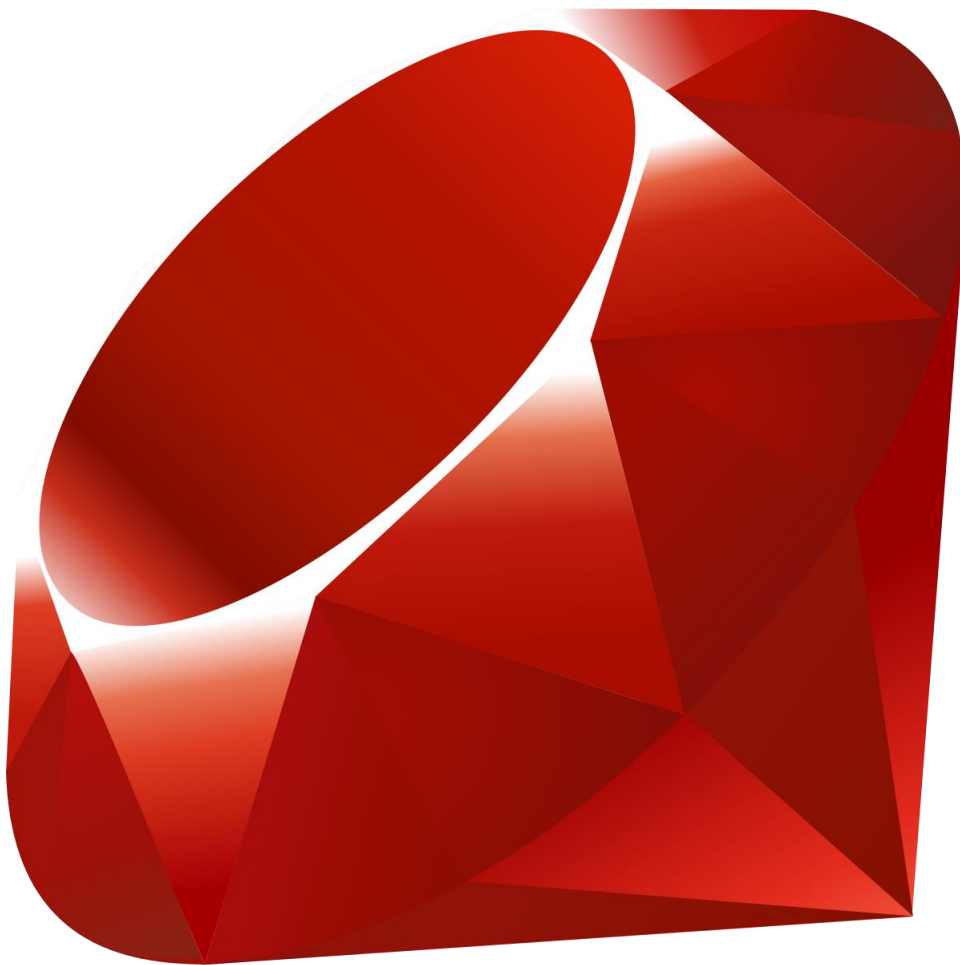


Primera Práctica Calificada

Participantes :

- Pachas Mariluz José Emiliano
- Bryan Huaman

Curso : Desarrollo de Software



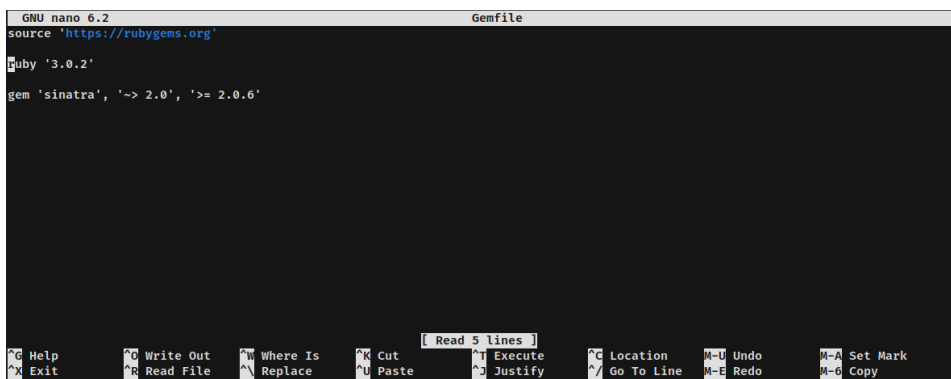
1. Iniciamos el repositorio con el comando *git init*

```
aushalten12@aushalten12-NBLB-WAX9N:~$ cd Documents/
aushalten12@aushalten12-NBLB-WAX9N:~/Documents$ mkdir PracticaCalificada
aushalten12@aushalten12-NBLB-WAX9N:~/Documents$ cd PracticaCalificada/
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ git init
Initialized empty Git repository in /home/aushalten12/Documents/PracticaCalificada/.git/
```

2. Creamos el archivo Gemfile

```
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ touch Gemfile
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ ls
Gemfile
```

El contenido de este archivo es :



The screenshot shows the nano 6.2 text editor with the Gemfile open. The content of the file is as follows:

```
source 'https://rubygems.org'

ruby '3.0.2'

gem 'sinatra', '~> 2.0', '>= 2.0.6'
```

The bottom of the screen shows the nano editor's command palette with various options like Help, Write Out, Where Is, Cut, Paste, Execute, Justify, Location, Go To Line, Undo, Redo, Set Mark, and Copy.

Cambiamos la versión de Ruby y Sinatra de lo que decían las instrucciones.

3. Ejecutamos el comando *Bundle* para examinar la disponibilidad de las gmeas

```
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ nano Gemfile
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ bundle
Fetching gem metadata from https://rubygems.org/....
Resolving dependencies...
Fetching rack 2.2.8
Fetching ruby2_keywords 0.0.5
Fetching tilt 2.3.0
Installing ruby2_keywords 0.0.5
Installing tilt 2.3.0
Fetching mustermann 2.0.2
Installing rack 2.2.8
Fetching rack-protection 2.2.4
Installing mustermann 2.0.2
Installing rack-protection 2.2.4
Fetching sinatra 2.2.4
Installing sinatra 2.2.4
Bundle complete! 1 Gemfile dependency, 7 gems now installed.
Bundled gems are installed into `./.bundle`
```

4. Instalamos las gemas con el comando *bundle install*

```

aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ bundle install
Bundle complete! 1 Gemfile dependency, 7 gems now installed.
Bundled gems are installed into `./.bundle`
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ ls
Gemfile  Gemfile.lock
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ git add .
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ git commit -m "Configurar el Gemfile"
[main (root-commit) 8316a56] Configurar el Gemfile
265 files changed, 60999 insertions(+)
create mode 100644 .bundle/config
create mode 100755 .bundle/ruby/3.0.0/bin/rackup

```

Luego lo colocamos bajo el control de versiones con los comandos `git add .` Y `git commit -m`

Preguntas

¿Cuál es la diferencia entre el propósito y el contenido de Gemfile y Gemfile.lock? ¿Qué archivo se necesita para reproducir completamente las gemas del entorno de desarrollo en el entorno de producción?

El propósito de Gemfile es declarar las gemas que se usarán en el proyecto con sus determinadas versiones, cuyo contenido son *gem* “*nombre de la gema*” “*versión de la gema*”. Mientras que Gemfile.lock, es un archivo generado por *Bundle*, que tiene como propósito que las versiones de las gemas sean iguales tanto en producción como en desarrollo; y cuyo contenido a diferencia del *Gemfile* es una información más detallada de las gemas, sus versiones y las dependencias de aquellas gemas, y mientras el *Gemfile* se puede modificar tanto para agregar ciertas gemas, el *Gemfile.lock* no se cambia manualmente ya que se genera por el comando *Bundle*.

Después de ejecutar el bundle, ¿por qué aparecen gemas en Gemfile.lock que no estaban en Gemfile?gg

Porque ciertas gemas que estaban en Gemfile dependen de otras gemas, y estas sí deben aparecer en Gemfile.lock ya que esta da una información más detallada.

5. Creamos el archivo app.rb

```
+ aushalten12@aushalten12-NBLB-WAX9N: ~/Documents/PracticaCalificada$ touch app.rb
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ ls
app.rb  Gemfile  Gemfile.lock
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ nano app.rb
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$
```

Con el siguiente contenido

```
+ aushalten12@aushalten12-NBLB-WAX9N: ~/Documents/PracticaCalificada$ nano app.rb
GNU nano 6.2 app.rb
require 'sinatra'

class MyApp < Sinatra::Base
  get '/' do
    "<!DOCTYPE html><html><head></head><body><h1>Hello World</h1></body></html>"
  end
end
```

6. Crear el archivo *config.ru* para poder ejecutar la aplicación

```
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ touch config.ru
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ nano config.ru
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ cat config.ru
require './app'

run MyApp
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$
```

7. Probamos la aplicación en el puerto 3000

```
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ bundle exec rackup --port 3000
Puma starting in single mode...
* Puma version: 6.4.0 (ruby 3.0.2-p107) ("The Eagle of Durango")
* Min threads: 0
* Max threads: 5
* Environment: development
* PID: 9775
* Listening on http://127.0.0.1:3000
* Listening on http://[::]:3000
Use Ctrl-C to stop
::1 - - [01/Oct/2023:14:42:44 -0500] "GET / HTTP/1.1" 200 74 0.0189
```

Visitamos localhost:3000 en el navegador



Pregunta

¿Qué sucede si intentas visitar una URL no raíz cómo <https://localhost:3000/hello> y por qué? (la raíz de tu URL variará)

Al visitar esa URL, aparecerá este texto : Sinatra doesn't know this ditty. Lo que significa que no hay un código asociado a la ruta */hello* lo que devolverá un error 404. Eso lo podemos ver en la terminal

```
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ bundle exec rackup --port 3000
Puma starting in single mode...
* Puma version: 6.4.0 (ruby 3.0.2-p107) ("The Eagle of Durango")
* Min threads: 0
* Max threads: 5
* Environment: development
* PID: 11072
* Listening on http://127.0.0.1:3000
* Listening on http://[::]:3000
Use Ctrl-C to stop
::1 - - [01/Oct/2023:15:28:57 -0500] "GET /hello HTTP/1.1" 404 497 0.0452
```

De manera similar en el navegador también nos muestra que si escribimos código el método get en la ruta */hello*, ya no se obtendrá un error 404.

Sinatra doesn't know this ditty.



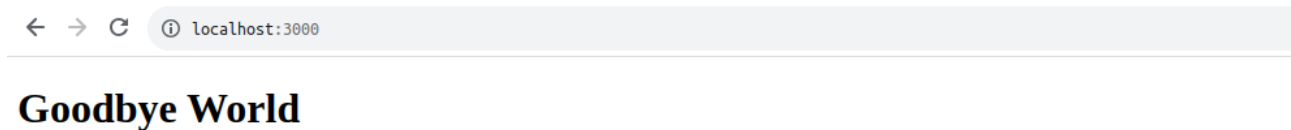
Try this:

```
# in app.rb
class MyApp
  get '/hello' do
    "Hello World"
  end
end
```

8. Modificando app.rb para que aparezca Goodbye World, en el navegador

```
GNU nano 6.2 app.1
require 'sinatra'

class MyApp < Sinatra::Base
  get '/' do
    "<!DOCTYPE html><html><head></head><body><h1>Goodbye World</h1></body></html>"
  end
end
```



9. Agregando rerun para automatizar la actualización de un programa en desarrollo

```
GNU nano 6.2 Gemfile
source 'https://rubygems.org'
ruby '2.6.6'
gem 'sinatra', '~> 2.0.3'

group :development do
  gem 'rerun'
end
```

Luego lo instalamos con *bundle install*

10. Ingresamos con nuestra cuenta en Heroku desde la terminal

Primero instalamos Heroku CLI en Ubuntu

```
aushalten12@aushalten12-NBLB-WAX9N: ~/Documents/PracticaCalificada$ heroku -v
heroku/8.5.0 linux-x64 node-v10.19.0
aushalten12@aushalten12-NBLB-WAX9N: ~/Documents/PracticaCalificada$
```

```

aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ heroku login -i
heroku: Enter your login credentials
Email: josepachas1604@gmail.com
Password: *****
Logged in as josepachas1604@gmail.com
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$

```

Creamos una app con heroku usando el comando *heroku create*

```

aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ heroku create
Creating app... done, ● secret-savannah-00452
https://secret-savannah-00452-312ac555c43b.herokuapp.com/ | https://git.heroku.com/secret-savannah-00452.git

```

```

aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ git remote -v
heroku https://git.heroku.com/secret-savannah-00452.git (fetch)
heroku https://git.heroku.com/secret-savannah-00452.git (push)

```

11. Añadiendo Procfile y haciendo *git push heroku master*, que en este caso es a la rama *main*.

```

aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ git push heroku main
Enumerating objects: 1410, done.
Counting objects: 100% (1410/1410), done.
Delta compression using up to 8 threads
Compressing objects: 100% (1310/1310), done.
Writing objects: 100% (1410/1410), 5.08 MiB | 2.22 MiB/s, done.
Total 1410 (delta 252), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (252/252), done.
remote: Updated 1183 paths from 04e69e0
remote: Compressing source files... done.
remote: Building source:
remote:
remote: ----> Building on the Heroku-22 stack
remote: ----> Determining which buildpack to use for this app
remote: ----> Ruby app detected
remote: ----> Installing Bundler 2.3.25
remote: ----> Removing BUNDLED WITH version in the Gemfile.lock
remote: ----> Compiling Ruby/Rack
remote: Command: 'set -o pipefail; curl -L --fail --retry 5 --retry-delay 1 --connect-timeout 3 --max-time 30 https://heroku-buildpack-ruby.s3.us-east-1.amazonaws.com/heroku-22/ruby-3.0.2.tgz -s -o - | tar -xzf -' failed on attempt 1 of 3.
remote: Command: 'set -o pipefail; curl -L --fail --retry 5 --retry-delay 1 --connect-timeout 3 --max-time 30 https://heroku-buildpack-ruby.s3.us-east-1.amazonaws.com/heroku-22/ruby-3.0.2.tgz -s -o - | tar -xzf -' failed on attempt 2 of 3.
remote:
remote: !
remote: ! The Ruby version you are trying to install does not exist on this stack.
remote: !
remote: ! You are trying to install ruby-3.0.2 on heroku-22.
remote: !
remote: ! Ruby ruby-3.0.2 is present on the following stacks:
remote: !
remote: ! - heroku-20
remote: !
remote: ! Heroku recommends you use the latest supported Ruby version listed here:
remote: ! https://devcenter.heroku.com/articles/ruby-support#supported-runtimes
remote: !
remote: ! For more information on syntax for declaring a Ruby version see:
remote: ! https://devcenter.heroku.com/articles/ruby-versions
remote: !
remote: ! Push rejected, failed to compile Ruby app.
remote: !
remote: ! Push failed
remote: Verifying deploy...
remote:
remote: ! Push rejected to secret-savannah-00452.
remote:
To https://git.heroku.com/secret-savannah-00452.git
! [remote rejected] main -> main (pre-receive hook declined)
error: failed to push some refs to 'https://git.heroku.com/secret-savannah-00452.git'

```

Devuelve un error, debido a la incompatibilidad de las versiones de ruby (2.6.6) en el stack heroku 22, y este debe ser heroku 20. Por lo que usamos el siguiente comando :

```

aushalten12@aushalten12-NBLB-WAX9N:~/Documents/PracticaCalificada$ heroku stack:set heroku-20 --a still-savannah-79427
Setting stack to heroku-20... done

```

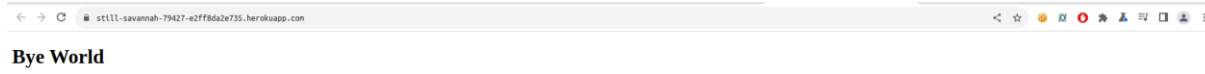
Y con eso, nuevamente ejecutamos el comando *git push heroku main*

```

aushalten12@aushalten12-NBLB-WAX9M: ~/Documents/PracticaCalificad$ git push heroku main
Enumerating objects: 1410, done.
Counting objects: 100% (1410/1410), done.
Delta compression using up to 8 threads
Compressing objects: 100% (1310/1310), done.
Writing objects: 100% (1410/1410), 5.08 MiB | 2.98 MiB/s, done.
Total 1410 (delta 222), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (252/252), done.
remote: Updated 1183 paths from 04e69e0
remote: Compressing source files... done.
remote: Building source:
remote:
remote: -----> Building on the Heroku-20 stack
remote: -----> Determining which buildpack to use for this app
remote: -----> Ruby app detected
remote: -----> Installing bundler 2.3.25
remote: -----> Removing BUNDLED WITH version in the Gemfile.lock
remote: -----> Compiling Ruby/Rack
remote: -----> Using Ruby version: ruby-3.0.2
remote:
remote: ##### WARNING:
remote:
remote: You have the '.bundle/config' file checked into your repository
remote: It contains local state like the location of the installed bundle
remote: as well as configured git local gems, and other settings that should
remote: not be shared between multiple checkouts of a single repo. Please
remote: remove the '.bundle/' folder from your repo and add it to your '.gitignore' file.
remote:
remote: https://devcenter.heroku.com/articles/bundler-configuration
remote:
remote: -----> Installing dependencies using bundler 2.3.25
remote: Running: BUNDLE_WITHOUT='development:test' BUNDLE_PATH=vendor/bundle BUNDLE_BIN=vendor/bundle/bin BUNDLE_DEPLOYMENT=1 bundle install -j4
remote: Using bundler 2.3.25
remote: Using ruby2_keywords 0.0.5
remote: Using mustermann 2.0.2
remote: Using nio4r 2.5.9
remote: Using puma 6.4.0
remote: Using rack 2.2.8
remote: Using rack-protection 2.2.4
remote: Using tilt 2.3.0
remote: Using sinatra 2.2.4
remote: Bundle complete! 3 Gemfile dependencies, 9 gems now installed.
remote: Gems in the groups 'development' and 'test' were not installed.
remote: Bundled gems are installed into `./bundle`
remote: Bundle completed (0.30s)
remote: Cleaning up the bundler cache.
remote: Removing ffi (1.16.2)
remote: Removing heroku (3.99.4)
remote: Removing listen (3.8.0)
remote: Removing rb-fsevent (0.11.2)
remote: Removing rb-inotify (0.10.1)
remote:
remote: https://devcenter.heroku.com/articles/ruby-support#supported-runtimes
remote:
remote: ##### WARNING:
remote:
remote: Potential EOL Ruby Version
remote:
remote: You are using a Ruby version that has either reached its End of Life (EOL)
remote: or will reach its End of Life on December 25th of this year.
remote:
remote: We suggest you upgrade to Ruby 3.1.x or later
remote:
remote: Once a Ruby version becomes EOL, it will no longer receive
remote: security updates from Ruby core and may have serious vulnerabilities.
remote:
remote: Please upgrade your Ruby version.
remote:
remote: For a list of supported Ruby versions see:
remote: https://devcenter.heroku.com/articles/ruby-support#supported-runtimes
remote:
remote: -----> Discovering process types
remote: Profile declares types -> web
remote: Default types for buildpack -> console, rake
remote:
remote: -----> Compressing...
remote: Done: 22.2M
remote: -----> Launching...
remote: Released v5
remote: https://secret-savannah-00452-312ac355c43b.herokuapp.com/ deployed to Heroku
remote:
remote: This app is using the Heroku-20 stack, however a newer stack is available.
remote: To upgrade to Heroku-22, see:
remote: https://devcenter.heroku.com/articles/upgrading-to-the-latest-stack
remote:
remote: |
remote: | ## Warning - The same version of this code has already been built: 7237f4e71a14c3bc8d7dd188a528cd6dc754dd33
remote: |
remote: | We have detected that you have triggered a build from source code with version 7237f4e71a14c3bc8d7dd188a528cd6dc754dd33
remote: | at least twice. One common cause of this behavior is attempting to deploy code from a different branch.
remote: |
remote: | If you are developing on a branch and deploying via git you must run:
remote: |
remote: | git push heroku <branchname>:main
remote: |
remote: | This article goes into details on the behavior:
remote: | https://devcenter.heroku.com/articles/duplicate-build-version
remote: |
remote: Verifying deploy... done.
remote: To https://git.heroku.com/secret-savannah-00452.git
remote: * [new branch] main -> main
aushalten12@aushalten12-NBLB-WAX9M: ~/Documents/PracticaCalificad$

```

12. Al abrir la URL en el navegador



13. Clonamos el repositorio `git clone https://github.com/saasbook/hw-sinatra-saas-wordguesser`

A screenshot of a terminal window with a dark background. The window title is 'aushalten12@aushalten12-NBLB-WAX9N: ~/Desktop/hw-sinat...'. The terminal shows the following commands and output:

```
aushalten12@aushalten12-NBLB-WAX9N:~$ cd Desktop/  
aushalten12@aushalten12-NBLB-WAX9N:~/Desktop$ git clone https://github.com/saasbook/hw-sinatra-saas-wordguesser  
Cloning into 'hw-sinatra-saas-wordguesser'...  
remote: Enumerating objects: 646, done.  
remote: Counting objects: 100% (38/38), done.  
remote: Compressing objects: 100% (33/33), done.  
remote: Total 646 (delta 1), reused 26 (delta 0), pack-reused 608  
Receiving objects: 100% (646/646), 266.64 KiB | 842.00 KiB/s, done.  
Resolving deltas: 100% (350/350), done.  
aushalten12@aushalten12-NBLB-WAX9N:~/Desktop$ cd hw-sinatra-saas-wordguesser/  
aushalten12@aushalten12-NBLB-WAX9N:~/Desktop/hw-sinatra-saas-wordguesser$
```

```

aushalten@aushalten12-MBL-043091: ~/Desktop/hw-sinatra-saas-wordguesser$ bundle
Warning: the running version of Bundler (1.17.2) is older than the version that created the lockfile (1.17.3). We suggest you upgrade to the latest version of Bundler by running 'gem install bundler'.
Fetching Gem metadata from https://rubygems.org/.....
Fetching TestUnit 0.11.2
Installing TestUnit 0.11.2
Fetching public_suffix 3.0.3
Installing public_suffix 3.0.3
Fetching addressable 2.5.2
Installing addressable 2.5.2
Fetching builder 3.2.3
Installing builder 3.2.3
Using bundler 1.17.2
Fetching columnize 0.9.0
Installing columnize 0.9.0
Fetching bybug 5.0.0 with native extensions
Installing bybug 5.0.0 with native extensions
Fetching mini_gems 1.0.1
Installing mini_gems 1.0.1
Fetching mini_portiler 2.3.0
Installing mini_portiler 2.3.0
Fetching nokogiri 1.8.4
Installing nokogiri 1.8.4 with native extensions
Fetching rack 2.0.5
Installing rack 2.0.5
Fetching rack-test 0.6.3
Installing rack-test 0.6.3
Fetching spath 3.1.0
Installing spath 3.1.0
Fetching copybara 1.1.0
Installing copybara 1.1.0
Fetching bitimes 1.3.0
Installing bitimes 1.3.0 with native extensions
Fetching timers 4.0.4
Installing timers 4.0.4
Fetching celluloid 0.16.0
Installing celluloid 0.16.0
Fetching safe_yaml 1.0.4
Installing safe_yaml 1.0.4
Fetching crack 0.4.3
Installing crack 0.4.3
Fetching multi_json 1.13.1
Installing multi_json 1.13.1
Fetching gherkin 2.12.2
Installing gherkin 2.12.2 with native extensions
Fetching cucumber-core 1.1.3
Installing cucumber-core 1.1.3
Fetching diff-lcs 1.3
Installing diff-lcs 1.3
Fetching multi_test 0.1.2
Installing multi_test 0.1.2
Fetching cucumber 2.0.0

```

14. Ejecutamos *bundle exec autotest*

```

aushalten@aushalten12-MBL-043091: ~/Desktop/hw-sinatra-saas-wordguesser$ bundle exec autotest
(Not running features. To run features in autotest, set AUTOFEATURE=true.)
loading autotest/rspec
~/home/aushalten12/.rbenv/versions/2.6.6/bin/ruby" -rrubygems -S "/home/aushalten12/.rbenv/versions/2.6.6/lib/ruby/gems/2.6.0/gems/rspec-core-3.3.2/exe/rspec" --tty ~/home/aushalten12/Desktop/hw-sinatra-saas-wordguesser/spec/wordguesser_game_spec.rb"
Run options: exclude {:pending=>true}

All examples were filtered out

Finished in 0.00038 seconds (files took 0.30866 seconds to load)
0 examples, 0 failures

```

Al eliminar de wordguesser_game_spec.r **:pending => true**

```

WordGuesserGame
  new
    Takes a parameter and returns a WordGuesserGame object (FAILED - 1)
Failures:
  1) WordGuesserGame new takes a parameter and returns a WordGuesserGame object
     Failure/Error: expect(game.word).to eq('glorp')
     NameError:
       undefined method `word' for #<WordGuesserGame:0x000055eb151a0df0 @word="glorp">
     # ./spec/wordguesser_game_spec.rb:16:in `block (3 levels) in <top (required)>'

Finished in 0.00121 seconds (files took 0.2851 seconds to load)
1 example, 1 failure

Failed examples:
rspec ./spec/wordguesser_game_spec.rb:13 # WordGuesserGame new takes a parameter and returns a WordGuesserGame object

```

Preguntas

Según los casos de prueba, ¿cuántos argumentos espera el constructor de la clase de juegos (identifica la clase) y, por lo tanto, cómo será la primera línea de la definición del método que debes agregar a wordguesser_game.rb?

La clase es WordGuesserGame, acepta un argumento el cual parece ser la palabra a adivinar, ya que en la prueba “new”, @game es una instancia de la clase WordGuesserGame con el argumento “glorp”.

La primera linea sería : attr_writer :word

def initialize(word) @word = word end

Según las pruebas de este bloque describe, ¿qué variables de instancia se espera que tenga WordGuesserGame?

Se espera que tenga tres variables de instancia, en ese caso de prueba estan : @game.word, @game.guesses, @game.wrong_guesses.

15. Actualmente al ejecutar bundle exec autotest , se encuentra un ejemplo con un error. Para ello se deben agregar métodos y atributos en el archivo

```
(Not running features. To run features in autotest, set AUTOFEATURE=true.)
loading autotest/rspec
"/home/aushalten12/.rbenv/versions/2.6.6/bin/ruby" -rrubygems -S "/home/aushalten12/.rbenv/versions/2.6.6/lib/ruby/gems/2.6.0/gems/rspec-core-3.3.2/exe/rspec" --tty "/home/aushalten12/Desktop/hw-sinatra-saas-word-guesser/spec/wordguesser_game_spec.rb"
Run options: exclude {:pending=>true}

WordGuesserGame
  new
    takes a parameter and returns a WordGuesserGame object (FAILED - 1)

Failures:

  1) WordGuesserGame new takes a parameter and returns a WordGuesserGame object
     failure/Error: expected(game.guesses).to eq('')
       expected: ""
       got: nil
     (compared using ==)
     # ./spec/wordguesser_game_spec.rb:17:in `block (3 levels) in <top (required)>'

Finished in 0.007 seconds (files took 0.3353 seconds to load)
1 example, 1 failure

Failed examples:

rspec ./spec/wordguesser_game_spec.rb:17 # WordGuesserGame new takes a parameter and returns a WordGuesserGame object

"/home/aushalten12/.rbenv/versions/2.6.6/bin/ruby" -rrubygems -S "/home/aushalten12/.rbenv/versions/2.6.6/lib/ruby/gems/2.6.0/gems/rspec-core-3.3.2/exe/rspec" --tty "/home/aushalten12/Desktop/hw-sinatra-saas-word-guesser/spec/wordguesser_game_spec.rb"
Run options: exclude {:pending=>true}

WordGuesserGame
  new
    takes a parameter and returns a WordGuesserGame object

Finished in 0.00124 seconds (files took 0.28606 seconds to load)
1 example, 0 failures

"/home/aushalten12/.rbenv/versions/2.6.6/bin/ruby" -rrubygems -S "/home/aushalten12/.rbenv/versions/2.6.6/lib/ruby/gems/2.6.0/gems/rspec-core-3.3.2/exe/rspec" --tty "/home/aushalten12/Desktop/hw-sinatra-saas-word-guesser/spec/wordguesser_game_spec.rb"
Run options: exclude {:pending=>true}

WordGuesserGame
  new
    takes a parameter and returns a WordGuesserGame object

Finished in 0.00149 seconds (files took 0.3195 seconds to load)
1 example, 0 failures
```

```

12 class WordGuesserGame
11   # Missing frozen string literal comment.
10   # Extra empty line detected at class body beginning.
9   attr_accessor :word, :guesses, :wrong_guesses
8   # Add an empty line after attribute accessor.
7   # To make the tests in spec/wordguesser_game_spec.rb pass.
6   # Get a word from remote "random word" service
5   def initialize(word)
4     @word = word
3     @guesses = ''
2     @wrong_guesses = ''
1   end
13
12   # You can test it by installing irb via $ gem install irb
11   # and then running $ irb -I. -r app.rb
10   # And then in the irb: irb(main):001:0> WordGuesserGame.get_random_word
9   # => "cooking" ... some random word
8   def self.get_random_word
7     # Do not prefix reader method names with 'get_'.
6     require 'uri'
5     require 'net/http'
4     uri = URI('http://randomword.saastrack.info/RandomWord')
3     Net::HTTP.new('randomword.saastrack.info').start { |http|
2       return http.post(uri, "").body
1     }
13   end
14   # Extra empty line detected at class body end.
15 end

```

```

1 example, 0 failures

"/home/aushalten12/.rbenv/versions/2.6.6/bin/ruby" -rrubygems -S "/home/aushalten12/.rbenv/versions/2.6.6/lib/ruby/gems/2.6.0/gems/rspec-core-3.3.2/exe/rspec" --tty "/home/aushalten12/Desktop/hw-sinatra-saas-wordguesser/spec/wordguesser_game_spec.rb"
Run options: exclude {:pending=>true}

WordGuesserGame
  new
    takes a parameter and returns a WordGuesserGame object
  Finished in 0.00162 seconds (files took 0.32879 seconds to load)
1 example, 0 failures

"/home/aushalten12/.rbenv/versions/2.6.6/bin/ruby" -rrubygems -S "/home/aushalten12/.rbenv/versions/2.6.6/lib/ruby/gems/2.6.0/gems/rspec-core-3.3.2/exe/rspec" --tty "/home/aushalten12/Desktop/hw-sinatra-saas-wordguesser/spec/wordguesser_game_spec.rb"
Run options: exclude {:pending=>true}

WordGuesserGame
  new
    takes a parameter and returns a WordGuesserGame object
  Finished in 0.00136 seconds (files took 0.29486 seconds to load)
1 example, 0 failures

"/home/aushalten12/.rbenv/versions/2.6.6/bin/ruby" -rrubygems -S "/home/aushalten12/.rbenv/versions/2.6.6/lib/ruby/gems/2.6.0/gems/rspec-core-3.3.2/exe/rspec" --tty "/home/aushalten12/Desktop/hw-sinatra-saas-wordguesser/spec/wordguesser_game_spec.rb"
Run options: exclude {:pending=>true}

WordGuesserGame
  new
    takes a parameter and returns a WordGuesserGame object
  guessing
    correctly
      changes correct guess list
  Finished in 0.00175 seconds (files took 0.33538 seconds to load)
3 examples, 0 failures

```

16. Asi con todos los casos de pruebas que hay en el archivo specfile. Hasta que todos los casos esten en verde, sin errores.

```

    does not change wrong guess list
    returns false
    is case insensitive
  invalid
    throws an error when empty
    throws an error when not a letter
    throws an error when nil
  displayed word with guesses
    should be 'b-a-n-' when guesses are 'bn'
    should be '-----' when guesses are 'def'
    should be 'banana' when guesses are 'ban'
Finished in 0.00593 seconds (files took 0.29273 seconds to load)
15 examples, 0 failures

"/home/aushalten12/.rbenv/versions/2.6.6/bin/ruby" -rrubygems -S "/home/aushalten12/.rbenv/versions/2.6.6/lib/ruby/gems/2.6.0/gems/rspec-core-3.3.2/exe/rspec" --tty "/home/aushalten12/Documents/hw-sinatra-saas-wordguesser/spec/wordguesser_game_spec.rb"
Run options: exclude {:pending=>true}

WordGuesserGame
  new
    takes a parameter and returns a WordGuesserGame object
  guessing
    correctly
      changes correct guess list
      returns true
    incorrectly
      changes wrong guess list
      returns true
  same letter repeatedly
    does not change correct guess list
    does not change wrong guess list
    returns false
    is case insensitive
  invalid
    throws an error when empty
    throws an error when not a letter
    throws an error when nil
  displayed word with guesses
    should be 'b-a-n-' when guesses are 'bn'
    should be '-----' when guesses are 'def'
    should be 'banana' when guesses are 'ban'
  game status
    should be win when all letters guessed
    should be lose after 7 incorrect guesses
    should continue play if neither win nor lose
Finished in 0.00585 seconds (files took 0.31825 seconds to load)
18 examples, 0 failures

```

17. Usar byebug en el código

```

28:     if !guesses.include?(letter.upcase) && !guesses.include?(letter.downcase)
29:       @guesses + @guesses + letter
30:       return true
31:     end
(byebug) c

[22, 31] in /home/aushalten12/Documents/hw-sinatra-saas-wordguesser/lib/wordguesser_game.rb
22:   end
23:   if /^[^a-zA-Z]{1}$/ =~ letter
24:     raise ArgumentError, "El caracter ingresado debe ser una letra"
25:   end
26:   byebug
=> 27:   if @word.include?(letter.downcase)
28:     if !guesses.include?(letter.upcase) && !guesses.include?(letter.downcase)
29:       @guesses + @guesses + letter
30:       return true
31:     end
(byebug) c
should be lose after 7 incorrect guesses

[22, 31] in /home/aushalten12/Documents/hw-sinatra-saas-wordguesser/lib/wordguesser_game.rb
22:   end
23:   if /^[^a-zA-Z]{1}$/ =~ letter
24:     raise ArgumentError, "El caracter ingresado debe ser una letra"
25:   end
26:   byebug
=> 27:   if @word.include?(letter.downcase)
28:     if !guesses.include?(letter.upcase) && !guesses.include?(letter.downcase)
29:       @guesses + @guesses + letter
30:       return true
31:     end
(byebug) c
should continue play if neither win nor lose

Finished in 28.62 seconds (files took 0.32026 seconds to load)
18 examples, 0 failures

```

18. Verificamos que el servidor web que proporciona las palabras aleatorias funcione de manera correcta

```
aushalten12@aushalten12-MHLB-MAX9M: /Documents/he-sinatra-saas-wordguesser$ curl --data '' http://randomword.sasbook.info/RandomWord
acdfcaushalten12@aushalten12-MHLB-MAX9M: /Documents/he-sinatra-saas-wordguesser$ curl --data '' http://randomword.sasbook.info/RandomWord
invit@aushalten12@aushalten12-MHLB-MAX9M: /Documents/he-sinatra-saas-wordguesser$ curl --data '' http://randomword.sasbook.info/RandomWord
tested@aushalten12@aushalten12-MHLB-MAX9M: /Documents/he-sinatra-saas-wordguesser$ curl --data '' http://randomword.sasbook.info/RandomWord
respect@aushalten12@aushalten12-MHLB-MAX9M: /Documents/he-sinatra-saas-wordguesser$ curl --data '' http://randomword.sasbook.info/RandomWord
dependent@aushalten12@aushalten12-MHLB-MAX9M: /Documents/he-sinatra-saas-wordguesser$
```

Pregunta

Enumera el estado mínimo del juego que se debe mantener durante una partida de Wordguesser.

Se debe mantener el estado :play

Pregunta

Enumera las acciones del jugador que podrían provocar cambios en el estado del juego.

Que el jugador haya tenido 7 intentos erróneos, cambiaría el estado a :lose, o que el jugador haya adivinado la palabra antes de esos intentos erróneos, cambiaría el estado a :win

Pregunta

Para un buen diseño RESTful, ¿cuáles de las operaciones de recursos deberían ser manejadas por HTTP GET y cuáles deberían ser manejadas por HTTP POST?

La operación show debe de manejarla HTTP GET. La operación create y guess deben de manejarla HTTP POST

Preguntas

¿Por qué es apropiado que la nueva acción utilice GET en lugar de POST?

Porque se está solicitando al servidor que muestre un formulario para que el usuario lo llene para crear un nuevo juego.

Explica por qué la acción GET /new no sería necesaria si tu juego Wordguesser fuera llamado como un servicio en una verdadera arquitectura orientada a servicios.

Porque se estaría usando un paradigma cliente servidor, en el que la acción de crear un juego, que es una acción del servidor y la acción de obtener un formulario para llenarlo, sería una acción del cliente.

19. Conexión de WordGuessGame a Sinatra

```
munbaltem12@munbaltem12-MBLB-WA39H:~/Documents/9a-sinatra-quiz-wordguesser: $ cat app.rb
require 'sinatra/base'
require 'sinatra/flash'
require_relative './lib/wordguesser_game.rb'

class WordGuesserApp < Sinatra::Base
  enable :sessions
  register Sinatra::Flash

  before do
    @game = session[:game] || WordGuesserGame.new('')
  end

  after do
    session[:game] = @game
  end

  # These two routes are good examples of Sinatra syntax
  # to help you with the rest of the assignment
  get '/' do
    redirect '/new'
  end

  get '/new' do
    erb :new
  end

  post '/create' do
    # NOTE: don't change next line - it's needed by autograder!
    word = params[:word] || WordGuesserGame.get_random_word
    # NOTE: don't change previous line - it's needed by autograder!

    @game = WordGuesserGame.new(word)
    redirect '/show'
  end

  # Use existing methods in WordGuesserGame to process a guess.
  # If a guess is repeated, set flash[:message] to "You have already used that letter."
  # If a guess is invalid, set flash[:message] to "Invalid guess."
  post '/guess' do
    letter = params[:guess].to_s[0]
    ### YOUR CODE HERE ###
    redirect '/show'
  end

  # Everytime a guess is made, we should eventually end up at this route.
  # Use existing methods in WordGuesserGame to check if player has
  # won, lost, or neither, and take the appropriate action.
  # Notice that the show.erb template expects to use the instance variables
  # wrong_guesses and word_with_guesses from @game.
  get '/show' do
    ### YOUR CODE HERE ###
  end
end
```

Pregunta

@game en este contexto es una variable de instancia de qué clase?

Es una instancia de la clase WordGuesserGame.

Pregunta

¿Por qué esto ahorra trabajo en comparación con simplemente almacenar esos mensajes en el hash de sesión []?

Porque al almacenarlo en flash[] después de la siguiente solicitud se borrarán automáticamente, acción que no se da si se guarda en sesión[]

Pregunta

Según el resultado de ejecutar este comando, ¿cuál es la URL completa que debes visitar para visitar la página New Game?

Visita esta URL y verifica que aparezca la página Iniciar New Game.

La URL es : <http://localhost:3000/new>

¿Dónde está el código HTML de esta página?

Esta en views/new.erb, esto lo usa app.rb con la línea de código erb :new

Sinatra doesn't know this ditty.



Try this:

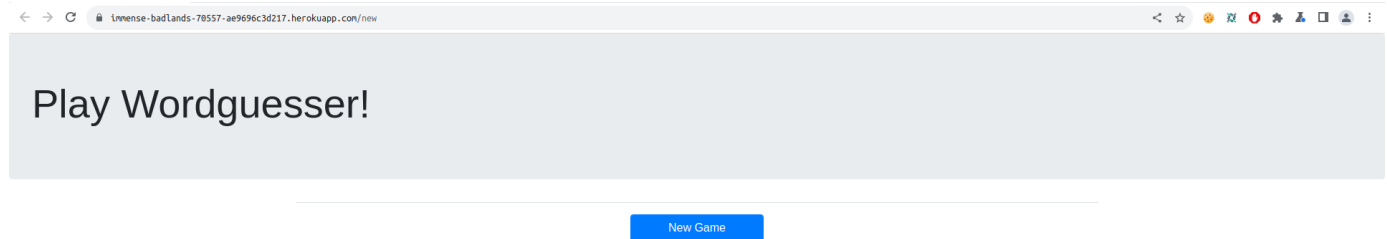
```
# in app.rb
class WordGuesserApp
  post '/new' do
    "Hello World"
  end
end
```



```

Using multi_test 0.1.2
Using cucumber 2.0.0
Using extlib 0.9.16
Using highline 2.0.0
Using templater 1.0.0
Using cucumber-sinatra 0.5.0
Using docile 1.3.1
Using ffi 1.9.25
Using hashdiff 0.3.7
Using json 2.1.0
Using launchy 2.4.3
Using rb-fsevent 0.10.3
Using rb-inotify 0.9.10
Using listen 2.10.1
Using mustermann 1.0.3
Using rack-protection 2.0.3
Using rack-session-access 0.1.1
Using rerun 0.10.0
Using rspec-support 3.3.0
Using rspec-core 3.3.2
Using rspec-expectations 3.3.1
Using rspec-mocks 3.3.2
Using rspec 3.3.0
Using rspec-autotest 1.0.0
Using simplecov-html 0.10.2
Using simplecov 0.16.1
Using tilt 2.0.8
Using sinatra 2.0.3
Using sinatra-flash 0.3.0
Using webmock 3.3.0
Bundle complete! 15 Gemfile dependencies, 53 gems now installed.
Use `bundle info [gemname]` to see where a bundled gem is installed.
aushalten12@aushalten12-NBLB-WAX9N: ~/Documents/hu-sinatra-saas-wordguesser$ git add .
aushalten12@aushalten12-NBLB-WAX9N: ~/Documents/hu-sinatra-saas-wordguesser$ git commit -m ";Listo para Heroku!"
[main 020d9ef] ;Listo para Heroku!
1 file changed, 3 insertions(+), 1 deletion(-)
aushalten12@aushalten12-NBLB-WAX9N: ~/Documents/hu-sinatra-saas-wordguesser$ heroku login -i
heroku: Enter your login credentials
Email [josepachasi604@gmail.com]: josepachasi604@gmail.com
Password: *****
Error: Invalid credentials provided.
Error ID: unauthorized
aushalten12@aushalten12-NBLB-WAX9N: ~/Documents/hu-sinatra-saas-wordguesser$ heroku login -i
heroku: Enter your login credentials
Email [josepachasi604@gmail.com]: josepachasi604@gmail.com
Password: *****
Logged in as josepachasi604@gmail.com
aushalten12@aushalten12-NBLB-WAX9N: ~/Documents/hu-sinatra-saas-wordguesser$

```



21. Usando Cucumber

Capybara con Cucumber

Preguntas

Lea la sección sobre " Using Capybara with Cucumber" en la página de inicio de Capybara. ¿Qué pasos utiliza Capybara para simular el servidor como lo haría un navegador? ¿Qué pasos utiliza Capybara para inspeccionar la respuesta de la aplicación al estímulo?

Usa el método visit, en una URL de la aplicación. Usa métodos como fill_in, click_button, para generar solicitudes http.

Mirando features/guess.feature, ¿cuál es la función de las tres líneas que siguen al encabezado "Feature:"?

Sirven para dar una descripción más detallada del nombre de la característica. También ayudan a dar contexto, como lo que describe la característica y cual es el resultado que se espera obtener.

En el mismo archivo, observando el paso del escenario Given I start a new game with word "garply" qué líneas en game_steps.rb se invocarán cuando Cucumber intente ejecutar este paso y cuál es el papel de la cadena "garply" en el paso?

Se invocarán estas líneas:

```
When /^I start a new game with word "(.*)"/ do |word|
  stub_request(:post, "http://randomword.saasbook.info/RandomWord").
    to_return(:status => 200, :headers => { }, :body => word)
  visit '/new'
  click_button "New Game"
end
```

“garply” en ese caso sería la variable word, con la que se crearia el juego

Pregunta

Cuando el "simulador de navegador" en Capybara emite la solicitud de visit '/new', Capybara realizará un HTTP GET a la URL parcial /new en la aplicación. ¿Por qué crees que visit siempre realiza un GET, en lugar de dar la opción de realizar un GET o un POST en un paso determinado?

```

aushalten12@aushalten12-NBLB-WAX9N: ~/Documents/hw-sinatra-saas-wordguesser
aushalten12@aushalten12-NBLB-WAX9N: ~/Documents/hw-sinatra-saas-wordguesser/features
aushalten12@aushalten12-NBLB-WAX9N: ~/Documents/hw-sinatra-saas-wordguesser$ cucumber features/start_new_game.feature

Feature: start new game

  As a player
  So I can play Wordguesser
  I want to start a new game

Scenario: I start a new game # features/start_new_game.feature:7
  Given I am on the home page # features/step_definitions/game_steps.rb:61
  And I press "New Game" # features/step_definitions/game_steps.rb:74
  Then I should see "Guess a letter" # features/step_definitions/game_steps.rb:74
    expected to find text "Guess a letter" in "Not found" (RSpec::Expectations::ExpectationNotMetError)
    ./features/step_definitions/game_steps.rb:71:in `/{?:| }should see "(?!\s+)"(?: within "(?!\s+)"?)?$/
      features/start_new_game.feature:11:in `Then I should see "Guess a letter"'
  And I press "New Game" # features/step_definitions/game_steps.rb:74
  Then I should see "Guess a letter" # features/step_definitions/game_steps.rb:74

Failing Scenarios:
cucumber features/start_new_game.feature:7 # Scenario: I start a new game

1 scenario (1 failed)
5 steps (2 failed, 2 skipped, 2 passed)
0m0.062s

Coverage report generated for Cucumber Features to /home/aushalten12/Documents/hw-sinatra-saas-wordguesser/coverage. 30 / 71 LOC (42.25%) covered.
aushalten12@aushalten12-NBLB-WAX9N: ~/Documents/hw-sinatra-saas-wordguesser$

```

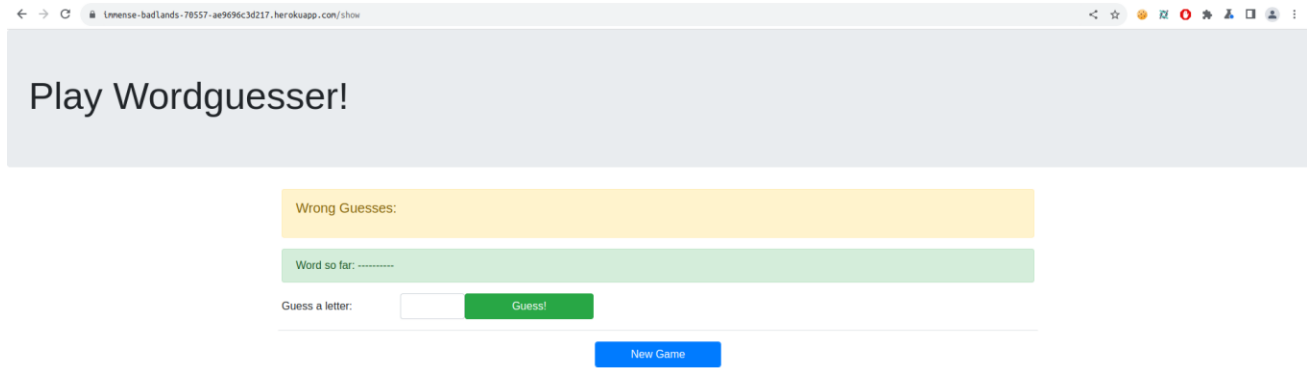
22. Añadimos campos al form en new.erb

```

mushalten12@mushalten12-NBL8-WAX9N:~/Documents/hw-sinatra-saas-wordguesser$ cat views/new.erb
<!-- This form is incomplete -- it needs a destination URL as well as a method: -->
<form action="" method="post">
  <div class="form-row py-3 border-top">
    <input type="submit" value="New Game" class="col-md-2 offset-md-5 btn btn-primary form-control"/>
  </div>
</form>
mushalten12@mushalten12-NBL8-WAX9N:~/Documents/hw-sinatra-saas-wordguesser$

```

Ejecutamos Cucumber en `features/start_new_game.feature`. Agregamos los cambios y hacemos commit. Luego, hacemos push en heroku. Y obtenemos :



Pregunta

¿Cuál es el significado de usar Given versus When versus Then en el archivo de características? ¿Qué pasa si los cambias? Realiza un experimento sencillo para averiguarlo y luego confirme los resultados utilizando Google.

Given es dar el contexto de la acción, When es como una especie de parametros a la acción y Then es lo que se espera que pase en esa acción al pasar esos parámetros. Si cambio lo que esta escrito despues de Give, When o Then, va a resultar un error, porque esas frases que estan escritas estan ya configuradas en step_definitions/game_steps.rb

```

aushalten12@aushalten12-NBL8-WAX9N:~/Documents/hw-sinatra-saas-wordguesser: $ cucumber features/start_new_game.feature
Feature: start new game

  As a player
  So I can play Wordguesser
  I want to start a new game

Scenario: I start a new game # features/start_new_game.feature:7
  Given I am on the home page # features/step_definitions/game_steps.rb:61
  And I press "New Old Game" # features/step_definitions/game_steps.rb:74
  Unable to find visible button "New Old Game" (Capybara::ElementNotFound)
  ./features/step_definitions/game_steps.rb:75:in `/{:[:|] }press "[^"]*"(:? within "[^"]*"?)?$/
  features/start_new_game.feature:10:in `And I press "New Old Game"'
  Then I should see "Guess a letter" # features/step_definitions/game_steps.rb:70
  And I press "New Game" # features/step_definitions/game_steps.rb:74
  Then I should see "Guess a letter" # features/step_definitions/game_steps.rb:70

Failing Scenarios:
cucumber features/start_new_game.feature:7 # Scenario: I start a new game

1 scenario (1 failed)
5 steps (1 failed, 3 skipped, 1 passed)
0m0.054s
Coverage report generated for Cucumber Features to /home/aushalten12/Documents/hw-sinatra-saas-wordguesser/coverage. 30 / 71 LOC (42.25%) covered.
aushalten12@aushalten12-NBL8-WAX9N:~/Documents/hw-sinatra-saas-wordguesser: $

```

Al buscar en Google,sobre las definiciones de Give, When y Then

Give : Se utiliza para establecer el contexto inicial del escenario de prueba. Representa las condiciones iniciales o el estado del sistema antes de que ocurra una acción.

When : Se utiliza para describir la acción o el evento que se está probando en el escenario. Representa la acción que desencadena un cambio en el sistema.

Then : Describe lo que se espera que ocurra o cuál debe ser el resultado después de que se haya ejecutado la acción.

Al definirlo tenía una idea vaga de las tres palabras claves.

23. Desarrollar el escenario para adivinar una letra

Pregunta

En game_steps.rb, mira el código del paso "I start a new game..." y, en particular, el comando stub_request. Dada la pista de que ese comando lo proporciona una gema (biblioteca) llamada webmock, ¿qué sucede con esa línea y por qué es necesaria? (Utiliza Google si es necesario).

Es necesaria porque simula solicitudes HTTP y en este caso se recibe de esa solicitud la palabra a adivinar

Pregunta

En tu código Sinatra para procesar una adivinación, ¿qué expresión usaría para extraer *solo el primer carácter* de lo que el usuario escribió en el campo de adivinación de letras del formulario en show.erb?

Esta expresión : `letter = params[:guess].to_s[0]`

```
aushalten12@aushalten12-NBLB-WAX9N: ~/Documents/hw-sinatra-saas-wordguesser$ cucumber features/guess.feature
Feature: guess correct letter

  As a player playing Wordguesser
  So that I can make progress toward the goal
  I want to see when my guess is correct

  Scenario: guess correct letter that occurs once # features/guess.feature:7
    Given I start a new game with word "garply" # features/step_definitions/game_steps.rb:9
    When I guess "r" # features/step_definitions/game_steps.rb:16
    Then I should see "r" within "span.word" # features/step_definitions/game_steps.rb:70

  Scenario: guess correct letter that occurs multiple times # features/guess.feature:13
    Given I start a new game with word "animal" # features/step_definitions/game_steps.rb:9
    When I guess "a" # features/step_definitions/game_steps.rb:16
    Then I should see "a---a-" within "span.word" # features/step_definitions/game_steps.rb:70

  Scenario: guess incorrect letter # features/guess.feature:19
    Given I start a new game with word "xylophone" # features/step_definitions/game_steps.rb:9
    When I guess "a" # features/step_definitions/game_steps.rb:16
    Then I should see "a" within "span.guesses" # features/step_definitions/game_steps.rb:70

  Scenario: multiple correct and incorrect guesses # features/guess.feature:25
    Given I start a new game with word "foobar" # features/step_definitions/game_steps.rb:9
    When I make the following guesses: a,z,x,o # features/step_definitions/game_steps.rb:22
    Then the word should read "-o-a-" # features/step_definitions/game_steps.rb:38
    And the wrong guesses should include: z,x # features/step_definitions/game_steps.rb:42

4 scenarios (4 passed)
13 steps (13 passed)
0m0.109s
Coverage report generated for Cucumber Features to /home/aushalten12/Documents/hw-sinatra-saas-wordguesser/coverage. 60 / 72 LOC (83.33%) covered.
```

Play Wordguesser!

Wrong Guesses: wvp

Word so far: adamant

Guess a letter:

24. Agrengando líneas de código en app.rb a get /win,/lose y /show

```
app.rb > WordGuesserApp
38 @game = WordGuesserGame.new(word)
39 redirect '/show'
40 end
41
42 # Use existing methods in WordGuesserGame to process a guess.
43 # If a guess is repeated, set flash[:message] to "You have already used that letter."
44 # If a guess is invalid, set flash[:message] to "Invalid guess."
45 post '/guess' do
46   letter = params[:guess].to_s[0]
47   ### YOUR CODE HERE ###
48   @game.guess(letter)
49   redirect '/show'
50 end
51
52 # Everytime a guess is made, we should eventually end up at this route.
53 # Use existing methods in WordGuesserGame to check if player has
54 # won, lost, or neither, and take the appropriate action.
55 # Notice that the show.erb template expects to use the instance variables
56 # wrong_guesses and word_with_guesses from @game.
57 get '/show' do
58   ### YOUR CODE HERE ###
59   estadoJuego = @game.check_win_or_lose
60
61   case estadoJuego
62   when :win
63     redirect '/win'
64   when :lose
65     redirect '/lose'
66   else
67     erb :show # You may change/remove this line
68   end
69 end
70
71 get '/win' do
72   ### YOUR CODE HERE ###
73   erb :win # You may change/remove this line
74 end
75
76 get '/lose' do
77   ### YOUR CODE HERE ###
78   erb :lose # You may change/remove this line
79 end
80
81 end
82
```

Pero no pasa la prueba en cucumber

```
Failing Scenarios:
cucumber features/repeated_guess.feature:7 # Scenario: guess correct letter that I have already tried
cucumber features/repeated_guess.feature:15 # Scenario: guess incorrect letter that I have already tried

3 scenarios (2 failed, 1 passed)
13 steps (2 failed, 11 passed)
0m0.203s
Coverage report generated for Cucumber Features to /home/ausalten12/Documents/hw-sinatra-saas-wordguesser/coverage. 66 / 76 LOC (86.84%) covered.
ausalten12@ausalten12-NBLB-WAX9N:~/Documents/hw-sinatra-saas-wordguesser$ cucumber features/repeated_guess.feature
Feature: guess repeated letter

  As a player playing Wordguesser
  So that I can avoid wasting guesses on letters I've already tried
  I want to be informed when I guess a letter I've already tried

  Scenario: guess correct letter that I have already tried # features/repeated_guess.feature:7
    Given I start a new game with word "bumblebee" # features/step_definitions/game_steps.rb:9
    When I guess "b" # features/step_definitions/game_steps.rb:16
    And I guess "b" again # features/step_definitions/game_steps.rb:16
    Then the word should read "b--b--b--" # features/step_definitions/game_steps.rb:38
    And I should see "You have already used that letter" # features/step_definitions/game_steps.rb:70
    expected to find text "You have already used that letter" in "Play Wordguesser!\nLa letra 'b' ya ha sido utilizada.\nWrong Guesses:\nWord so far: b--b--b--\nGuess a letter:"
nNotMetError)
./features/step_definitions/game_steps.rb:71:in `/(?:|I )should see "(["\`"]*)"?(?: within "(["\`"]*)"?)?$/':
features/repeated_guess.feature:13:in `And I should see "You have already used that letter"'

  Scenario: guess incorrect letter that I have already tried # features/repeated_guess.feature:15
    Given I start a new game with word "giraffe" # features/step_definitions/game_steps.rb:9
    When I guess "z" # features/step_definitions/game_steps.rb:16
    And I guess "z" again # features/step_definitions/game_steps.rb:16
    Then the word should read "-----" # features/step_definitions/game_steps.rb:38
    And I should see "You have already used that letter" # features/step_definitions/game_steps.rb:70
    expected to find text "You have already used that letter" in "Play Wordguesser!\nLa letra 'z' ya ha sido utilizada.\nWrong Guesses: z\nWord so far: -----\nGuess a letter:"
nNotMetError)
./features/step_definitions/game_steps.rb:71:in `/(?:|I )should see "(["\`"]*)"?(?: within "(["\`"]*)"?)?$/':
features/repeated_guess.feature:21:in `And I should see "You have already used that letter"'

  Scenario: guessing an incorrect letter does not count towards guesses # features/repeated_guess.feature:23
    Given I start a new game with word "snake" # features/step_definitions/game_steps.rb:9
    When I guess "z" 30 times in a row # features/step_definitions/game_steps.rb:49
    Then I should be on the show page # features/step_definitions/game_steps.rb:65

Failing Scenarios:
cucumber features/repeated_guess.feature:7 # Scenario: guess correct letter that I have already tried
cucumber features/repeated_guess.feature:15 # Scenario: guess incorrect letter that I have already tried

3 scenarios (2 failed, 1 passed)
13 steps (2 failed, 11 passed)
0m0.170s
Coverage report generated for Cucumber Features to /home/ausalten12/Documents/hw-sinatra-saas-wordguesser/coverage. 67 / 77 LOC (87.01%) covered.
ausalten12@ausalten12-NBLB-WAX9N:~/Documents/hw-sinatra-saas-wordguesser$ cucumber features/repeated_guess.feature
Feature: guess repeated letter
```

Hacemos cambio en app.rb en post '/guess'

```
new.erb  app.rb  repeated_guess.feature  start_new_game.feature  wordguesser_game.rb  guess.feature R
app.rb > WordGuesserApp
15  after do
16    session[:game] = @game
17  end
18
19  # These two routes are good examples of Sinatra syntax
20  # to help you with the rest of the assignment
21  get '/' do
22    redirect '/new'
23  end
24
25  get '/new' do
26    erb :new
27  end
28
29  post '/create' do
30    # NOTE: don't change next line - it's needed by autograder!
31    word = params[:word] || WordGuesserGame.get_random_word
32    # NOTE: don't change previous line - it's needed by autograder!
33
34    @game = WordGuesserGame.new(word)
35    redirect '/show'
36  end
37
38  # Use existing methods in WordGuesserGame to process a guess.
39  # If a guess is repeated, set flash[:message] to "You have already used that letter."
40  # If a guess is invalid, set flash[:message] to "Invalid guess."
41  post '/guess' do
42    letter = params[:guess].to_s[0]
43    ## YOUR CODE HERE ##
44    if @game.guess(letter)
45      flash[:message] = "You have already used that letter"
46    end
47    redirect '/show'
48  end
49
50  # Everytime a guess is made, we should eventually end up at this route.
51  # Use existing methods in WordGuesserGame to check if player has
52  # won, lost, or neither, and take the appropriate action.
53  # Notice that the show.erb template expects to use the instance variables
54  # wrong_guesses and word_with_guesses from @game.
55  get '/show' do
56    ## YOUR CODE HERE ##
57    estadoJuego = @game.check_win_or_lose
58
59    case estadoJuego
60    when :win
```

Ejecutamos cucumber en features/repeated_guess.feature

```

    And I guess "z" again # features/step_definitions/game_steps.rb:16
    Then the word should read "-----" # features/step_definitions/game_steps.rb:38
    And I should see "You have already used that letter" # features/step_definitions/game_steps.rb:70
    expected to find text "You have already used that letter" in "Play Wordguesser!\nLa letra 'z' ya ha sido utilizada.\nWrong Guesses: z\nWord so far: -----\nguess a letter:"
nNoMetError)
./features/step_definitions/game_steps.rb:71:in '/{?:I} should see "([^\"]*)(?: within "([^\"]+)"?:$/'
features/repeated_guess.feature:21:in "And I should see "You have already used that letter"

Scenario: guessing an incorrect letter does not count towards guesses # features/repeated_guess.feature:23
  Given I start a new game with word "snake" # features/step_definitions/game_steps.rb:9
  When I guess "z" 30 times in a row # features/step_definitions/game_steps.rb:49
  Then I should be on the show page # features/step_definitions/game_steps.rb:65

Failing Scenarios:
cucumber features/repeated_guess.feature:7 # Scenario: guess correct letter that I have already tried
cucumber features/repeated_guess.feature:15 # Scenario: guess incorrect letter that I have already tried

3 scenarios (2 failed, 1 passed)
13 steps (2 failed, 11 passed)
0m0.170s
Coverage report generated for Cucumber Features to /home/aushtalen12/Documents/hw-sinatra-saas-wordguesser/coverage. 67 / 77 LOC (87.01%) covered.
aushtalen12@aushtalen12-NBLB-WAX9N: /Documents/hw-sinatra-saas-wordguesser$ cucumber features/repeated_guess.feature
Feature: guess repeated letter

  As a player playing Wordguesser
  So that I can avoid wasting guesses on letters I've already tried
  I want to be informed when I guess a letter I've already tried

Scenario: guess correct letter that I have already tried # features/repeated_guess.feature:7
  Given I start a new game with word "bumblebee" # features/step_definitions/game_steps.rb:9
  When I guess "b" # features/step_definitions/game_steps.rb:16
  And I guess "b" again # features/step_definitions/game_steps.rb:16
  Then the word should read "b--b--b--" # features/step_definitions/game_steps.rb:38
  And I should see "You have already used that letter" # features/step_definitions/game_steps.rb:70

Scenario: guess incorrect letter that I have already tried # features/repeated_guess.feature:15
  Given I start a new game with word "giraffe" # features/step_definitions/game_steps.rb:9
  When I guess "z" # features/step_definitions/game_steps.rb:16
  And I guess "z" again # features/step_definitions/game_steps.rb:16
  Then the word should read "-----" # features/step_definitions/game_steps.rb:38
  And I should see "You have already used that letter" # features/step_definitions/game_steps.rb:70

Scenario: guessing an incorrect letter does not count towards guesses # features/repeated_guess.feature:23
  Given I start a new game with word "snake" # features/step_definitions/game_steps.rb:9
  When I guess "z" 30 times in a row # features/step_definitions/game_steps.rb:49
  Then I should be on the show page # features/step_definitions/game_steps.rb:65

3 scenarios (3 passed)
13 steps (13 passed)
0m0.154s
Coverage report generated for Cucumber Features to /home/aushtalen12/Documents/hw-sinatra-saas-wordguesser/coverage. 67 / 77 LOC (87.01%) covered.
aushtalen12@aushtalen12-NBLB-WAX9N: /Documents/hw-sinatra-saas-wordguesser$

```

Ocorre un error con features/invalid_guess. Agregando código en app.rb

```

+ aushtalen12@aushtalen12-NBLB-WAX9N: ~/Documents/hw-sinatra-saas-wordguesser
aushtalen12@aushtalen12-NBLB-WAX9N: ~/Documents/hw-sinatra-saas-wordguesser$ cucumber features/invalid_guess.feature
Feature: guess invalid inputs
  As a player playing Wordguesser
  So that I can try and break the app
  I want to see when my guess is invalid

Scenario: guess an empty guess # features/invalid_guess.feature:8
  Given I start a new game with word "snake" # features/step_definitions/game_steps.rb:9
  When I guess "" # features/step_definitions/game_steps.rb:16
  Then the server should not respond with status 500 # features/step_definitions/game_steps.rb:30
  And the server should respond with status 200 # features/step_definitions/game_steps.rb:30
  And I should see "Invalid guess." # features/step_definitions/game_steps.rb:70

Scenario: guess a noncharacter guess # features/invalid_guess.feature:15
  Given I start a new game with word "snake" # features/step_definitions/game_steps.rb:9
  When I guess "a" # features/step_definitions/game_steps.rb:16
  Then the server should not respond with status 500 # features/step_definitions/game_steps.rb:30
  And the server should respond with status 200 # features/step_definitions/game_steps.rb:30
  And I should see "Invalid guess." # features/step_definitions/game_steps.rb:70

2 scenarios (2 passed)
10 steps (10 passed)
0m0.071s
Coverage report generated for Cucumber Features to /home/aushtalen12/Documents/hw-sinatra-saas-wordguesser/coverage. 55 / 78 LOC (70.51%) covered.
aushtalen12@aushtalen12-NBLB-WAX9N: ~/Documents/hw-sinatra-saas-wordguesser$

```

Hay fallo en features/cheating.feature, sin embargo se ejecuta de manera correcta features/game_over.feature


```

expected: "/show"
got: "/lose"

(comparing using eql?)
(RSpec::Expectations::ExpectationNotMetError)
./features/step_definitions/game_steps.rb:67:in `/(?:[I ])should be on (.+)$/'
features/cheating.feature:10:in `Then I should be on the show page'
And the word should read "-----" # features/step_definitions/game_steps.rb:38

Scenario: navigate to win page # features/cheating.feature:13
  Given I start a new game with word "snake" # features/step_definitions/game_steps.rb:9
  When I try to go to the URL "/win" # features/step_definitions/game_steps.rb:57
  undefined method `include?' for nil:NilClass (NoMethodError)
  ./app.rb:75:in `block in <class:WordGuesserApp>'
  ./features/step_definitions/game_steps.rb:58:in `/"I try to go to the URL "(.*)"$/
  features/cheating.feature:13:in `When I try to go to the URL "/win'
  Then I should be on the show page # features/step_definitions/game_steps.rb:65
  And the word should read "-----" # features/step_definitions/game_steps.rb:38

Failing Scenarios:
cucumber features/cheating.feature:7 # Scenario: navigate to lose page
cucumber features/cheating.feature:13 # Scenario: navigate to win page

2 scenarios (2 failed)
8 steps (2 failed, 3 skipped, 3 passed)
0m0.072s
Coverage report generated for Cucumber Features to /home/aushalten12/Documents/hw-sinatra-saas-wordguesser/coverage. 48 / 80 LOC (60.0%) covered.
aushalten12@aushalten12-NBLB-WAX9N: ~/Documents/hw-sinatra-saas-wordguesser$ cucumber features/cheating.feature
Feature: gain access to the word without guessing it

  As an adversary playing Wordguesser
  So that I can see the word without ever entering a letter
  I want to navigate to a ending page and see the word

Scenario: navigate to lose page # features/cheating.feature:7
  Given I start a new game with word "snake" # features/step_definitions/game_steps.rb:9
  When I try to go to the URL "/lose" # features/step_definitions/game_steps.rb:57
  Then I should be on the show page # features/step_definitions/game_steps.rb:65
  And the word should read "-----" # features/step_definitions/game_steps.rb:38

Scenario: navigate to win page # features/cheating.feature:13
  Given I start a new game with word "snake" # features/step_definitions/game_steps.rb:9
  When I try to go to the URL "/win" # features/step_definitions/game_steps.rb:57
  Then I should be on the show page # features/step_definitions/game_steps.rb:65
  And the word should read "-----" # features/step_definitions/game_steps.rb:38

2 scenarios (2 passed)
8 steps (8 passed)
0m0.067s
Coverage report generated for Cucumber Features to /home/aushalten12/Documents/hw-sinatra-saas-wordguesser/coverage. 50 / 83 LOC (60.24%) covered.
aushalten12@aushalten12-NBLB-WAX9N: ~/Documents/hw-sinatra-saas-wordguesser$

```

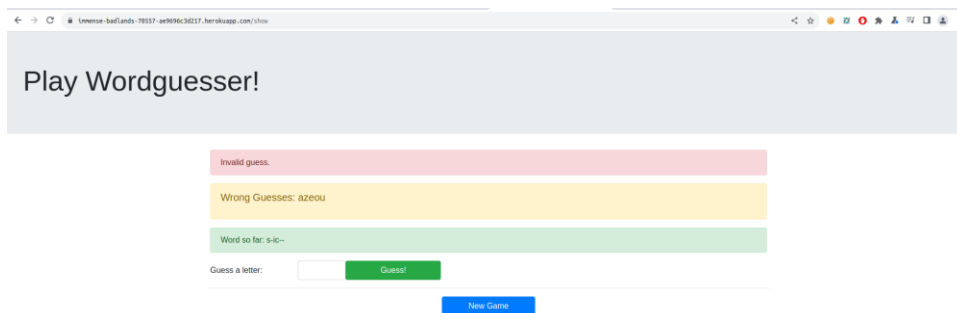
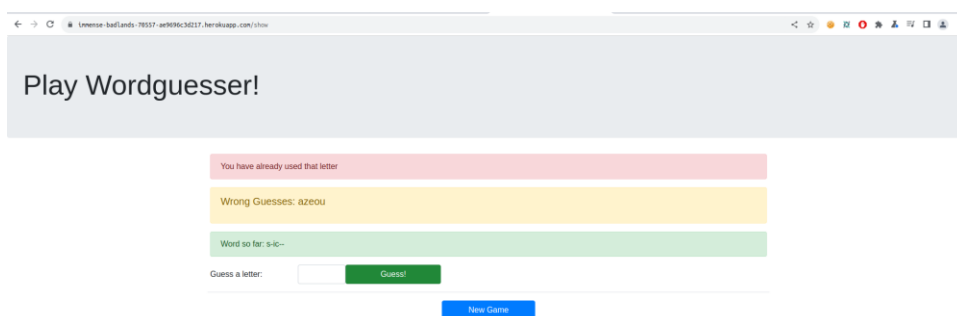
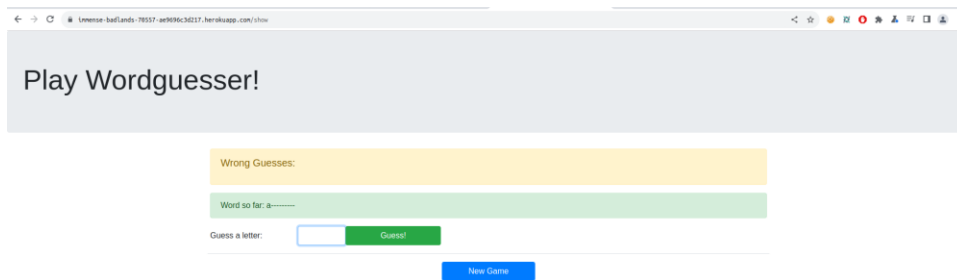
Todos las pruebas pasan.

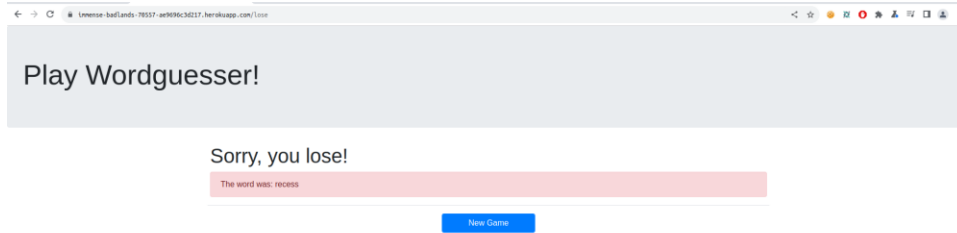
25. Envío a Heroku

```

aushalten12@aushalten12-NBLB-WAX9N: ~/Documents/hw-sinatra-saas-wordguesser
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/hw-sinatra-saas-wordguesser$ heroku info
=== immense-badlands-70557
Auto Cert Mgmt: false
Dynos: web: 1
Git URL: https://git.heroku.com/immense-badlands-70557.git
Owner: josepachas1604@gmail.com
Region: us
Repo Size: 63 KB
Slug Size: 15 MB
Stack: heroku-20
Web URL: https://immense-badlands-70557-ae9696c3d217.herokuapp.com/
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/hw-sinatra-saas-wordguesser$ echo 'https://immense-badlands-70557-ae9696c3d217.herokuapp.com/' > sinatra-url.text
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/hw-sinatra-saas-wordguesser$ cat sinatra-url.text
https://immense-badlands-70557-ae9696c3d217.herokuapp.com/
aushalten12@aushalten12-NBLB-WAX9N:~/Documents/hw-sinatra-saas-wordguesser$

```





<https://immense-badlands-70557-ae9696c3d217.herokuapp.com/>