UNIT TESTING

[1] Auth Controller

1)Sign Up

```
(Use `node --trace-deprecation ...` to show where the warning was created)
PASS  src/controller/auth.controller.early.test/signup.early.test.js
  signup() signup method
    √ should return an error if any field is missing (4 ms)
    √ should sign up a new user successfully (1 ms)
    √ should return an error if the user already exists (1 ms)
    √ should return an error if OTP is not verified (1 ms)
    √ should handle errors during signup (36 ms)

Test Suites: 1 passed, 1 total
Tests:       5 passed, 5 total
Snapshots:   0 total
Time:        3.619 s, estimated 4 s
Ran all test suites matching /signup.early.test.js/i.
```

2)Verify Email

```
PASS  src/controller/auth.controller.early.test/verifyEmail.early.test.js
  verifyEmail() verifyEmail method
    Happy Paths
      √ should verify the email and create a new user when the verification token is valid (25 ms)
    Edge Cases
      √ should return an error if the verification token is invalid or expired (4 ms)
      √ should handle server errors gracefully (15 ms)

Test Suites: 1 passed, 1 total
Tests:       3 passed, 3 total
Snapshots:   0 total
Time:        3.927 s, estimated 8 s
```

3) Login

```
PASS  src/controller/auth.controller.early.test/login.early.test.js
  login() login method
    Happy Paths
      √ should login successfully with valid credentials (4 ms)
    Edge Cases
      √ should return error if user does not exist
      √ should return error if email is not verified
      √ should return error if password is incorrect
      √ should handle server error gracefully (24 ms)

Test Suites: 1 passed, 1 total
Tests:       5 passed, 5 total
Snapshots:   0 total
Time:        2.822 s, estimated 3 s
Ran all test suites matching /login.early.test.js/i.
```

4) Forgot Password

```
PASS  src/controller/auth.controller.early.test/forgotPassword.early.test.js
  forgotPassword() forgotPassword method
    Happy Paths
      √ should send a password reset email if the user is found (4 ms)
    Edge Cases
      √ should return an error if the user is not found (1 ms)
      √ should handle errors thrown during execution (30 ms)


Test Suites: 1 passed, 1 total
Tests:       3 passed, 3 total
Snapshots:   0 total
Time:        3.664 s, estimated 8 s
Ran all test suites matching /forgotPassword.early.test.js/i.
```

5) Reset Password

```
PASS  src/controller/auth.controller.early.test/resetPassword.early.test.js
  resetPassword() resetPassword method
    Happy Paths
      √ should reset the password successfully when valid email and password are provided (5 ms)
    Edge Cases
      √ should return an error if the user is not found (1 ms)
      √ should handle errors during password hashing (31 ms)
      √ should handle errors during user save (8 ms)


Test Suites: 1 passed, 1 total
Tests:       4 passed, 4 total
Snapshots:   0 total
Time:        3.721 s, estimated 7 s
```

6) Logout

```
PASS  src/controller/auth.controller.early.test/logout.early.test.js
  logout() logout method
    Happy Paths
      √ should return a success message when logout is called (6 ms)
    Edge Cases
      √ should handle unexpected additional properties in the request object gracefully (1 ms)
      √ should handle a missing response object gracefully (26 ms)


Test Suites: 1 passed, 1 total
Tests:       3 passed, 3 total
Snapshots:   0 total
Time:        3.801 s
Ran all test suites matching /logout.early.test.js/i.
```

For auth controller file :

```
Test Suites: 1 failed, 6 passed, 7 total
Tests:       3 failed, 23 passed, 26 total
Snapshots:   0 total
Time:        6.874 s, estimated 7 s
Ran all test suites matching /auth.controller.early.test/i.
```

In this file all function works but some test case fail due to data base constraints but we check manually website is absolutely running fine.

File ▲	Statements ⇕		Branches ⇕		Functions ⇕		Lines ⇕	
auth.controller.js	93.1%	81/87	95.83%	23/24	83.33%	5/6	93.1%	81/87

[2] User Controller

1)Get Student

```
  getStudents() getStudents method
    Happy Paths
      √ should return a list of students when students are present in the database (4 ms)
      √ should return an empty array when no students are found (1 ms)
    Edge Cases
      √ should handle database errors gracefully (24 ms)

Test Suites: 1 passed, 1 total
Tests:       3 passed, 3 total
Snapshots:   0 total
Time:        1.56 s, estimated 17 s
```

2) Get User

```
 PASS  src/controller/user.controller.early.test/getUser.early.test.js (15.921 s)
  getUser() getUser method
    Happy Paths
      √ should return user data when a valid user ID is provided (5 ms)
    Edge Cases
      √ should return a 400 error if there is a database error

Test Suites: 1 passed, 1 total
Tests:       2 passed, 2 total
Snapshots:   0 total
Time:        17.201 s
```

3) Insert User

```
 PASS  src/controller/user.controller.early.test/insertUser.1.early.test.js
  insertUser() insertUser method
    Edge cases
      √ should handle errors when saving a user fails (40 ms)
      √ should handle errors when fetching classes fails (8 ms)
      √ should handle errors when sending email fails (6 ms)

Test Suites: 1 passed, 1 total
Tests:       3 passed, 3 total
Snapshots:   0 total
Time:        1.855 s, estimated 2 s
```

4) Join Class

```
PASS  src/controller/user.controller.early.test/joinClass.early.test.js
  joinClass() joinClass method
    Happy Paths
      √ should successfully join a class when userId and classCode are valid (35 ms)
    Edge Cases
      √ should return 400 if userId or classCode is missing (1 ms)
      √ should return 404 if class is not found (1 ms)
      √ should return 404 if user is not found (5 ms)
      √ should return 400 if user is already in the class
      √ should return 500 if there is an internal server error (13 ms)


Test Suites: 1 passed, 1 total
Tests:       6 passed, 6 total
Snapshots:   0 total
Time:        1.679 s, estimated 17 s
```

5) Update User

```
PS C:\Users\VIDHI\OneDrive\Desktop\LFY\backend> npx jest updateUser.early.test.js
  PASS  src/controller/user.controller.early.test/updateUser.early.test.js
  updateUser() updateUser method
    Happy Paths
      √ should update a user successfully and return the updated user (4 ms)
    Edge Cases
      √ should return a 400 error if the user ID is invalid (1 ms)
      √ should return a 400 error if the update data is invalid (1 ms)
      √ should handle unexpected errors gracefully


Test Suites: 1 passed, 1 total
Tests:       4 passed, 4 total
Snapshots:   0 total
Time:        1.543 s, estimated 17 s
```

6) Validate User

```
PS C:\Users\VIDHI\OneDrive\Desktop\LFY\backend> npx jest validateUser.early.test.js
  PASS  src/controller/user.controller.early.test/validateUser.early.test.js
  validateUser() validateUser method
    Happy paths
      √ should return a token and user data when credentials are valid (3 ms)
    Edge cases
      √ should return 401 when user is not found (1 ms)
      √ should return 401 when password is incorrect (1 ms)
      √ should return 400 when an error occurs (1 ms)


Test Suites: 1 passed, 1 total
Tests:       4 passed, 4 total
Snapshots:   0 total
Time:        1.639 s, estimated 17 s
```

7) Delete User

```
PS C:\Users\VIDHI\OneDrive\Desktop\LFY\backend> npx jest deleteUser.early.test.js
 PASS  src/controller/user.controller.early.test/deleteUser.early.test.js
  deleteUser() deleteUser method
    Happy Paths
      √ should delete a user and return the deleted user object when a valid ID is provided (3 ms)
    Edge Cases
      √ should return a 400 error if the user ID is not found (1 ms)
      √ should return a 400 error if an error occurs during deletion (1 ms)


Test Suites: 1 passed, 1 total
Tests:       3 passed, 3 total
Snapshots:   0 total
Time:        1.677 s, estimated 17 s
Ran all test suites matching /deleteUser.early.test.js/i.
```

For User Controller file:

```
Test Suites: 7 passed, 7 total
Tests:       25 passed, 25 total
Snapshots:   0 total
Time:        3.674 s, estimated 16 s
Ran all test suites matching /User.controller.early.test/i.
```

File ▲		Statements ⇕		Branches ⇕		Functions ⇕		Lines ⇕	
user.controller.js		100%	68/68	100%	14/14	100%	10/10	100%	67/67

[3] Class Controller

1)Insert Class

```
 PASS  src/controller/class.controller.early.test/insertClass.early.test.js
  insertClass() insertClass method
    Happy Paths
      √ should create and save a new class successfully (29 ms)
    Edge Cases
      √ should return 400 if user data is missing (32 ms)
      √ should return 400 if subject is missing (8 ms)
      √ should handle errors during class save operation (13 ms)
      √ should handle errors during user update operation (13 ms)


Test Suites: 1 passed, 1 total
Tests:       5 passed, 5 total
Snapshots:   0 total
Time:        2.871 s, estimated 3 s
Ran all test suites matching /insertClass.early.test.js/i.
```

2) Update Class

```
PS C:\Users\VIDHI\OneDrive\Desktop\LFY\backend> npx jest updateClass.early.test.js
 PASS  src/controller/class.controller.early.test/updateClass.early.test.js
  updateClass() updateClass method
    Happy Paths
      √ should update the class successfully and return the updated class (4 ms)
    Edge Cases
      √ should return a 400 error if the class ID is invalid (1 ms)
      √ should return a 400 error if the update data is invalid (1 ms)
      √ should handle unexpected errors gracefully (1 ms)


Test Suites: 1 passed, 1 total
Tests:       4 passed, 4 total
Snapshots:   0 total
Time:        2.016 s
Ran all test suites matching /updateClass.early.test.js/i.
```

3) Get Classes

```
 PASS  src/controller/class.controller.early.test/getClasses.early.test.js
  getClasses() getClasses method
    Happy Paths
      √ should return an array of classes when valid codes are provided (20 ms)
    Edge Cases
      √ should return an empty array when no codes are provided (3 ms)
      √ should return an array with null values for non-existent class codes (8 ms)
      √ should handle errors gracefully and return a 400 status with an error message (2 ms)


Test Suites: 1 passed, 1 total
Tests:       4 passed, 4 total
Snapshots:   0 total
Time:        2.144 s
```

For Class Controller:

```
Tests:       13 passed, 13 total
Snapshots:   0 total
Time:        2.914 s, estimated 3 s
Ran all test suites matching /class.controller.early.test/i.
```

File ▲		Statements ⇕		Branches ⇕		Functions ⇕		Lines ⇕	
class.controller.js		100%	29/29	100%	5/5	100%	4/4	100%	29/29

[4] Lesson Controller

1)Insert Lesson

```
PASS  src/controller/lesson.controller.early.test/insertLesson.early.test.js
  insertLesson() insertLesson method
    Happy Paths
      √ should return 404 if class is not found (7 ms)
    Edge Cases
      √ should handle errors during lesson insertion (56 ms)
      √ should handle errors during class update (13 ms)
      √ should return 400 if title is missing from request body (13 ms)


Test Suites: 1 passed, 1 total
Tests:       4 passed, 4 total
Snapshots:   0 total
Time:        3.763 s, estimated 4 s
```

2) Get Lesson

```
PASS  src/controller/lesson.controller.early.test/getLessons.early.test.js
  getLessons() getLessons method
    Happy Paths
      √ should return lessons for a valid subject (9 ms)
    Edge Cases
      √ should return 404 if no classes are found for the subject (3 ms)
      √ should return 500 if a lesson is not found (69 ms)
      √ should handle errors thrown during database operations (15 ms)


Test Suites: 1 passed, 1 total
Tests:       4 passed, 4 total
Snapshots:   0 total
Time:        3.302 s
```

3) Update Lesson

```
PASS  src/controller/lesson.controller.early.test/updateLesson.early.test.js
  updateLesson() updateLesson method
    Happy Paths
      √ should update a lesson successfully and return the updated lesson (7 ms)
    Edge Cases
      √ should return a 401 error if there is a validation error (2 ms)
      √ should handle unexpected errors gracefully (2 ms)


Test Suites: 1 passed, 1 total
Tests:       3 passed, 3 total
Snapshots:   0 total
Time:        3.123 s
Ran all test suites matching /updateLesson.early.test.js/i.
```

4) Delete Lesson

```
PASS  src/controller/lesson.controller.early.test/deleteLesson.early.test.js
  deleteLesson() deleteLesson method
    Happy Paths
      √ should delete a lesson and return the deleted lesson object (10 ms)
    Edge Cases
      √ should return a 400 status if the lesson ID is invalid (3 ms)
      √ should return a 400 status if the lesson does not exist (2 ms)


Test Suites: 1 passed, 1 total
Tests:       3 passed, 3 total
Snapshots:   0 total
Time:        3.323 s
Ran all test suites matching /deleteLesson.early.test.js/i.
```
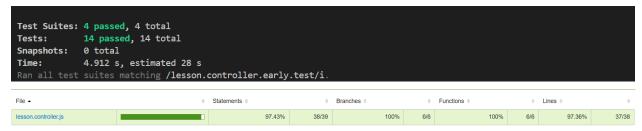
For lesson controller file :

```
Test Suites: 4 passed, 4 total
Tests:       14 passed, 14 total
Snapshots:   0 total
Time:        4.912 s, estimated 28 s
Ran all test suites matching /lesson.controller.early.test/i.
```

File ▲		Statements ⇕		Branches ⇕		Functions ⇕		Lines ⇕	
lesson.controller.js		97.43%	38/39	100%	6/6	100%	6/6	97.36%	37/38

[5]Assignment Controller

1) Insert Assignment

```
PASS  src/controller/assignment.controller.early.test/insertAssignment.early.test.js
  insertAssignment() insertAssignment method
    Happy Paths
      √ should successfully insert an assignment when class is found (34 ms)
    Edge Cases
      √ should return 404 if class is not found
      √ should handle errors during assignment insertion (15 ms)

Test Suites: 1 passed, 1 total
Tests:       3 passed, 3 total
Snapshots:   0 total
Time:        1.883 s
Ran all test suites matching /insertAssignment.early.test.js/i.
```

2) Get Assignment

```
PASS  src/controller/assignment.controller.early.test/getAssignments.early.test.js
  getAssignments() getAssignments method
    Happy paths
      √ should return assignments for a valid subject (26 ms)
    Edge cases
      √ should return 404 if the class is not found (1 ms)
      √ should handle errors during database operations (13 ms)

Test Suites: 1 passed, 1 total
Tests:       3 passed, 3 total
Snapshots:   0 total
Time:        1.5 s, estimated 2 s
Ran all test suites matching /getAssignments.early.test.js/i.
```

3) Update Assignment

```
PASS  src/controller/assignment.controller.early.test/updateAssignment.early.test.js
  updateAssignment() updateAssignment method
    Happy Paths
      √ should update an assignment successfully and return the updated assignment (4 ms)
    Edge Cases
      √ should return a 400 error if the update operation fails (1 ms)
      √ should handle the case where the assignment ID does not exist (1 ms)

Test Suites: 1 passed, 1 total
Tests:       3 passed, 3 total
Snapshots:   0 total
Time:        1.415 s, estimated 2 s
Ran all test suites matching /updateAssignment.early.test.js/i.
```

4) Submit Assignment

```
PASS  src/controller/assignment.controller.early.test/submitAssignment.1.early.test.js
  submitAssignment() submitAssignment method
    Happy Paths
      √ should successfully submit an assignment (29 ms)
    Edge Cases
      √ should return 404 if assignment is not found (2 ms)
      √ should handle duplicate submission error (14 ms)
      √ should handle general errors (6 ms)


Test Suites: 1 passed, 1 total
Tests:       4 passed, 4 total
Snapshots:   0 total
Time:        1.472 s
```

5) Delete Assignment

```
PASS  src/controller/assignment.controller.early.test/deleteAssignment.early.test.js
  deleteAssignment() deleteAssignment method
    Happy paths
      √ should delete an assignment and return it with status 200 (3 ms)
    Edge cases
      √ should return 400 if an error occurs during deletion (1 ms)
      √ should return 200 with null if the assignment does not exist (1 ms)

Test Suites: 1 passed, 1 total
Tests:       3 passed, 3 total
Snapshots:   0 total
Time:        1.398 s
Ran all test suites matching /deleteAssignment.early.test.js/i.
```

6) Submit Work

```
PASS  src/controller/assignment.controller.early.test/submitWorkDetails.early.test.js
  submitWorkDetails() submitWorkDetails method
    Happy Paths
      √ should return assignments and students for a valid subject (3 ms)
    Edge Cases
      √ should return 400 if subject is missing (1 ms)
      √ should return 404 if class is not found (1 ms)
      √ should handle database errors gracefully (24 ms)

Test Suites: 1 passed, 1 total
Tests:       4 passed, 4 total
Snapshots:   0 total
Time:        1.63 s, estimated 2 s
Ran all test suites matching /submitWorkDetails.early.test.js/i.
```

For Assignment controller file :

```
Test Suites: 6 passed, 6 total
Tests:       20 passed, 20 total
Snapshots:   0 total
Time:        3.525 s
Ran all test suites matching /assignment.controller.early.test/i.
```

File ▲		Statements ⇅		Branches ⇅		Functions ⇅		Lines ⇅	
assignment.controller.js		98.24%	56/57	100%	14/14	100%	6/6	98.24%	56/57

[6] Announcement Controller

1) Create Announcement

```
PASS  src/controller/announcement.controller.early.test/createAnnouncement.early.test.js
  createAnnouncement() createAnnouncement method
    Happy Paths
      √ should create an announcement successfully when all conditions are met (4 ms)
    Edge Cases
      √ should return 400 if the class is not found (1 ms)
      √ should return 400 if the user is not the class teacher (1 ms)
      √ should handle errors during announcement creation (1 ms)

Test Suites: 1 passed, 1 total
Tests:       4 passed, 4 total
Snapshots:   0 total
Time:        1.601 s, estimated 2 s
Ran all test suites matching /createAnnouncement.early.test.js/i.
```

2) Get Announcement

```
PASS  src/controller/announcement.controller.early.test/getAnnouncement.early.test.js
  getAnnouncement() getAnnouncement method
    Happy Paths
      √ should return announcements for a valid class (4 ms)
    Edge Cases
      √ should return 404 if class is not found (1 ms)
      √ should handle errors and return 500 status (1 ms)

Test Suites: 1 passed, 1 total
Tests:       3 passed, 3 total
Snapshots:   0 total
Time:        1.466 s
Ran all test suites matching /getAnnouncement.early.test.js/i.
```

3) Update Announcement

```
PASS  src/controller/announcement.controller.early.test/updateAnnouncement.early.test.js
  updateAnnouncement() updateAnnouncement method
    Happy Paths
      √ should update the announcement with a new reply and return the updated announcement (4 ms)
    Edge Cases
      √ should return 404 if the announcement is not found (1 ms)
      √ should return 500 if there is an internal server error (47 ms)
      √ should handle missing content in the request body gracefully (1 ms)
      √ should handle missing user in the request body gracefully (1 ms)

Test Suites: 1 passed, 1 total
Tests:       5 passed, 5 total
Snapshots:   0 total
Time:        1.502 s, estimated 2 s
Ran all test suites matching /updateAnnouncement.early.test.js/i.
```

4) Delete Announcement

```
PASS  src/controller/announcement.controller.early.test/deleteAnnouncement.early.test.js
  deleteAnnouncement() deleteAnnouncement method
    Happy paths
      √ should delete the announcement when the class and announcement exist and the user is the teacher (4 ms)
    Edge cases
      √ should throw an error if the class is not found (12 ms)
      √ should throw an error if the announcement is not found (1 ms)
      √ should throw an error if the user is not the teacher of the class (1 ms)
      √ should handle unexpected errors gracefully (1 ms)


Test Suites: 1 passed, 1 total
Tests:       5 passed, 5 total
Snapshots:   0 total
Time:        1.59 s, estimated 2 s
```

For announcement controller file :

```
PASS  src/controller/announcement.controller.early.test/createAnnouncement.early.test.js
PASS  src/controller/announcement.controller.early.test/getAnnouncement.early.test.js
PASS  src/controller/announcement.controller.early.test/deleteAnnouncement.early.test.js


Test Suites: 4 passed, 4 total
Tests:       17 passed, 17 total
Snapshots:   0 total
Time:        2.638 s
Ran all test suites matching /announcement.controller.early.test/i.
```

File ▲		Statements ⬦		Branches ⬦		Functions ⬦		Lines ⬦	
announcement.controller.js		97.95%	48/49	93.75%	15/16	100%	4/4	97.95%	48/49

[7] Material Controller

1) Insert Material

```
PASS  src/controller/material.controller.early.test/insertMaterial.early.test.js
  insertMaterial() insertMaterial method
    Happy paths
      √ should insert a new material successfully (8 ms)
    Edge cases
      √ should return 400 if class is not found (2 ms)
      √ should handle errors during material saving (1 ms)
      √ should handle errors during class saving (1 ms)


Test Suites: 1 passed, 1 total
Tests:       4 passed, 4 total
Snapshots:   0 total
Time:        1.496 s
Ran all test suites matching /insertMaterial.early.test.js/i
```

2) Get Material

```
 PASS  src/controller/material.controller.early.test/getMaterial.early.test.js
  getMaterial() getMaterial method
    Happy Paths
      √ should return materials for a valid class (4 ms)
    Edge Cases
      √ should return 404 if class is not found
      √ should handle errors and return 500 status (48 ms)


Test Suites: 1 passed, 1 total
Tests:       3 passed, 3 total
Snapshots:   0 total
Time:        1.49 s
Ran all test suites matching /getMaterial.early.test.js/i.
```

3) Update Material

```
 PASS  src/controller/material.controller.early.test/updateMaterial.early.test.js
  updateMaterial() updateMaterial method
    Happy Paths
      √ should update a material successfully and return the updated material (4 ms)
    Edge Cases
      √ should return a 401 error if the material is not found (1 ms)
      √ should return a 401 error if an error occurs during the update (23 ms)
      √ should handle invalid input gracefully (1 ms)


Test Suites: 1 passed, 1 total
Tests:       4 passed, 4 total
Snapshots:   0 total
Time:        1.969 s, estimated 2 s
Ran all test suites matching /updateMaterial.early.test.js/i.
```

4) Delete Material

```
 PASS  src/controller/material.controller.early.test/deleteMaterial.early.test.js
  deleteMaterial() deleteMaterial method
    Happy Path
      √ should delete the material and return the deleted material object (3 ms)
    Edge Cases
      √ should return 400 if an error occurs during deletion (1 ms)
      √ should return 200 with null if the material does not exist (1 ms)


Test Suites: 1 passed, 1 total
Tests:       3 passed, 3 total
Snapshots:   0 total
Time:        1.361 s, estimated 2 s
Ran all test suites matching /deleteMaterial.early.test.js/i.
```

For material controller file :

```
Test Suites: 4 passed, 4 total
Tests:       14 passed, 14 total
Snapshots:   0 total
Time:        2.362 s
Ran all test suites matching /material.controller.early.test/i.
```

File ▲		Statements ⇕		Branches ⇕		Functions ⇕		Lines ⇕	
material.controller.js		100%	28/28	100%	2/2	100%	4/4	100%	28/28

[8] Resource Controller

1)Insert Resource

```
PASS  src/controller/resource.controller.early.test/insertResource.early.test.js
  insertResource() insertResource method
    Happy Paths
      √ should insert a resource successfully when lesson exists (5 ms)
    Edge Cases
      √ should return 404 if lesson is not found (5 ms)
      √ should return 400 if resource saving fails (1 ms)
      √ should handle unexpected errors gracefully (1 ms)


Test Suites: 1 passed, 1 total
Tests:       4 passed, 4 total
Snapshots:   0 total
Time:        1.602 s
Ran all test suites matching /insertResource.early.test.js/i.
```

2) Update Resource

```
PASS  src/controller/resource.controller.early.test/updateResource.early.test.js
  updateResource() updateResource method
    Happy Paths
      √ should update a resource successfully and return the updated resource (4 ms)
    Edge Cases
      √ should return a 400 error if the resource ID is invalid (1 ms)
      √ should return a 400 error if validation fails (1 ms)
      √ should handle unexpected errors gracefully (1 ms)

Test Suites: 1 passed, 1 total
Tests:       4 passed, 4 total
Snapshots:   0 total
Time:        1.566 s
```

3) Get Resource

```
PASS  src/controller/resource.controller.early.test/getResources.1.early.test.js
  getResources() getResources method
    Happy Paths
      √ should return resources for a valid lesson ID (19 ms)
    Edge Cases
      √ should return 404 if lesson is not found (2 ms)
      √ should return 400 for invalid lesson ID format (1 ms)
      √ should return 500 for other errors (1 ms)

Test Suites: 1 passed, 1 total
Tests:       4 passed, 4 total
Snapshots:   0 total
Time:        1.639 s
Ran all test suites matching /getResources.1.early.test.js/i.
```

4) Delete Resource

```
Happy Paths
  √ should delete a resource and update the lesson references (18 ms)
Edge Cases
  × should return 404 if the lesson is not found (2 ms)
  √ should handle errors during resource deletion (1 ms)
  √ should handle errors during lesson update (1 ms)
```

```
Test Suites: 1 failed, 1 total
Tests:       1 failed, 3 passed, 4 total
Snapshots:   0 total
Time:        1.643 s, estimated 5 s
Ran all test suites matching /deleteResource.early.test.js/i.
```

– Database error

For Resource Controller File

```
Test Suites: 1 failed, 4 passed, 5 total
Tests:       1 failed, 19 passed, 20 total
Snapshots:   0 total
Time:        2.653 s
Ran all test suites matching /resource.controller.early.test/i.
```

File ▲		Statements ⇕		Branches ⇕		Functions ⇕		Lines ⇕	
resource.controller.js		100%	40/40	100%	8/8	100%	6/6	100%	39/39

Final Conclusion

```
Tests:       21 failed, 153 passed, 174 total
Snapshots:   0 total
Time:        13.803 s, estimated 14 s
Ran all test suites.
```

This include extra testcase

All files src/controller

97.99% Statements 391/399   **97.84%** Branches 91/93   **100%** Functions 46/46   **97.97%** Lines 388/396

Press *n* or *j* to go to the next uncovered block, *b*, *p* or *k* for the previous block.

Filter:

File ▲		Statements ⇕		Branches ⇕		Functions ⇕		Lines ⇕	
announcement.controller.js		97.95%	48/49	93.75%	15/16	100%	4/4	97.95%	48/49
assignment.controller.js		98.24%	56/57	100%	14/14	100%	6/6	98.24%	56/57
auth.controller.js		93.1%	81/87	96.15%	25/26	100%	6/6	93.1%	81/87
class.controller.js		100%	29/29	100%	5/5	100%	4/4	100%	29/29
lesson.controller.js		100%	38/38	100%	6/6	100%	6/6	100%	37/37
material.controller.js		100%	31/31	100%	4/4	100%	4/4	100%	31/31
resource.controller.js		100%	40/40	100%	8/8	100%	6/6	100%	39/39
user.controller.js		100%	68/68	100%	14/14	100%	10/10	100%	67/67

All files

98% Statements 491/501   **98.01%** Branches 99/101   **100%** Functions 61/61   **97.98%** Lines 486/496

Press *n* or *j* to go to the next uncovered block, *b*, *p* or *k* for the previous block.

Filter:

File ▲		Statements ⇕		Branches ⇕		Functions ⇕		Lines ⇕	
src		100%	5/5	100%	0/0	100%	0/0	100%	5/5
src/controller		97.99%	391/399	97.84%	91/93	100%	46/46	97.97%	388/396
src/db		100%	9/9	100%	0/0	100%	1/1	100%	9/9
src/mailtrap		100%	59/59	100%	8/8	100%	12/12	100%	57/57
src/models		100%	18/18	100%	0/0	100%	0/0	100%	18/18
src/utils		81.81%	9/11	100%	0/0	100%	2/2	81.81%	9/11