World of Games

e2e.py

This file will have two functions.

Functions

1. test_scores_service - it's purpose is to test our web service. It will get the application URL as an input, open a browser to that URL, select the score element in our web page, check that it is a number between 1 to 1000 and return a boolean value if it's true or not.
2. main_function to call our tests function. The main function will return -1 as an OS exit code if the tests failed and 0 if they passed.

Dockerfile

The Dockerfile will package our flask project and run it as a command (set it in the CMD block). The Dockerfile will also package inside it the Scores.txt file at: `/Scores.txt` .

Jenkinsfile

This will consist of the jenkins pipeline that we do the following stages:

1. Checkout - checkout the repository.
2. Build - Build our docker image (out of the Dockerfile that you have provided in the previous section).
3. Test - With our e2e.py file it will selenium test our scores web service and fail the pipeline if the tests failed.
4. Finalize - Will terminate our tested container and push to DockerHub the new image we created.

What to send me?

A link to GitHub with the following directory structure:

```
.
├── CurrencyRouletteGame.py
├── Dockerfile
├── GuessGame.py
├── Jenkinsfile
├── Live.py
├── MainGame.py
├── MainScore.py
├── MemoryGame.py
├── README.md
├── Score.py
├── Scores.txt
├── Utils.py
├── requirements.txt
└── tests
    └── e2e.py
```