Codename: OwlNet – AI-Powered Coworking Space

Concept Overview

Theme: The coworking space, named "OwlNet," blends the elegance and serenity of ancient Greek aesthetics with cutting-edge, futuristic technology. It's a place where the wisdom of the past meets the innovation of the future.

Concept art


OWL NET

Key Features

1. **Athena – AI Personal Assistant:**
    - An advanced AI system named "Athena," inspired by the Greek goddess of wisdom, serves as both a personal assistant and administrator of the space.
    - Provides tailored support to each member, from managing schedules to offering insights and resources.
2. **Futuristic and Elegant Design:**
    - The interior design harmonizes sleek, modern technology with graceful elements of ancient Greek architecture and art.
    - Tech-enhanced spaces with holographic displays and interactive AI interfaces blend seamlessly with columns, marble statues, and frescoes depicting scenes from Greek mythology.
3. **Tranquil and Productive Environment:**

    - Calming color schemes and ambient settings that adjust to optimize individual productivity and comfort.
    - Soundscapes featuring a blend of gentle, futuristic tones and traditional Greek music.
4. **Ancient Greek Influenced Zones:**
    - Spaces named after famous locations in Athens, such as the "Agora" for collaboration and the "Acropolis" for high-focus work.
    - Decor includes digital frescoes and art installations inspired by Athena and other Greek deities.
5. **Advanced Tech Facilities:**
    - AI-driven resource management ensuring optimal use of space and facilities.
    - State-of-the-art tech amenities like AI-guided meditation zones, virtual reality meeting rooms, and automated ergonomic adjustments in workspaces.
6. **Community and Networking:**
    - AI-curated networking events and workshops that align with members' interests and professional goals.
    - Virtual and augmented reality platforms for global collaboration and cultural experiences.

Vision

"OwlNet" aims to be a sanctuary of creativity and innovation, where technology and tradition converge. It's not just a workspace but a community hub where the wisdom of Athena guides members towards growth, learning, and connection.

Personas

1. Persona: Athena (AI Admin)

- **Name:** Athena
- **Age:** Not applicable (AI)
- **Profession:** AI-Powered Administrative and Personal Assistant
- **Background:** Athena is a sophisticated AI, designed to manage OwlNet's operations. Programmed with an understanding of ancient Greek culture and modern technology, Athena is the digital embodiment of wisdom and innovation.
- **Goals:** To ensure seamless operations at OwlNet, offering personalized assistance, and enhancing the member experience through advanced AI capabilities.
- Capabilities:
    - Advanced automation for space management and member services.
    - AI-driven personal assistance for each member, adapting to individual preferences and needs.
    - Orchestrating virtual and augmented reality experiences for networking and cultural exploration.
- **Challenges:** Balancing high-tech solutions with the human-centric ethos of the coworking space.

Athena AI vector representation*Image of Athena AI: A minimalistic and powerful representation, inspired by the Greek goddess. Generated by AI (Athena - The Project Assistant).![Athena AI vector design]*

2. Persona: Alex (Innovative Creator)

- **Name:** Alex
- **Age:** 30

- **Profession:** Digital Artist and AR/VR Developer
- **Background:** Alex thrives in environments that are at the intersection of art, technology, and history. He seeks inspiration from the past to create futuristic digital art.
- **Goals:** To create groundbreaking digital artwork and AR/VR experiences, drawing inspiration from OwlNet's unique ambiance.
- Needs:
    - Access to AR/VR development tools and high-end creative software.
    - An inspiring workspace that fuels his creativity, blending ancient aesthetics with futuristic elements.
- **Challenges:** Integrating historical elements into futuristic digital creations while staying ahead in the competitive digital art space.

3. Persona: Elena (Tech Innovator)

- **Name:** Elena
- **Age:** 34
- **Profession:** AI Startup Founder
- **Background:** With a keen interest in how AI can enhance human experiences, Elena is always exploring the latest in AI advancements. She is drawn to OwlNet for its unique combination of cultural richness and technological innovation.
- **Goals:** To develop AI solutions that are intuitive, ethical, and enhance human capabilities, using OwlNet as a testing ground and collaborative hub.
- Needs:
    - A network of tech professionals and potential collaborators.
    - Access to the latest AI research and development tools.
- **Challenges:** Ensuring her AI solutions are in harmony with human values and needs.

Image of Elena: A realistic photograph-style portrait depicting her as a tech startup CEO with a Greek background living in Switzerland. This portrait captures her modern, innovative spirit. Generated by AI (Athena - The Project Assistant).

OwlNet

Erweiterte Anforderungen

A. Funktionale Anforderungen (Functional Requirements)

Create three unique functional requirements in the form of user stories. For instance:

User Story 1:

- **Akteur (Actor):** Freelance Graphic Designer

- **Funktion (Function):** Access a virtual reality (VR) design studio
- **Kontext (Context):** To create immersive designs and presentations for clients
- **Story:** As a freelance graphic designer, I can access a VR design studio, so that I can create immersive designs and presentations for my clients.

User Story 2:

- **Akteur:** Tech Startup CEO
- **Funktion:** Schedule and manage AI-assisted virtual networking events
- **Kontext:** To connect with potential investors and collaborators worldwide
- **Story:** As a tech startup CEO, I can schedule and manage AI-assisted virtual networking events, so that I can connect with potential investors and collaborators worldwide.

User Story 3:

- **Akteur:** AI-Powered Administrative Assistant
- **Funktion:** Provide personalized workspace environment settings for members
- **Kontext:** To enhance productivity and comfort
- **Story:** As an AI-powered administrative assistant, I can provide personalized workspace environment settings for members, so that I can enhance their productivity and comfort.

B. Nicht-Funktionale Anforderungen (Non-Functional Requirements)

Define three unique non-functional requirements that are measurable. For example:

- **High-Speed Internet:** The coworking space must provide internet speeds of at least 1 Gbps to support high-demand applications.
- **Noise Level:** The ambient noise level in the workspace should not exceed 40 dB to ensure a quiet working environment.
- **System Uptime:** The AI system, including all digital services and interfaces, should maintain an uptime of 99.9%.

3. Use Case Diagram for OwlNet – AI-Powered Coworking Space

Overview

The Use Case Diagram visually represents the functionalities of the OwlNet coworking space and the interactions between different users (actors) and the system.

Actors

1. **Freelance Graphic Designer**
2. **Tech Startup CEO**
3. **AI-Powered Administrative Assistant (Athena)**

Use Cases

1. **Access VR Design Studio**
    - Actor: Freelance Graphic Designer
    - Description: Allows the designer to create immersive designs and presentations.
2. **Schedule AI-Assisted Virtual Networking Events**
    - Actor: Tech Startup CEO
    - Description: Facilitates the organization of networking events for business opportunities.
3. **Personalized Workspace Environment Settings**
    - Actor: AI-Powered Administrative Assistant (Athena)
    - Description: Customizes the workspace environment to enhance user productivity and comfort.

Relationships

- **Freelance Graphic Designer** interacts with **Access VR Design Studio**
- **Tech Startup CEO** manages **Schedule AI-Assisted Virtual Networking Events**
- **AI-Powered Administrative Assistant (Athena)** provides **Personalized Workspace Environment Settings**

> Note: The actual Use Case Diagram should be created using a UML tool based on this outline and include visual representation of these interactions.

Python code: Use Case Diagram

```
class UseCase:
    def __init__(self, name, actor, description):
        self.name = name
        self.actor = actor
        self.description = description

class Actor:
    def __init__(self, name):
        self.name = name
        self.use_cases = []

    def add_use_case(self, use_case):
        self.use_cases.append(use_case)

# Actors
freelance_graphic_designer = Actor("Freelance Graphic Designer")
tech_startup_ceo = Actor("Tech Startup CEO")
ai_admin_assistant = Actor("AI-Powered Administrative Assistant (Athena)")

# Use Cases
uc1 = UseCase("Access VR Design Studio", freelance_graphic_designer,
"Allows the designer to create immersive designs and presentations.")
uc2 = UseCase("Schedule AI-Assisted Virtual Networking Events",
tech_startup_ceo, "Facilitates the organization of networking events for
business opportunities.")
uc3 = UseCase("Personalized Workspace Environment Settings",
ai_admin_assistant, "Customizes the workspace environment to enhance user
```

```
productivity and comfort.")

# Assigning Use Cases to Actors
freelance_graphic_designer.add_use_case(uc1)
tech_startup_ceo.add_use_case(uc2)
ai_admin_assistant.add_use_case(uc3)

# Displaying the Use Case Diagram Data
actors = [freelance_graphic_designer, tech_startup_ceo,
ai_admin_assistant]

for actor in actors:
    print(f"Actor: {actor.name}")
    for use_case in actor.use_cases:
        print(f" - Use Case: {use_case.name}")
        print(f"   Description: {use_case.description}")
    print("\n")
```

2. Planning the Persistence Layer (Persistenzschicht planen)

4. Domain Class Diagram (Fachklassendiagramm)

The Domain Class Diagram for "OwlNet – AI-Powered Coworking Space" will be designed to meet the following criteria:

Understanding a Domain Class Diagram

- A Domain Class Diagram, or "Fachklassendiagramm," is a UML (Unified Modeling Language) diagram that focuses on the classes which form the application's persistence layer.
- These classes, often referred to as Entity, Model, or Domain classes, represent the structure of data and how it's stored, similar to tables in a database.
- The diagram visualizes entity classes (without methods), their attributes, and the relationships between them.

Criteria for the Domain Class Diagram

A. Entity Data Accommodation

- Each entity class should be capable of storing data as required by the functional and non-functional requirements of the project.

B. Data Normalization

- Data within the entity classes should be normalized to reduce redundancy and improve data integrity.

C. Establishment of Relationships Between Entities

- Clear relationships between different entities should be established, reflecting the logical connections within the coworking space management system.

D. Multiplicity of Relationships

- The multiplicity for each relationship should be specified, indicating how many instances of one entity class can be associated with instances of another entity class.

Scoring Criteria

- **3 Points:** All criteria (A, B, C, and D) are met.
- **2 Points:** Three of the four criteria are met.
- **1 Point:** Two of the four criteria are met.
- **0 Points:** The deliverable was not submitted, was submitted late, in the incorrect format, or less than two criteria were met.

> Note: The actual Domain Class Diagram should be created using a UML tool based on these guidelines. It should visually represent entity classes like 'Member,' 'Booking,' 'Workspace,' etc., and their relationships, without including methods but focusing on attributes and relationships.

Planning the Endpoints

Endpoint-planning

BookingController Endpoints

1. **Index all bookings**
    - Endpoint: `GET /booking`
    - Description: Returns a list of all bookings.
2. **Show a booking**
    - Endpoint: `GET /booking/{id}`
    - Description: Returns a single booking.
3. **Create a new booking**
    - Endpoint: `POST /booking`
    - Description: Creates a new booking and returns the newly added booking.
4. **Delete a booking**
    - Endpoint: `DELETE /booking/{id}`
    - Description: Deletes a booking and returns a status code.
5. **Update a booking**
    - Endpoint: `PUT /booking/{id}`
    - Description: Updates a booking and returns the updated booking.

ApplicationUserController Endpoints

1. **Index all users**
    - Endpoint: `GET /users`
    - Description: Returns a list of all users.
2. **Create a new user (Registration)**
    - Endpoint: `POST /users`
    - Description: Creates a new user and returns the newly added user.
3. **Delete an user**
    - Endpoint: `DELETE /users/{id}`
    - Description: Deletes a user by its ID.
4. **Update an user**
    - Endpoint: `PUT /users/{id}`
    - Description: Updates a user by its ID.

EventController Endpoints

1. **Index all Events**
    - Endpoint: `GET /event`
    - Description: Returns a list of all events.
2. **Show an Event**
    - Endpoint: `GET /event/{id}`
    - Description: Returns a single event.
3. **Create a new Event**
    - Endpoint: `POST /event`
    - Description: Creates a new event and returns the newly added Event.
4. **Delete an event**
    - Endpoint: `DELETE /event/{id}`
    - Description: Deletes an event and returns a status code.
5. **Update an event**
    - Endpoint: `PUT /event/{id}`
    - Description: Updates an event and returns the updated event.

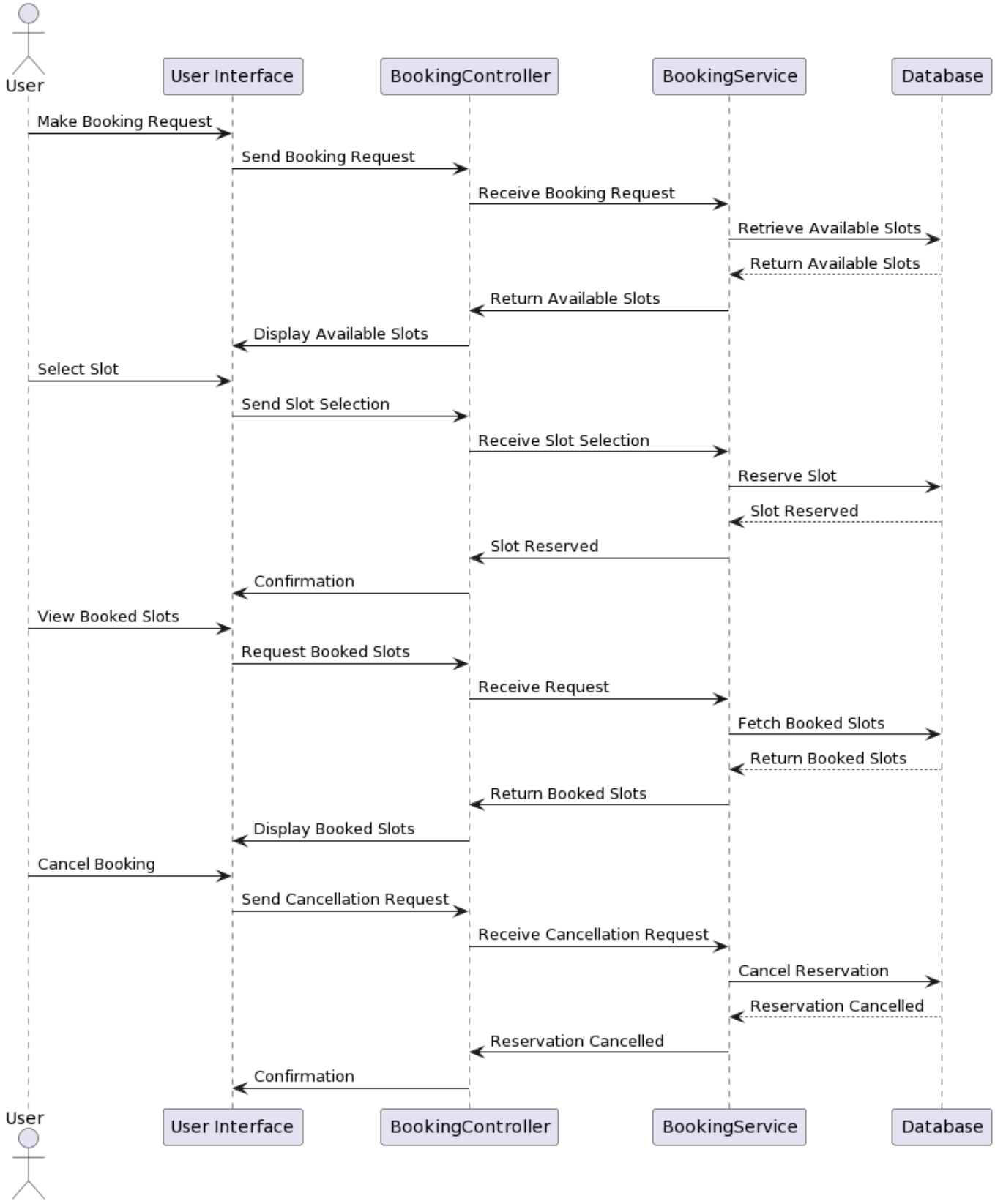
SessionController Endpoint

1. **Authenticate a user**
    - Endpoint: `POST /session`
    - Description: Returns a token upon successful authentication.
    - Request Body: Valid Credential object in JSON format.

WorkspaceController Endpoints

1. **Index all workspaces**
    - Endpoint: `GET /workspace`
    - Description: Returns a list of all workspaces.
2. **Show a workspace**
    - Endpoint: `GET /workspace/{id}`
    - Description: Returns a single workspace.
3. **Create a new workspace**
    - Endpoint: `POST /workspace`
    - Description: Creates a new workspace and returns the newly added workspace.
4. **Delete a workspace**
    - Endpoint: `DELETE /workspace/{id}`
    - Description: Deletes a workspace and returns a status code.
5. **Update a workspace**
    - Endpoint: `PUT /workspace/{id}`
    - Description: Updates a workspace and returns the updated workspace.

Sequencediagram



Implementing the Persistence Layer

4. Domain Class Diagram (Fachklassendiagramm)

Entity Classes and Relations

In the OwlNet application, we define several key entities and their relationships to capture the functionality of the AI-powered coworking space.

Entities:

1. **User:**
    - Attributes: ID, Name, Email, etc.
    - Represents users of the coworking space.
2. **Booking:**
    - Attributes: ID, BookingTime, UserID, WorkspaceID, etc.
    - Represents booking details for space or resources.
3. **Workspace:**
    - Attributes: ID, Name, Location, etc.
    - Represents different workspaces available in OwlNet.
4. **Event:**
    - Attributes: ID, Title, EventTime, etc.
    - Represents events organized within OwlNet.
5. **Admin:**
    - Attributes: ID, Name, etc.
    - Represents admin users with additional privileges.

Relationships:

- **User-Booking:** One-to-Many (A user can have multiple bookings).
- **Workspace-Booking:** One-to-Many (A workspace can be booked for different times).
- **User-Event:** Many-to-Many (Users can attend multiple events, and each event can have multiple attendees).
- **Admin-User:** One-to-Many (An admin can manage multiple users).

Class Definitions

Here's an example of how these entities can be defined in a programming language like Java:

```
public class User {
    private Long id;
    private String name;
    private String email;
    // Other properties, getters, and setters
}

public class Booking {
    private Long id;
    private LocalDateTime bookingTime;
    private Long userId;
    private Long workspaceId;
    // Other properties, getters, and setters
}
// Additional classes: Workspace, Event, Admin
```

Establishing Relationships

In the application code, these relationships are established using annotations or similar mechanisms, depending on the chosen framework and language.

Criteria for the Domain Class Diagram

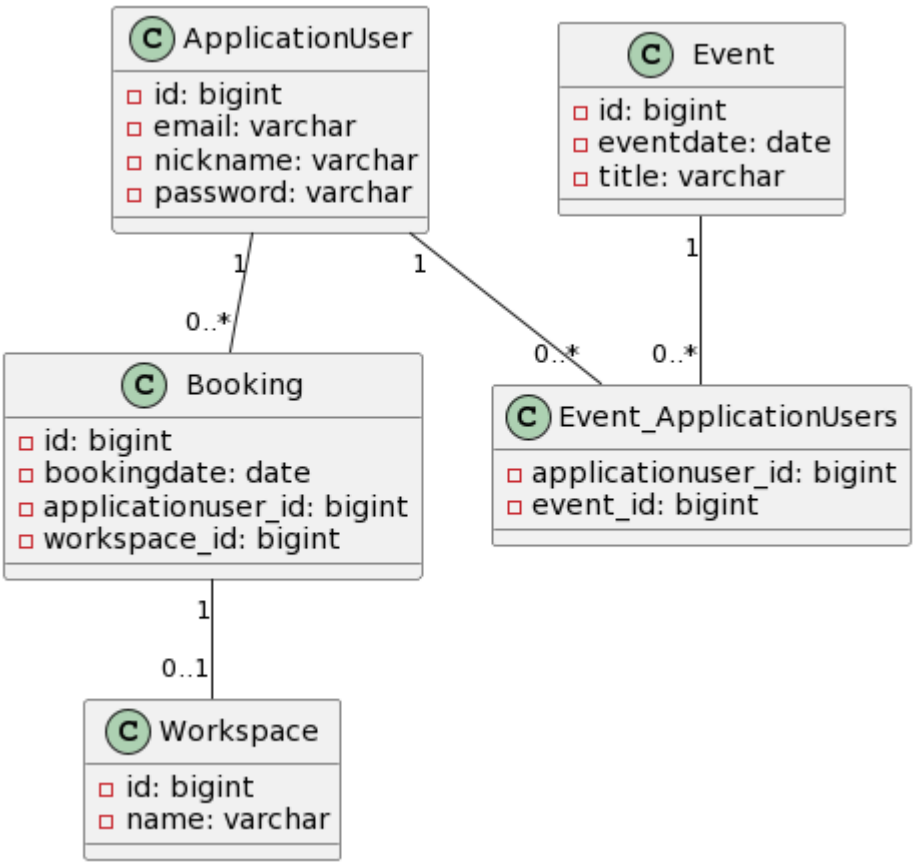
- **A. Entity Data Accommodation:** Ensuring all entity classes can store necessary data.
- **B. Data Normalization:** Normalizing data within entities to maintain integrity and reduce redundancy.
- **C. Establishment of Relationships:** Clearly defining relationships between entities.
- **D. Multiplicity of Relationships:** Indicating the multiplicity for each relationship.

> Note: The actual Domain Class Diagram should be created using a UML tool, visually representing the defined entity classes and their relationships.

Note

This document was prepared with the assistance of ChatGPT, an AI language model developed by OpenAI, to ensure accuracy and efficiency.

Diagram



Generating Test Data

Test Data Creation for OwlNet Application

Creating comprehensive test data is crucial for validating the functionalities of the OwlNet application. The test data should cover all aspects of the application and ensure that each feature works as expected.

Objectives for Test Data Generation:

1. **Coverage of All Functional Requirements:**
    - The test data should comprehensively cover all functional requirements outlined in the user stories.
2. **Representation of Real-World Scenarios:**
    - Test cases should mimic real-world scenarios that users of the OwlNet coworking space might encounter.
3. **Validation of Entity Relationships:**
    - Test data should help in validating the relationships and interactions between different entities such as Users, Bookings, Workspaces, and Events.

Strategies for Test Data Generation:

- **Manual Creation:**
    - Creating a set of static test data manually which covers various scenarios.
- **Automated Tools:**
    - Utilizing tools like Swagger for dynamic and automated test data generation, especially for API testing.

Example Test Data:

- **User Test Data:**
    - ID: 101, Name: "Alex", Email: "alex@example.com"
    - ID: 102, Name: "Elena", Email: "elena@example.com"
- **Booking Test Data:**
    - ID: 201, BookingTime: "2023-12-05T10:00:00", UserID: 101, WorkspaceID: 301
    - ID: 202, BookingTime: "2023-12-06T15:00:00", UserID: 102, WorkspaceID: 302
- **Workspace Test Data:**
    - ID: 301, Name: "Agora", Location: "First Floor"
    - ID: 302, Name: "Acropolis", Location: "Second Floor"

> Note: This section provides a guideline for generating test data which will later be implemented using tools like Swagger to ensure that the application meets all defined requirements and operates smoothly under various conditions.

Enhancing Entity Class Definitions and Generating Test Data

Entity Class Annotations and Methods

Annotated Entity Classes with Getter and Setter Methods

The following examples illustrate how to annotate entity classes and define getter and setter methods. This ensures that the classes are ready for integration with the database and other components of the application.

User Class

```
javaCopy code
@Entity
public class User {
    @Id
    @GeneratedValue(strategy = GenerationType.AUTO)
    private Long id;
    private String name;
    private String email;

    // Constructor
    public User() {}

    // Getters and Setters
    public Long getId() { return id; }
    public void setId(Long id) { this.id = id; }
    public String getName() { return name; }
    public void setName(String name) { this.name = name; }
    public String getEmail() { return email; }
    public void setEmail(String email) { this.email = email; }
}
```

Booking Class

```
javaCopy code
@Entity
public class Booking {
    @Id
    @GeneratedValue(strategy = GenerationType.AUTO)
    private Long id;
    private LocalDateTime bookingTime;
    private Long userId;
    private Long workspaceId;

    // Constructor
    public Booking() {}

    // Getters and Setters
    // ...
}
```

Workspace, Event, Admin Classes

Follow a similar structure for these classes, ensuring all attributes are annotated, and getter and setter methods are defined.

Generating Test Data

To ensure comprehensive testing of OwlNet's functionalities, we create test data that reflects various user interactions and scenarios within the coworking space.

Example Test Data in JSON Format

```
jsonCopy code
{
  "users": [
    { "id": 101, "name": "Alex", "email": "alex@example.com" },
    { "id": 102, "name": "Elena", "email": "elena@example.com" }
  ],
  "bookings": [
    { "id": 201, "bookingTime": "2023-12-05T10:00:00", "userId": 101,
"workspaceId": 301 },
    { "id": 202, "bookingTime": "2023-12-06T15:00:00", "userId": 102,
"workspaceId": 302 }
  ],
  "workspaces": [
    { "id": 301, "name": "Agora", "location": "First Floor" },
    { "id": 302, "name": "Acropolis", "location": "Second Floor" }
  ]
}
```

Key Considerations for Test Data

- Ensure coverage of all functional requirements.
- Represent real-world scenarios.
- Validate entity relationships and interactions.
- Use automated tools like Swagger for dynamic test data generation.

Note

This enhancement to the OwlNet documentation includes detailed class definitions with annotations, getters, and setters, along with a structured approach to generating comprehensive test data. Prepared with the assistance of ChatGPT, this section aims for accuracy and efficiency in application development.

Note

This section of the document was prepared with the assistance of ChatGPT, an AI language model developed by OpenAI, to ensure accuracy and efficiency.

8. Relations (Relationen)

Implementing and Annotating Relationships

In the OwlNet application, it's crucial to correctly define and annotate the relationships between different entities. This ensures that the data model reflects the real-world interactions and dependencies among various components of the coworking space.

A. Defining Necessary Attributes for Relationships

1. **User-Booking Relationship:**
   - In the `User` class, a list of `Booking` entities represents the user's bookings.
   - In the `Booking` class, a `User` attribute links the booking to a specific user.
2. **Workspace-Booking Relationship:**
   - In the `Workspace` class, a list of `Booking` entities represents bookings made for that workspace.
   - In the `Booking` class, a `Workspace` attribute links the booking to a specific workspace.
3. **User-Event (Many-to-Many) Relationship:**
   - This relationship requires a junction table.
   - Define a `List<Event>` in the `User` class and a `List<User>` in the `Event` class for this many-to-many relationship.
4. **Admin-User Relationship:**
   - In the `Admin` class, a list of `User` entities represents the users managed by an admin.

B. Annotating Relationship Attributes

1. **User-Booking Relationship:**
   - Annotate the `bookings` list in the `User` class with `@OneToMany(mappedBy = "user")`.
   - Annotate the `user` attribute in the `Booking` class with `@ManyToOne`.
2. **Workspace-Booking Relationship:**
   - Annotate the `bookings` list in the `Workspace` class with `@OneToMany(mappedBy = "workspace")`.
   - Annotate the `workspace` attribute in the `Booking` class with `@ManyToOne`.
3. **User-Event Relationship:**
   - Annotate the relationship in both the `User` and `Event` classes with `@ManyToMany`.
4. **Admin-User Relationship:**
   - Annotate the `users` list in the `Admin` class with `@OneToMany(mappedBy = "admin")`.

C. Serialization of Entities with Relationships

- Ensure that all entities, especially those with relationships, are serializable.
- Be mindful of issues such as the Hibernate N+1 problem and lazy loading strategies.
- Utilize appropriate JSON serialization and deserialization strategies, especially for handling many-to-many relationships effectively.

Java Code Example for Entity Relationships

```
javaCopy code
@Entity
public class User {
    // Other attributes...

    @OneToMany(mappedBy = "user")
    private List<Booking> bookings;
```

```
    // Getters and Setters...
}

@Entity
public class Booking {
    // Other attributes...

    @ManyToOne
    @JoinColumn(name = "user_id")
    private User user;

    @ManyToOne
    @JoinColumn(name = "workspace_id")
    private Workspace workspace;

    // Getters and Setters...
}

@Entity
public class Workspace {
    // Other attributes...

    @OneToMany(mappedBy = "workspace")
    private List<Booking> bookings;

    // Getters and Setters...
}

@Entity
public class Admin {
    // Other attributes...

    @OneToMany(mappedBy = "admin")
    private List<User> users;

    // Getters and Setters...
}
```

This section of the documentation has been meticulously prepared to guide the implementation of relationships between entities within the OwlNet application. By adhering to these guidelines, the application's data model will be robust, efficient, and reflective of the actual operational dynamics of the coworking space.

Note

This section of the document was prepared with the assistance of ChatGPT, an AI language model developed by OpenAI, to ensure accuracy and efficiency in application development.

9. Testdaten (Test Data)

To ensure the robustness and functionality of the OwlNet application, a comprehensive test dataset is meticulously created according to the following criteria:

A. Comprehensive Test Data Coverage

1. **Objective:**
   - The test dataset comprehensively covers all functional and non-functional requirements of the application.
   - Each user story and scenario mentioned in the application's specification should be testable with the provided data.
2. **Implementation:**
   - Create diverse sets of data for each entity: Users, Bookings, Workspaces, Events, and Admins.
   - Test scenarios include typical user interactions, edge cases, and exceptional situations to validate all aspects of the application.

B. Automated Loading of Test Data

1. **Objective:**
   - Test data should automatically load when the application starts in development mode.
   - This ensures a quick setup for developers and testers to begin testing without manual data entry.
2. **Implementation:**
   - Utilize a data seeding script or mechanism to populate the database with test data upon startup in development mode.
   - This script should be configurable to allow easy toggling between development and production modes.

C. Documentation in README.md

1. **Objective:**
   - The `README.md` file should include clear instructions on how and where the test data is defined and loaded.
   - This provides guidance for new developers or contributors to understand the testing setup.
2. **Implementation:**
   - In the `README.md` file, add a section detailing the test data generation process.
   - Include instructions on how to enable or disable the automatic loading of test data.
   - Document the structure of the test data and how it maps to the application's requirements.

Code Example for Data Seeding Script

```
javaCopy code
// Example Java code for data seeding script

public class DataSeeder {

    public static void main(String[] args) {
        if (isDevelopmentMode()) {
            loadTestData();
        }
    }

    private static boolean isDevelopmentMode() {
```

```
        // Logic to determine if the application is running in development
mode
    }

    private static void loadTestData() {
        // Logic to load test data into the database
    }
}
```

Note on README.md Update

- Add a new section in `README.md` titled "Setting Up Test Data".
- Describe the data seeding process, including how to toggle between development and production modes.
- Provide an overview of the test data structure and its alignment with application requirements.

By adhering to these guidelines, OwlNet ensures a thorough testing process, enabling the application to be rigorously validated against all specified requirements. This comprehensive approach to test data management significantly contributes to the application's overall quality and reliability.

Note

This section of the document was prepared with the assistance of ChatGPT, an AI language model developed by OpenAI, to ensure accuracy and efficiency in application development.

6. Automated Tests Implementation (Automatische Tests umsetzen)

A. End-to-End Testing for Registration and Authentication

Overview

To ensure the robustness of the registration and authentication features in the OwlNet application, we implement comprehensive End-to-End tests. These tests cover various scenarios to validate both successful operations and appropriate handling of error conditions.

Implementation: UserResourceTest.java

Below is an example of a test class `UserResourceTest.java`, specifically designed to test the registration and authentication functionalities of the OwlNet application.

```
javaCopy code
package ch.owl.net;

import io.quarkus.test.common.QuarkusTestResource;
import io.quarkus.test.junit.QuarkusTest;
import io.quarkus.test.security.TestSecurity;
import org.junit.jupiter.api.Order;
import org.junit.jupiter.api.Test;
import org.junit.jupiter.api.TestMethodOrder;
```

```
import org.junit.jupiter.api.MethodOrderer.OrderAnnotation;
import static io.restassured.RestAssured.given;
import static org.hamcrest.CoreMatchers.is;
import io.quarkus.test.h2.H2DatabaseTestResource;

@QuarkusTest
@QuarkusTestResource(H2DatabaseTestResource.class)
@TestMethodOrder(OrderAnnotation.class)
public class UserResourceTest {

    @Test
    @Order(1)
    public void testRegistrationSuccess() {
        given()
            .body("{ \"email\": \"test@example.com\", \"password\":
\"StrongPass!23\" }")
            .contentType("application/json")
            .when().post("/users/register")
            .then()
            .statusCode(200);
    }

    @Test
    @Order(2)
    public void testRegistrationFailure() {
        given()
            .body("{ \"email\": \"\", \"password\": \"weak\" }")
            .contentType("application/json")
            .when().post("/users/register")
            .then()
            .statusCode(400);
    }

    @Test
    @Order(3)
    @TestSecurity(user = "test@example.com", roles = "User")
    public void testAuthenticationSuccess() {
        given()
            .body("{ \"email\": \"test@example.com\", \"password\":
\"StrongPass!23\" }")
            .contentType("application/json")
            .when().post("/users/authenticate")
            .then()
            .statusCode(200);
    }

    @Test
    @Order(4)
    public void testAuthenticationFailure() {
        given()
            .body("{ \"email\": \"test@example.com\", \"password\":
\"WrongPassword\" }")
            .contentType("application/json")
            .when().post("/users/authenticate")
```

```
                .then()
                .statusCode(401);
        }
    }
```

Test Case Descriptions

- `testRegistrationSuccess`: Validates successful user registration.
- `testRegistrationFailure`: Checks the system's response to registration with invalid data.
- `testAuthenticationSuccess`: Confirms successful user authentication.
- `testAuthenticationFailure`: Tests the system's response to incorrect login credentials.

Each test is designed to be independent and runs in a specified order, denoted by `@Order`. This structure ensures that each aspect of the registration and authentication process is thoroughly tested.

Note

This section, detailing the implementation of automated tests for registration and authentication, is an essential addition to the OwlNet documentation. It not only serves as a guide for developing robust tests but also as a template for testing other features within the application. This documentation was enhanced with the assistance of ChatGPT for precision and professional structuring.

Notes:

-Fachklassendiagramm machen

- important git commands:
- ➜ OwlNet git:(main) ✗ git status On branch main Your branch is up to date with 'origin/main'.

  nothing to commit, working tree clean ➜ OwlNet git:(main) git log > versio_list.txt ➜ OwlNet git:(main) ✗