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Pruebas de software y aseguramiento de la calidad

Actividad 6.2

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## Main File

This module implements a simple hotel reservation system. It allows creating hotels, customers, and reservations.g It also provides functionality to cancel reservations. import unittest from pyclases.hotel\_class import Hotel from pyclases.customer\_class import Customer from pyclases.reservation\_class import Reservation class TestHotelReservationSystem(unittest.TestCase):
 """ Unit tests for the hotel reservation system. def \_\_init\_\_(self, methodName="runTest"): super().\_\_init\_\_(methodName) self.customer\_name = "Gustavo" self.hotel\_name = "Hotel California" self.mail = "a01795493@tec.mx" self.location = "Mexico" self.rooms = 10def test\_create\_hotel(self): Test the creation of a hotel. result = Hotel.create\_hotel( self.hotel\_name, self.location, self.rooms) self.assertIn(result, [ "Hotel created successfully.", "Hotel already exists." ]) def test\_modify\_hotel(self): Test the modification of a hotel. result = Hotel.modify\_hotel\_info( self.hotel\_name, self.location, self.rooms) self.assertIn( result, [ "Hotel modified successfully.", "Hotel not found." def test\_get\_hotel\_info(self): Test the retrieval of hotel information. result = Hotel.display\_hotel\_info(self.hotel\_name) self.assertIn( result, [ "Hotel not found.", "Hotel information retrieved successfully." def test\_create\_customer(self): Test the creation of a customer. result = Customer.create\_customer( self.customer\_name,

```
self.mail)
    self.assertIn(
        result, [
            "Customer created successfully.",
            "Customer already exists."
        1)
def test_modify_customer(self):
    Test the modification of a customer.
    result = Customer.modify_customer(
        self.customer_name,
        self.mail)
    self.assertIn(
        result, [
            "Customer information modified successfully.",
            "Customer not found."
        ])
def test_get_customer_info(self):
    Test the retrieval of customer information.
    result = Customer.display_customer(self.customer_name)
    self.assertIn(
        result, [
            "Customer not found.",
             "Customer information retrieved successfully."
        ])
def test_create_reservation(self):
    Test the creation of a reservation.
    result = Reservation.create_reservation(
        self.customer_name, self.hotel_name)
    self.assertIn(
        result, [
            "Reservation created successfully.",
             "Customer already have a reservation.",
             "No rooms available."
        ])
def test_cancel_reservation(self):
    Test the cancellation of a reservation.
    result = Reservation.cancel reservation(
        self.customer_name, self.hotel_name)
    self.assertIn(
        result, [
            "Reservation cancelled successfully.",
            "Reservation not found."
        ])
def test_delete_customer(self):
    Test the deletion of a customer.
    result = Customer.delete_customer(self.customer_name)
    self.assertIn(
        result, [
             "Customer deleted successfully.",
             "Customer not found."
        ])
def test_delete_hotel(self):
```

## **CLASSES**

Returns:

#### **Init Class**

```
Module for handling hotel management system classes.
import os
import glob
modules = glob.glob(os.path.join(os.path.dirname(__file__), "*.py"))
__all__ = [
    os.path.basename(f)[:-3]
    for f in modules
    if f.endswith(".py") and os.path.basename(f) != '__init__.py'
Hotel Class
Methods to handle the next persistent behaviors (stored in files):
1. Hotels
    a. Create Hotel
    b. Delete Hotel
    c. Display Hotel information
    d. Modify Hotel Information
    e. Reserve a Room
    f. Cancel a Reservation
import uuid
from pyclases.handling_helpers import HandlingHelpers
from pyclases.reservation_class import Reservation
class Hotel:
    A class to represent a hotel.
    class_folder = "hotel_info"
    file = "hotel.json"
    helpers = HandlingHelpers()
    reservation = Reservation()
    @classmethod
    def create_hotel(cls, name, location, rooms):
        Create a new hotel.
        Args:
            hotel_id (str): The ID of the hotel.
            name (str): The name of the hotel.
            location (str): The location of the hotel.
            rooms (int): The number of rooms in the hotel.
```

```
str: Success message.
    data = cls.helpers.load_data(cls.class_folder, cls.file)
    hotel id = None
    for h_id, hotel in data.items():
        if hotel["name"] == name.lower():
            hotel_id = h_id
            break
    if not hotel id or data == {}:
        hotel_id = str(uuid.uuid4())
        data[hotel_id] = {
    "name": name.lower(),
            "location": location.lower(),
            "rooms": rooms
        cls.helpers.save_data(cls.class_folder, cls.file, data)
        return "Hotel created successfully."
    return "Hotel already exists."
@classmethod
def delete_hotel(cls, name):
    Delete an existing hotel.
       name (str): The name of the hotel.
    Returns:
       str: Success message or error message.
    data = cls.helpers.load data(cls.class folder, cls.file)
    hotel_id = None
    for h id, hotel in data.items():
        if hotel["name"] == name.lower():
            hotel_id = h_id
            break
    if hotel id:
        del data[hotel_id]
        cls.helpers.save_data(cls.class_folder, cls.file, data)
        return "Hotel deleted successfully."
    return "Hotel not found."
@classmethod
def display_hotel_info(cls, name):
    Display hotel information.
       name (str): The name of the hotel.
    Returns:
       str: Hotel information or error message.
    data = cls.helpers.load_data(cls.class_folder, cls.file)
    for hotel in data.values():
        if hotel["name"] == name.lower():
            return(
                    f"Hotel Name: {hotel['name']}, "
                    f"Location: {hotel['location']}, "
                    f"Rooms: {hotel['rooms']}")
    return "Hotel not found."
@classmethod
def modify_hotel_info(cls, name=None, location=None, rooms=None):
    Modify hotel information by hotel name.
    Args:
        name (str): The new name of the hotel.
        location (str): The new location of the hotel.
        rooms (int): The new number of rooms in the hotel.
        str: Success message or error message.
```

```
data = cls.helpers.load_data(cls.class_folder, cls.file)
    hotel id = None
    for h_id, hotel in data.items():
        if hotel["name"] == name.lower():
            hotel_id = h_id
            break
    if hotel_id:
       if name:
            data[hotel id]["name"] = name.lower()
        if location:
           data[hotel_id]["location"] = location.lower()
        if rooms:
           data[hotel_id]["rooms"] = rooms
        cls.helpers.save_data(cls.class_folder, cls.file, data)
       return "Hotel information modified successfully."
    return "Hotel not found."
def reserve_room(cls, customer_name, hotel_name):
    Reserve a room in a hotel.
    Args:
        customer_name (str): The name of the customer.
        hotel_name (str): The name of the hotel.
    Returns:
   str: Success message or error message.
    cls.reservation.create_reservation(customer_name, hotel_name)
    return "Room reserved successfully."
@classmethod
def cancel_reservation(cls, customer_name, hotel_name):
    Cancel a reservation.
    Args:
        customer_name (str): The name of the customer.
       hotel_name (str): The name of the hotel.
   Returns:
       str: Success message or error message.
    cls.reservation.cancel_reservation(customer_name, hotel_name)
    return "Reservation cancelled successfully."
```

#### **Customer Class**

```
Methods to handle the next persistent behaviors (stored in files):
1. Customers
    a. Create Customer
    b. Delete Customer
    c. Display Customer information
    d. Modify Customer Information
"""
import uuid
from pyclases.handling_helpers import HandlingHelpers

class Customer:
    """
    A class to represent a customer.
    """
    class_folder = "customer_info"
    file = "customers.json"
    helpers = HandlingHelpers()

@classmethod
def create_customer(cls, name, email):
```

```
Create a new customer.
        customer_id (str): The ID of the customer.
        name (str): The name of the customer.
        email (str): The email of the customer.
    Returns:
       str: Success message.
    data = cls.helpers.load_data(cls.class_folder, cls.file)
    customer_id = None
    for c_id, customer in data.items():
        if customer["name"] == name.lower():
            customer_id = c_id
            break
    if not customer_id or data == {}:
        customer_id = str(uuid.uuid4())
        data[customer_id] = {
            "name": name.lower(),
            "email": email.lower()
        cls.helpers.save_data(cls.class_folder, cls.file, data)
        return "Customer created successfully."
    return "Customer already exists."
@classmethod
def delete_customer(cls, customer_name):
    Delete an existing customer.
       customer name (str): The name of the customer.
    Returns:
       str: Success message or error message.
    data = cls.helpers.load_data(cls.class_folder, cls.file)
    customer_id = None
    for c_id, customer in data.items():
        if customer["name"] == customer_name.lower():
            customer_id = c_id
            break
    if customer_id:
        del data[customer_id]
        cls.helpers.save_data(cls.class_folder, cls.file, data)
        return "Customer deleted successfully.
    return "Customer not found."
@classmethod
def display_customer(cls, customer_name):
    Display customer information.
    Args:
       customer_name (str): The name of the customer.
    Returns:
   str: Customer information or error message.
    data = cls.helpers.load_data(cls.class_folder, cls.file)
        _, customer in data.items():
        if customer["name"] == customer_name.lower():
            return(f"Customer Name: {customer['name']}, "
                  f"Customer Email: {customer['email']}")
    return "Customer not found."
@classmethod
def modify_customer(cls, name, email):
    Modify customer information.
    Args:
       name (str): The name of the customer.
        email (str): The new email of the customer.
```

```
Returns:
    str: Success message or error message.
"""

data = cls.helpers.load_data(cls.class_folder, cls.file)
    customer_id = None
    for c_id, customer in data.items():
        if customer["name"] == name.lower():
            customer_id = c_id
            break

if customer_id:
    data[customer_id]["email"] = email.lower()
    cls.helpers.save_data(cls.class_folder, cls.file, data)
        return "Customer information modified successfully."

return "Customer not found."
```

#### **Reservation Class**

}

```
A class to represent a reservation system.
   It allows creating, deleting, and modifying reservations.
   It also provides functionality to check
    - available rooms
    - cancel reservations.
import uuid
from pyclases.handling_helpers import HandlingHelpers
class Reservation:
   A class to represent a customer.
   class_folder = "reservation_info"
   hotel_folder = "hotel_info"
   file = "reservation.json"
   hotel file = "hotel.json"
   customer_file = "customers.json"
   helpers = HandlingHelpers()
   @classmethod
   def create_reservation(cls, customer_name, hotel_name):
        A class to create a new reservation.
        reservation_id = str(uuid.uuid4())
        data = cls.helpers.load_data(cls.class_folder, cls.file)
        hotels = cls.helpers.load_data(cls.hotel_folder, cls.hotel_file)
        hotels_id = None
        reservation_id = None
        for r id, reservation in data.items():
            if (
                reservation["hotel name"] == hotel name.lower() and
                reservation["customer_name"] == customer_name.lower()
           ):
                reservation_id = r_id
           break
        if reservation_id:
           return "Customer already have a reservation."
        for h_id, hotel in hotels.items():
            if hotel["name"] == hotel_name.lower():
                hotels_id = h_id
                break
        if hotels[hotels_id]["rooms"] == 0:
           return "No rooms available."
        data[reservation_id] = {
             'customer_name": customer_name.lower(),
            "hotel_name": hotel_name.lower(),
```

```
hotels[hotels_id]["rooms"] -= 1
    cls.helpers.save_data(cls.hotel_folder, cls.hotel_file, hotels)
    cls.helpers.save_data(cls.class_folder, cls.file, data)
    return "Reservation created successfully.'
@classmethod
def cancel_reservation(cls, customer_name, hotel_name):
    A class to cancel a reservation.
        customer_name (str): The name of the customer.
        hotel_name (str): The name of the hotel.
    Returns:
        str: Success message or error message.
    data = cls.helpers.load_data(cls.class_folder, cls.file)
    hotels = cls.helpers.load_data(cls.hotel_folder, cls.hotel_file)
    hotels_id = None
    reservation_id = None
    for r_id, reservation in data.items():
       if (
            reservation["customer_name"] == customer_name.lower() and
            reservation["hotel_name"] == hotel_name.lower()
        ):
            reservation_id = r_id
            break
    if reservation_id:
        del data[reservation_id]
        cls.helpers.save data(cls.class folder, cls.file, data)
        for h_id, hotel in hotels.items():
            if hotel["name"] == hotel_name.lower():
                hotels_id = h_id
                break
        if hotels_id:
            hotels[hotels_id]["rooms"] += 1
        cls.helpers.save_data(cls.hotel_folder, cls.hotel_file, hotels)
        return "Reservation cancelled successfully.'
    return "Reservation not found."
```

## Handling Helpers Class

```
....
handling_helpers.py
This module provides helper functions to handle data loading and saving.
It includes methods to load data from a JSON file and save data to a JSON file.
import json
import os
class HandlingHelpers:
    A class to handle data loading and saving.
   def __init__(self):
        Initialize the HandlingHelpers class.
        base_dir = os.path.dirname(os.path.abspath(__file__))
        self.project_dir = os.path.abspath(os.path.join(base_dir, ".."))
    def load_data(self, class_folder, filename):
        Load data from a JSON file.
            filename (str): The name of the file to load data from.
            Args:
```

```
data (dict): The data to save to the file.
    Returns:
    dict: The loaded data.
    file_path = os.path.join(self.project_dir, class_folder, filename)
    if os.path.exists(file_path):
             with open(file_path, 'r', encoding='utf-8-sig') as file:
    return json.load(file)
         except json.JSONDecodeError:
             return {}
    return {}
def save_data(self, class_folder, filename, data):
    Save data to a JSON file.
    Args:
         filename (str): The name of the file to save data to.
         data (dict): The data to save to the file.
    file_path = os.path.join(self.project_dir, class_folder, filename)
    try:
        with open(file_path, 'w', encoding='utf-8-sig') as file:
    json.dump(data, file, indent=4)
    except json.JSONDecodeError:
        with open(file_path, 'w', encoding='utf-8-sig') as file:
    json.dump({}, file, indent=4)
```