) method of the TsscTopicService class receives as an parameter an object of type	TsscTonic To save a TsscTonic object the object must meet the following	n conditions:
1116 3846 (133610)	Cannot be null, defaultSprints > 0 y de	faultGroups >0	g conditions.
	If it meets the requirements, the save is performed and re		
Name	Inputs Values	Output Expected value	OK
Topic is null Sprints is equal to 0	TsscTopic = null Sprints = 0 && Groups = 1	FALSE FALSE	OK OK
Sprints is negative	Sprints = -1 && Groups = 1	FALSE	OK
Groups is equal to 0	Sprints = 1 && Groups = 0	FALSE	OK
Groups is negative Both are equal to 0	Sprints = 1 && Groups = -1 Sprints = 0 && Groups = 0	FALSE FALSE	OK OK
Both are negative	Sprints = -1 && Groups = -1	FALSE	OK
Both are positive Group:	Sprints = 1 && Groups = 1 Prerequisitos	TRUE	OK Method:
t TsscTopicService Save for Update	·		save(TsscTopic topi
Class: TsscTopicService	The topic must not have any associat	on and the topic exists	
i ssc i opicaei vice	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 de If it meets the requirements, the update is performed and re	faultGroups >0	
	in a mode the requirements, the update is performed and in	Cutarit	
Name	Values	Expected value	OK
Change for negative Sprints	Sprint = 1, cambio a Sprint = -1	FALSE	OK
Change for negative Group Change for Sprint = 0	Group = 1, cambio a Group = -1 Sprint = 1, cambio a Sprint = 0	FALSE FALSE	OK OK
Change for Groups = 0	Group = 1, cambio a Group = 0	FALSE	OK
Valid Change Sprint Valid Change Groups	Sprint = 1, cambio a Sprint = 2	TRUE TRUE	OK OK
Valid Change Groups Valid Change Sprint	Group = 1, cambio a Group = 2 Sprint = 1, cambio a Sprint = 2 && Group = 1, cambio a Group = 2	TRUE	OK
	TsscGameServiceTes		
Group:	Prerequisitos		Method:
Test TsscGameService Save Class:	The game must not have an	/ association	save(TsscGame Gare, I save(TsscGame Game, I
TsscGameService	Description		
	Cannot be null, defaultSprints > 0 y de If it meets the requirements, the save is performed and re Inputs		
Name Game is null	Values TsscGame = null	Expected value FALSE	OK 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 Groups is negative	Sprints = 1 && Groups = 0 Sprints = 1 && Groups = -1	FALSE FALSE	OK OK
Both are equal to 0	Sprints = 0 && Groups = 0	FALSE	OK
	Sprints = -1 && Groups = -1	FALSE	
Both are negative		TDLIE	OK
	Sprints = 1 && Groups = 1 Sprints = 1 && Groups = 1 topicRepository.FindByID() == null	TRUE FALSE	OK OK
Both are negative Both are positive	Sprints = 1 && Groups = 1 topicRepository.FindByID() == null topicRepository.FindByID() == topic		OK
Both are negative Both are positive Topic is valid but doesent exists Topis is valid and exists Group:	Sprints = 1 && Groups = 1 topicRepository.FindByID() == null	FALSE	OK OK OK Method:
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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:	Prerequisitos		Method:
Test TsscStoryService Save for Update			save(TsscStory Story)
Class:	The Story must not have any association and	d the story exits	
TsscStoryService			
	Description		
	Yoy want update a TsscStory object. To update a TsscStory object the obj Cannot be null, defaultSprints > 0 yefatultGr If it meets the requirements, the update is performed and returns tr	roups >0	
	Cannot be null, defaultSprints > 0 y defaultGr	roups >0	
Name	Cannot be null, defaultSprints > 0 y defaultGr If it meets the requirements, the update is performed and returns tr	roups >0 true otherwise it returns false.	ОК
Name Invalid change of initialSprints to 0	Cannot be null, defaultSprints > 0 y defaultGr If it meets the requirements, the update is performed and returns tr	roups >0 rue otherwise it returns false. Output	OK OK
	Cannot be null, defaultSprints > 0 y defaultGr If it meets the requirements, the update is performed and returns to Inputs Values	roups >0 True otherwise it returns false. Output Expected value	
Invalid change of initialSprints to 0	Cannot be null, defaultSprints > 0 y defaultGr If it meets the requirements, the update is performed and returns to Inputs Values initialSprints = 1 to 0	roups > 0 True otherwise it returns false. Output Expected value FALSE	OK
Invalid change of initialSprints to 0 Invalid change of initialSprints to -1	Cannot be null, defaultSprints > 0 y defaultGr If it meets the requirements, the update is performed and returns to Inputs Values InitialSprints = 1 to 0 InitialSprints = 1 to -1	roups > 0 rue otherwise it returns false. Cutput Expected value FALSE FALSE FALSE	OK OK
Invalid change of initialSprints to 0 Invalid change of initialSprints to -1 Invalid change of bussinesValue to 0	Cannot be null, defaultSprints > 0 y defaultGr If it meets the requirements, the update is performed and returns to Inputs Values initialSprints = 1 to 0 initialSprints = 1 to -1 businesValue = 1 to 0	roups > 0 True otherwise it returns false. Cutput Expected value FALSE FALSE FALSE FALSE FALSE	ОК ОК ОК
Invalid change of initialSprints to 0 Invalid change of initialSprints to -1 Invalid change of bussinesValue to 0 Invalid change of bussinesValue to -1	Cannot be null, defaultSprints > 0 y defaultGr If it meets the requirements, the update is performed and returns to Inputs Values InitialSprints = 1 to 0 InitialSprints = 1 to -1 bussinesValue = 1 to -1	roups > 0 rue otherwise it returns false. Cutput Expected value FALSE FALSE FALSE FALSE FALSE FALSE	OK OK OK
Invalid change of initialSprints to 0 Invalid change of initialSprints to -1 Invalid change of bussinesValue to 0 Invalid change of bussinesValue to -1 Invalid change of priority to 0	Cannot be null, defaultSprints > 0 y defaultGr If it meets the requirements, the update is performed and returns to Inputs Values initialSprints = 1 to 0 initialSprints = 1 to -1 bussinesValue = 1 to 0 bussinesValue = 1 to -1 priority = 1 to 0	roups > 0 rue otherwise it returns false. Cutput Expected value FALSE	ОК ОК ОК ОК