

```
--- main.py ---
```

```
from utils.MyBot import start_bot
```

```
from utils.Config import Config
```

```
# Initialize and run the bot
```

```
if __name__ == "__main__":
```

```
    print("Bot is starting...")
```

```
    start_bot(Config.DISCORD_TOKEN) # Start the bot using the token from config
```

```
--- AccountBoundary.py ---
```

```
from discord.ext import commands
```

```
from control.AccountControl import AccountControl
```

```
from DataObjects.global_vars import GlobalState
```

```
class AccountBoundary(commands.Cog):
```

```
    def __init__(self):
```

```
        self.control = AccountControl() # Initialize control object
```

```
    @commands.command(name="fetch_all_accounts")
```

```
    async def fetch_all_accounts(self, ctx):
```

```
        await ctx.send("Command recognized, passing data to control.")
```

```
        list = GlobalState.parse_user_message(GlobalState.user_message) # Parse the message into  
command and up to 6 variables
```

```
        command = list[0] # First element is the command
```

```
result = self.control.receive_command(command)
```

```
# Send the result (prepared by control) back to the user
```

```
await ctx.send(result)
```

```
@commands.command(name="fetch_account_by_website")
```

```
async def fetch_account_by_website(self, ctx):
```

```
    list = GlobalState.parse_user_message(GlobalState.user_message) # Parse the message into  
command and up to 6 variables
```

```
    command = list[0] # First element is the command
```

```
    website = list[1] # Second element is the URL
```

```
    await ctx.send(f"Command recognized, passing data to control for website {website}.")
```

```
    result = self.control.receive_command(command, website)
```

```
# Send the result (prepared by control) back to the user
```

```
await ctx.send(result)
```

```
@commands.command(name="add_account")
```

```
async def add_account(self, ctx):
```

```
    await ctx.send("Command recognized, passing data to control.")
```

```
    list = GlobalState.parse_user_message(GlobalState.user_message) # Parse the message into  
command and up to 6 variables
```

```
command = list[0] # First element is the command
```

```
username = list[1] # Second element is the username
```

```
password = list[2] # Third element is the password
```

```
website = list[3] # Third element is the website
```

```
result = self.control.receive_command(command, username, password, website)
```

```
# Send the result (prepared by control) back to the user
```

```
await ctx.send(result)
```

```
@commands.command(name="delete_account")
```

```
async def delete_account(self, ctx):
```

```
    list = GlobalState.parse_user_message(GlobalState.user_message) # Parse the message into  
command and up to 6 variables
```

```
    command = list[0] # First element is the command
```

```
    account_id = list[1] # Second element is the account_id
```

```
    await ctx.send(f"Command recognized, passing data to control to delete account with ID  
{account_id}.")
```

```
    result = self.control.receive_command(command, account_id)
```

```
# Send the result (prepared by control) back to the user
```

```
await ctx.send(result)
```

--- AvailabilityBoundary.py ---

```
from discord.ext import commands
```

```
from control.AvailabilityControl import AvailabilityControl
```

```
from DataObjects.global_vars import GlobalState
```

```
class AvailabilityBoundary(commands.Cog):
```

```
    def __init__(self):
```

```
        # Initialize control objects directly
```

```
        self.availability_control = AvailabilityControl()
```

```
    @commands.command(name="check_availability")
```

```
    async def check_availability(self, ctx):
```

```
        await ctx.send("Command recognized, passing data to control.")
```

```
        list = GlobalState.parse_user_message(GlobalState.user_message) # Parse the message into  
command and up to 6 variables
```

```
        command = list[0] # First element is the command
```

```
        url = list[1] # Second element is the URL
```

```
        date_str = list[2] # Third element is the date
```

```
        # Pass the command and data to the control layer using receive_command
```

```
        result = await self.availability_control.receive_command(command, url, date_str)
```

```
# Send the result back to the user
```

```
await ctx.send(result)
```

```
@commands.command(name="start_monitoring_availability")
```

```
async def start_monitoring_availability(self, ctx):
```

```
    await ctx.send("Command recognized, passing data to control.")
```

```
    list = GlobalState.parse_user_message(GlobalState.user_message) # Parse the message into  
command and up to 6 variables
```

```
    command = list[0] # First element is the command
```

```
    url = list[1] # Second element is the URL
```

```
    date_str = list[2] # Third element is the date
```

```
    frequency = list[3] # Fourth element is the frequency
```

```
    response = await self.availability_control.receive_command(command, url, date_str, frequency)
```

```
# Send the result back to the user
```

```
await ctx.send(response)
```

```
@commands.command(name='stop_monitoring_availability')
```

```
async def stop_monitoring_availability(self, ctx):
```

```
    """Command to stop monitoring the price."""
```

```
    await ctx.send("Command recognized, passing data to control.")
```

```
list = GlobalState.parse_user_message(GlobalState.user_message) # Parse the message into
command and up to 6 variables
```

```
command = list[0] # First element is the command
```

```
response = await self.availability_control.receive_command(command) # Pass the
command to the control layer
await ctx.send(response)
```

```
--- BrowserBoundary.py ---
```

```
from discord.ext import commands
```

```
from control.BrowserControl import BrowserControl
```

```
from DataObjects.global_vars import GlobalState
```

```
class BrowserBoundary(commands.Cog):
```

```
    def __init__(self):
```

```
        self.browser_control = BrowserControl() # Initialize the control object
```

```
    @commands.command(name='launch_browser')
```

```
    async def launch_browser(self, ctx):
```

```
        await ctx.send(f"Command recognized, passing to control object.")
```

```
list = GlobalState.parse_user_message(GlobalState.user_message) # Parse the message into
command and up to 6 variables
```

```
command = list[0] # First element is the command
```

```

        result = self.browser_control.receive_command(command)        # Pass the updated
user_message to the control object

        await ctx.send(result)                                       # Send the result back to the user

@commands.command(name="close_browser")

async def stop_bot(self, ctx):

    await ctx.send(f"Command recognized, passing to control object.")

    list = GlobalState.parse_user_message(GlobalState.user_message) # Parse the message into
command and up to 6 variables

    command = list[0] # First element is the command

    result = self.browser_control.receive_command(command)

    await ctx.send(result)

--- HelpBoundary.py ---

from discord.ext import commands

from control.HelpControl import HelpControl

from DataObjects.global_vars import GlobalState

class HelpBoundary(commands.Cog):

    def __init__(self):

        self.control = HelpControl() # Initialize control object

@commands.command(name="project_help")

async def project_help(self, ctx):

```

```
await ctx.send("Command recognized, passing data to control.")
```

```
list = GlobalState.parse_user_message(GlobalState.user_message) # Parse the message into  
command and up to 6 variables
```

```
command = list[0] # First element is the command
```

```
response = self.control.receive_command(command)
```

```
# Send the response back to the user
```

```
await ctx.send(response)
```

```
--- LoginBoundary.py ---
```

```
from discord.ext import commands
```

```
from control.LoginControl import LoginControl
```

```
from DataObjects.global_vars import GlobalState
```

```
class LoginBoundary(commands.Cog):
```

```
    def __init__(self):
```

```
        self.login_control = LoginControl()
```

```
    @commands.command(name='login')
```

```
    async def login(self, ctx):
```

```
        await ctx.send("Command recognized, passing data to control.")
```

```
        list = GlobalState.parse_user_message(GlobalState.user_message) # Parse the message into  
command and up to 6 variables
```



```
command = list[0] # First element is the command
```

```
website = list[1]
```

```
result = await self.login_control.receive_command(command, website)
```

```
# Send the result back to the user
```

```
await ctx.send(result)
```

```
--- NavigationBoundary.py ---
```

```
from discord.ext import commands
```

```
from control.NavigationControl import NavigationControl
```

```
from DataObjects.global_vars import GlobalState
```

```
class NavigationBoundary(commands.Cog):
```

```
    def __init__(self):
```

```
        self.navigation_control = NavigationControl() # Initialize the control object
```

```
    @commands.command(name='navigate_to_website')
```

```
    async def navigate_to_website(self, ctx):
```

```
        await ctx.send("Command recognized, passing the data to control object.") # Inform the  
user that the command is recognized
```

```
        list = GlobalState.parse_user_message(GlobalState.user_message) # Parse the message into  
command and up to 6 variables
```

```
command = list[0] # First element is the command
```

```
website = list[1] # Second element is the URL
```

```
        result = self.navigation_control.receive_command(command, website) # Pass the parsed  
variables to the control object
```

```
        await ctx.send(result) # Send the result back to the user
```

--- PriceBoundary.py ---

```
from discord.ext import commands
```

```
from control.PriceControl import PriceControl
```

```
from DataObjects.global_vars import GlobalState
```

```
class PriceBoundary(commands.Cog):
```

```
    def __init__(self):
```

```
        # Initialize control objects directly
```

```
        self.price_control = PriceControl()
```

```
@commands.command(name='get_price')
```

```
async def get_price(self, ctx):
```

```
    """Command to get the price from the given URL."""
```

```
    await ctx.send("Command recognized, passing data to control.")
```

```
        list = GlobalState.parse_user_message(GlobalState.user_message) # Parse the message into  
command and up to 6 variables
```

```
        command = list[0] # First element is the command
```

```
        website = list[1] # Second element is the URL
```

```
        result = await self.price_control.receive_command(command, website) # Pass the command to  
the control layer
```

```
        await ctx.send(f"Price found: {result}")
```

```
@commands.command(name='start_monitoring_price')
```

```
async def start_monitoring_price(self, ctx):
```

```
    """Command to monitor price at given frequency."""
```

```
    list = GlobalState.parse_user_message(GlobalState.user_message) # Parse the message into  
command and up to 6 variables
```

```
    command = list[0] # First element is the command
```

```
    website = list[1] # Second element is the URL
```

```
    frequency = list[2]
```

```
        await ctx.send(f"Command recognized, starting price monitoring at {website} every {frequency}  
second(s).")
```

```
    response = await self.price_control.receive_command(command, website, frequency)
```

```
    await ctx.send(response)
```

```
@commands.command(name='stop_monitoring_price')
```

```
async def stop_monitoring_price(self, ctx):
```

```
    """Command to stop monitoring the price."""
```

```
        await ctx.send("Command recognized, passing data to control.")
```

```

list = GlobalState.parse_user_message(GlobalState.user_message) # Parse the message into
command and up to 6 variables

command = list[0] # First element is the command


response = await self.price_control.receive_command(command) # Pass the command
to the control layer


await ctx.send(response)

```

--- StopBoundary.py ---

```

from discord.ext import commands
from control.StopControl import StopControl
from DataObjects.global_vars import GlobalState

```

```

class StopBoundary(commands.Cog):

```

```

    def __init__(self):
        self.control = StopControl() # Initialize control object

```

```

    @commands.command(name="stop_bot")

```

```

    async def stop_bot(self, ctx):
        await ctx.send("Command recognized, passing data to control.")

```

```

list = GlobalState.parse_user_message(GlobalState.user_message) # Parse the message into
command and up to 6 variables

command = list[0] # First element is the command

```

```
result = await self.control.receive_command(command, ctx)
```

```
print(result) # Send the result back to the Terminal. since the bot is shut down, it won't be able  
to send the message back to the user.
```

```
--- __init__.py ---
```

```
#empty init file
```

```
--- AccountControl.py ---
```

```
from DataObjects.AccountDAO import AccountDAO
```

```
class AccountControl:
```

```
    def __init__(self):
```

```
        self.account_dao = AccountDAO() # DAO for database operations
```

```
    def receive_command(self, command, *args):
```

```
        """Handle all account-related commands and process business logic."""
```

```
        print("Data received from boundary:", command)
```

```
        if command == "fetch_all_accounts":
```

```
            return self.fetch_all_accounts()
```

```
        elif command == "fetch_account_by_website":
```

```
            website = args[0] if args else None
```

```
            return self.fetch_account_by_website(website)
```

```
        elif command == "add_account":
```

```
username, password, website = args if args else (None, None, None)
```

```
return self.add_account(username, password, website)
```

```
elif command == "delete_account":
```

```
    account_id = args[0] if args else None
```

```
    return self.delete_account(account_id)
```

```
else:
```

```
    result = "Invalid command."
```

```
    print(result)
```

```
    return result
```

```
def add_account(self, username: str, password: str, website: str):
```

```
    """Add a new account to the database."""
```

```
    self.account_dao.connect()
```

```
    result = self.account_dao.add_account(username, password, website)
```

```
    self.account_dao.close()
```

```
    result_message = f"Account for {website} added successfully." if result else f"Failed to add  
account for {website}."
```

```
    print(result_message)
```

```
    return result_message
```

```
def delete_account(self, account_id: int):
```

```
    """Delete an account by ID."""
```

```
    self.account_dao.connect()
```

```
    try:
```

```

        result = self.account_dao.delete_account(account_id)

    except Exception as e:

        print(f"Error deleting account: {e}")

        return "Error deleting account."

    self.account_dao.reset_id_sequence()

    self.account_dao.close()


    result_message = f"Account with ID {account_id} deleted successfully." if result else f"Failed to
delete account with ID {account_id}."

    print(result_message)

    return result_message


def fetch_all_accounts(self):

    """Fetch all accounts using the DAO."""

    self.account_dao.connect()

    try:

        accounts = self.account_dao.fetch_all_accounts()

    except Exception as e:

        return "Error fetching accounts."

    self.account_dao.close()


    if accounts:

        account_list = "\n".join([f"ID: {acc[0]}, Username: {acc[1]}, Password: {acc[2]}, Website:
{acc[3]}" for acc in accounts])

        result_message = f"Accounts:\n{account_list}"

    else:

        result_message = "No accounts found."

```

```
print(result_message)
```

```
return result_message
```

```
def fetch_account_by_website(self, website: str):
```

```
    """Fetch an account by website."""
```

```
    try:
```

```
        self.account_dao.connect()
```

```
        account = self.account_dao.fetch_account_by_website(website)
```

```
        self.account_dao.close()
```

```
    # Logic to format the result within the control layer
```

```
    if account:
```

```
        return account
```

```
    else:
```

```
        return f"No account found for {website}."
```

```
except Exception as e:
```

```
    return f"Error: {str(e)}"
```

```
--- AvailabilityControl.py ---
```

```
import asyncio
```

```
from entity.AvailabilityEntity import AvailabilityEntity
```

```
from datetime import datetime
```

```
from utils.css_selectors import Selectors
```



```
class AvailabilityControl:
```

```
    def __init__(self):
```

```
        self.availability_entity = AvailabilityEntity() # Initialize the entity
```

```
        self.is_monitoring = False # Monitor state
```

```
        self.results = [] # List to store monitoring results
```

```
    async def receive_command(self, command_data, *args):
```

```
        """Handle all commands related to availability."""
```

```
        print("Data received from boundary:", command_data)
```

```
        if command_data == "check_availability":
```

```
            url = args[0]
```

```
            date_str = args[1] if len(args) > 1 else None
```

```
            return await self.check_availability(url, date_str)
```

```
        elif command_data == "start_monitoring_availability":
```

```
            url = args[0]
```

```
            date_str = args[1] if len(args) > 1 else None
```

```
            frequency = args[2] if len(args) > 2 and args[2] not in [None, ""] else 15
```

```
            return await self.start_monitoring_availability(url, date_str, frequency)
```

```
        elif command_data == "stop_monitoring_availability":
```

```
            return self.stop_monitoring_availability()
```

```
        else:
```

```
            print("Invalid command.")
```

```
            return "Invalid command."
```

```

async def check_availability(self, url: str, date_str=None):

    """Handle availability check and export results."""

    print("Checking availability...")

    # Call the entity to check availability

    try:

        if not url:

            selectors = Selectors.get_selectors_for_url("opentable")

            url = selectors.get('availableUrl')

            if not url:

                return "No URL provided, and default URL for openTable could not be found."

            print("URL not provided, default URL for openTable is: " + url)

        availability_info = await self.availability_entity.check_availability(url, date_str)

    # Prepare the result

    result = f"Checked availability: {availability_info}"

    except Exception as e:

        result = f"Failed to check availability: {str(e)}"

    print(result)

# Create a DTO (Data Transfer Object) for export

data_dto = {

    "command": "check_availability",

    "url": url,

    "result": result,

```

```
"entered_date": datetime.now().strftime('%Y-%m-%d'),  
"entered_time": datetime.now().strftime('%H:%M:%S')  
}
```

```
# Export data to Excel/HTML via the entity  
self.availability_entity.export_data(data_dto)  
  
return result
```

```
async def start_monitoring_availability(self, url: str, date_str=None, frequency=15):
```

```
    """Start monitoring availability at a specified frequency."""  
    print("Monitoring availability")  
    if self.is_monitoring:  
        result = "Already monitoring availability."  
        print(result)  
        return result
```

```
self.is_monitoring = True # Set monitoring to active
```

```
try:
```

```
    while self.is_monitoring:  
        # Call entity to check availability  
        result = await self.check_availability(url, date_str)  
        self.results.append(result) # Store the result in the list  
        await asyncio.sleep(frequency) # Wait for the specified frequency before checking again
```

```
except Exception as e:
```

```
    error_message = f"Failed to monitor availability: {str(e)}"
```

```
print(error_message)
```

```
return error_message
```

```
return self.results
```

```
def stop_monitoring_availability(self):
```

```
    """Stop monitoring availability."""
```

```
    print("Stopping availability monitoring...")
```

```
    result = None
```

```
    try:
```

```
        if not self.is_monitoring:
```

```
            # If no monitoring session is active
```

```
            result = "There was no active availability monitoring session. Nothing to stop."
```

```
        else:
```

```
            # Stop monitoring and collect results
```

```
            self.is_monitoring = False
```

```
            result = "Results for availability monitoring:\n"
```

```
            result += "\n".join(self.results)
```

```
            result = result + "\n" + "\nAvailability monitoring stopped successfully!"
```

```
            print(result)
```

```
    except Exception as e:
```

```
        # Handle any error that occurs
```

```
        result = f"Error stopping availability monitoring: {str(e)}"
```

```
    return result
```

--- BrowserControl.py ---

```
from entity.BrowserEntity import BrowserEntity
```

```
class BrowserControl:
```

```
    def __init__(self):
```

```
        # Initialize the entity object inside the control layer
```

```
        self.browser_entity = BrowserEntity()
```

```
    def receive_command(self, command_data):
```

```
        # Validate the command
```

```
        print("Data Received from boundary object: ", command_data)
```

```
        if command_data == "launch_browser":
```

```
            # Call the entity to perform the actual operation
```

```
            try:
```

```
                result = self.browser_entity.launch_browser()
```

```
                return result
```

```
            except Exception as e:
```

```
                return str(e) # Return the error message
```

```
        elif command_data == "close_browser":
```

```
            # Call the entity to perform the close operation
```

```
            try:
```

```
                result = self.browser_entity.close_browser()
```

```
                return result
```

except Exception as e:

return str(e) # Return the error message

else:

return "Invalid command."

--- HelpControl.py ---

class HelpControl:

def receive\_command(self, command\_data):

"""Handles the command and returns the appropriate message."""

print("Data received from boundary:", command\_data)

if command\_data == "project\_help":

help\_message = (

"Here are the available commands:\n"

"!project\_help - Get help on available commands.\n"

"!fetch\_all\_accounts - Fetch all stored accounts.\n"

"!add\_account 'username' 'password' 'website' - Add a new account to the database.\n"

"!fetch\_account\_by\_website 'website' - Fetch account details by website.\n"

"!delete\_account 'account\_id' - Delete an account by its ID.\n"

"!launch\_browser - Launch the browser.\n"

"!close\_browser - Close the browser.\n"

"!navigate\_to\_website 'url' - Navigate to a specified website.\n"

"!login 'website' - Log in to a website (e.g., !login bestbuy).\n"

"!get\_price 'url' - Check the price of a product on a specified website.\n"

"!start\_monitoring\_price 'url' 'frequency' - Start monitoring a product's price at a specific

```
interval (frequency in minutes).\n"
```

```
"!stop_monitoring_price - Stop monitoring the product's price.\n"
```

```
"!check_availability 'url' - Check availability for a restaurant or service.\n"
```

```
"!start_monitoring_availability 'url' 'frequency' - Monitor availability at a specific interval.\n"
```

```
"!stop_monitoring_availability - Stop monitoring availability.\n"
```

```
"!stop_bot - Stop the bot.\n"
```

```
)
```

```
    return help_message
```

```
else:
```

```
    return "Invalid command."
```

```
--- LoginControl.py ---
```

```
from control.AccountControl import AccountControl
```

```
from entity.BrowserEntity import BrowserEntity
```

```
from utils.css_selectors import Selectors
```

```
class LoginControl:
```

```
    def __init__(self):
```

```
        self.browser_entity = BrowserEntity()
```

```
        self.account_control = AccountControl() # Manages account data
```

```
    async def receive_command(self, command_data, site=None):
```

```
        """Handle login command and perform business logic."""
```

```
        print("Data received from boundary:", command_data)
```

```
if command_data == "login" and site:
```

```
    try:
```

```
        # Fetch account credentials from the entity
```

```
        account_info = self.account_control.fetch_account_by_website(site)
```

```
        if not account_info:
```

```
            return f"No account found for {site}"
```

```
        username, password = account_info[0], account_info[1]
```

```
        print(f"Username: {username}, Password: {password}")
```

```
    # Get the URL from the CSS selectors
```

```
    url = Selectors.get_selectors_for_url(site).get('url')
```

```
    print(url)
```

```
    if not url:
```

```
        return f"URL for {site} not found."
```

```
    result = await self.browser_entity.login(url, username, password)
```

```
except Exception as e:
```

```
    result = str(e)
```

```
    return result
```

```
else:
```

```
    return "Invalid command or site."
```

```
--- NavigationControl.py ---
```

```
from entity.BrowserEntity import BrowserEntity
```

```
from utils.css_selectors import Selectors
```



```
class NavigationControl:
```

```
    def __init__(self):
```

```
        # Initialize the entity object inside the control layer
```

```
        self.browser_entity = BrowserEntity()
```

```
    def receive_command(self, command, url=None):
```

```
        # Validate the command
```

```
        print("Data Received from boundary object: ", command)
```

```
        if command == "navigate_to_website":
```

```
            if not url:
```

```
                selectors = Selectors.get_selectors_for_url("google")
```

```
                url = selectors.get('url')
```

```
                if not url:
```

```
                    return "No URL provided, and default URL for google could not be found."
```

```
                print("URL not provided, default URL for Google is: " + url)
```

```
            try:
```

```
                result = self.browser_entity.navigate_to_website(url) # Call the entity to perform the actual
```

```
operation
```

```
            except Exception as e:
```

```
                result = str(e)
```

```
            return result
```

```
        else:
```

```
            return "Invalid command."
```

--- PriceControl.py ---

```
import asyncio
```

```
from datetime import datetime
```

```
from entity.PriceEntity import PriceEntity
```

```
from utils.css_selectors import Selectors
```

```
class PriceControl:
```

```
    def __init__(self):
```

```
        self.price_entity = PriceEntity() # Initialize PriceEntity for fetching and export
```

```
        self.is_monitoring = False # Monitoring flag
```

```
        self.results = [] # Store monitoring results
```

```
    async def receive_command(self, command_data, *args):
```

```
        """Handle all price-related commands and process business logic."""
```

```
        print("Data received from boundary:", command_data)
```

```
        if command_data == "get_price":
```

```
            url = args[0] if args else None
```

```
            return await self.get_price(url)
```

```
        elif command_data == "start_monitoring_price":
```

```
            url = args[0] if args else None
```

```
            frequency = args[1] if len(args) > 1 and args[1] not in [None, ""] else 20
```

```
            return await self.start_monitoring_price(url, frequency)
```

```
        elif command_data == "stop_monitoring_price":
```

```
return self.stop_monitoring_price()
```

```
else:
```

```
    return "Invalid command."
```

```
async def get_price(self, url: str):
```

```
    """Handle fetching the price from the entity."""
```

```
    print("getting price...")
```

```
    try:
```

```
        if not url:
```

```
            selectors = Selectors.get_selectors_for_url("bestbuy")
```

```
            url = selectors.get('priceUrl')
```

```
            if not url:
```

```
                return "No URL provided, and default URL for BestBuy could not be found."
```

```
            print("URL not provided, default URL for BestBuy is: " + url)
```

```
    # Fetch the price from the entity
```

```
    result = self.price_entity.get_price_from_page(url)
```

```
    print(f"Price found: {result}")
```

```
    data_dto = {
```

```
        "command": "monitor_price",
```

```
        "url": url,
```

```
        "result": result,
```

```
        "entered_date": datetime.now().strftime('%Y-%m-%d'),
```

```
        "entered_time": datetime.now().strftime('%H:%M:%S')
```

```
}
```

```
# Pass the DTO to PriceEntity to handle export
```

```
self.price_entity.export_data(data_dto)
```

```
except Exception as e:
```

```
    return f"Failed to fetch price: {str(e)}"
```

```
return result
```

```
async def start_monitoring_price(self, url: str, frequency=20):
```

```
    """Start monitoring the price at a given interval."""
```

```
    print("Starting price monitoring...")
```

```
    try:
```

```
        if self.is_monitoring:
```

```
            return "Already monitoring prices."
```

```
        self.is_monitoring = True
```

```
        previous_price = None
```

```
        while self.is_monitoring:
```

```
            current_price = await self.get_price(url)
```

```
            # Determine price changes and prepare the result
```

```
            result = ""
```

```
            if current_price:
```

```
                if previous_price is None:
```

```

        result = f"Starting price monitoring. Current price: {current_price}"

    elif current_price > previous_price:

        result = f"Price went up! Current price: {current_price} (Previous: {previous_price})"

    elif current_price < previous_price:

        result = f"Price went down! Current price: {current_price} (Previous:
{previous_price})"

    else:

        result = f"Price remains the same: {current_price}"

        previous_price = current_price

    else:

        result = "Failed to retrieve the price."

    # Add the result to the results list

    self.results.append(result)

    await asyncio.sleep(frequency)

except Exception as e:

    self.results.append(f"Failed to monitor price: {str(e)}")

def stop_monitoring_price(self):

    """Stop the price monitoring loop."""

    print("Stopping price monitoring...")

    result = None

    try:

        if not self.is_monitoring:

            # If no monitoring session is active

```

```

        result = "There was no active price monitoring session. Nothing to stop."

    else:

        # Stop monitoring and collect results

        self.is_monitoring = False

        result = "Results for price monitoring:\n"

        result += "\n".join(self.results)

        result = result + "\n" + "\nPrice monitoring stopped successfully!"

        print(result)

    except Exception as e:

        # Handle any error that occurs

        result = f"Error stopping price monitoring: {str(e)}"

    return result

```

--- StopControl.py ---

```
import discord
```

```
class StopControl:
```

```
    async def receive_command(self, command_data, ctx):
```

```
        """Handle the stop bot command."""
```

```
        print("Data received from boundary:", command_data)
```

```
        if command_data == "stop_bot":
```

```
            # Get the bot from the context (ctx) dynamically

```

```
bot = ctx.bot # This extracts the bot instance from the context

await ctx.send("The bot is shutting down...")

print("Bot is shutting down...")

await bot.close() # Close the bot

result = "Bot has been shut down."

print(result)

return result

else:

    result = "Invalid command."

    return result
```

--- \_\_init\_\_.py ---

#empty init file

--- AccountDAO.py ---

```
import psycopg2
```

```
from utils.Config import Config
```

```
class AccountDAO:
```

```
    def __init__(self):
```

```
        self.dbname = "postgres"
```

```
        self.user = "postgres"
```

```
        self.host = "localhost"
```

```
        self.port = "5432"
```

```
        self.password = Config.DATABASE_PASSWORD
```

```

def connect(self):
    """Establish a database connection."""
    try:
        self.connection = psycopg2.connect(
            dbname=self.dbname,
            user=self.user,
            password=self.password,
            host=self.host,
            port=self.port
        )
        self.cursor = self.connection.cursor()
        print("Database Connection Established.")
    except Exception as error:
        print(f"Error connecting to the database: {error}")
        self.connection = None
        self.cursor = None

def add_account(self, username: str, password: str, website: str):
    """Add a new account to the database using structured data."""
    try:
        # Combine DTO logic here by directly using the parameters
        query = "INSERT INTO accounts (username, password, website) VALUES (%s, %s, %s)"
        values = (username, password, website)
        self.cursor.execute(query, values)
        self.connection.commit()
        print(f"Account {username} added successfully.")
        return True

```



except Exception as error:

print(f"Error inserting account: {error}")

return False

def fetch\_account\_by\_website(self, website):

"""Fetch account credentials for a specific website."""

try:

query = "SELECT username, password FROM accounts WHERE LOWER(website) =  
LOWER(%s)"

self.cursor.execute(query, (website,))

result = self.cursor.fetchone()

print(result)

return result

except Exception as error:

print(f"Error fetching account for website {website}: {error}")

return None

def fetch\_all\_accounts(self):

"""Fetch all accounts from the database."""

try:

query = "SELECT id, username, password, website FROM accounts"

self.cursor.execute(query)

result = self.cursor.fetchall()

print(result)

return result

except Exception as error:

print(f"Error fetching accounts: {error}")

```
return []
```

```
def delete_account(self, account_id):
```

```
    """Delete an account by its ID."""
```

```
    try:
```

```
        self.cursor.execute("DELETE FROM accounts WHERE id = %s", (account_id,))
```

```
        self.connection.commit()
```

```
        if self.cursor.rowcount > 0: # Check if any rows were affected
```

```
            print(f"Account with ID {account_id} deleted successfully.")
```

```
            return True
```

```
    else:
```

```
        print(f"No account found with ID {account_id}.")
```

```
        return False
```

```
except Exception as error:
```

```
    print(f"Error deleting account: {error}")
```

```
    return False
```

```
def reset_id_sequence(self):
```

```
    """Reset the ID sequence to the maximum ID."""
```

```
    try:
```

```
        reset_query = "SELECT setval('accounts_id_seq', (SELECT MAX(id) FROM accounts))"
```

```
        self.cursor.execute(reset_query)
```

```
        self.connection.commit()
```

```
        print("ID sequence reset successfully.")
```

```
except Exception as error:
```

```
    print(f"Error resetting ID sequence: {error}")
```

```
def close(self):

    """Close the database connection."""

    if self.cursor:

        self.cursor.close()

    if self.connection:

        self.connection.close()

        print("Database connection closed.")
```

--- global\_vars.py ---

```
import re
```

```
class GlobalState:
```

```
    user_message = 'default'
```

```
    @classmethod
```

```
    def reset_user_message(cls):
```

```
        """Reset the global user_message variable to None."""
```

```
        cls.user_message = None
```

```
    @classmethod
```

```
    def parse_user_message(cls, message):
```

```
        """
```

```
        Parses a user message by splitting it into command and up to 6 variables.
```

```
        Handles quoted substrings so that quoted parts (e.g., "October 2") remain intact.
```

```
        """
```

```
        #print(f"User_message before parsing: {message}")
```

```

message = message.replace("!", "").strip() # Remove "!" and strip spaces

#print(f"User_message after replacing '!' with empty string: {message}")


# Simple split by spaces, keeping quoted substrings intact

parts = re.findall(r"\"[^\"]+\"|\\S+", message)

#print(f"Parts after splitting: {parts}")


# Ensure we always return 6 variables (command + 5 parts), even if some are empty

result = [parts[i].strip("") if len(parts) > i else "" for i in range(6)] # List comprehension to handle
missing parts


#print(f"Result: {result}")

return result # Return the list (or tuple if needed)

```

--- AvailabilityEntity.py ---

```

import asyncio

from utils.exportUtils import ExportUtils

from entity.BrowserEntity import BrowserEntity

from utils.css_selectors import Selectors

from selenium.webdriver.common.by import By

from selenium.webdriver.support.ui import WebDriverWait

from selenium.webdriver.support import expected_conditions as EC


class AvailabilityEntity:

    def __init__(self):

        self.browser_entity = BrowserEntity()

```

```

async def check_availability(self, url: str, date_str=None, timeout=15):

    try:

        # Use BrowserEntity to navigate to the URL

        self.browser_entity.navigate_to_website(url)


        # Get selectors for the given URL

        selectors = Selectors.get_selectors_for_url(url)


        # Perform date selection (optional)

        if date_str:

            try:

                await asyncio.sleep(3) # Wait for updates to load

                print(selectors['date_field'])

                date_field = self.browser_entity.driver.find_element(By.CSS_SELECTOR,
selectors['date_field'])

                date_field.click()

                await asyncio.sleep(3)

                date_button = self.browser_entity.driver.find_element(By.CSS_SELECTOR,
f"{selectors['select_date']} button[aria-label*='{date_str}']")

                date_button.click()

            except Exception as e:

                return f"Failed to select the date: {str(e)}"


        await asyncio.sleep(2) # Wait for updates to load

```

```

# Initialize flags for select_time and no_availability elements

select_time_seen = False

no_availability_seen = False

try:

    # Check if 'select_time' is available within the given timeout

    WebDriverWait(self.browser_entity.driver, timeout).until(

        EC.presence_of_element_located((By.CSS_SELECTOR, selectors['select_time']))

    )

    select_time_seen = True # If found, set the flag to True

except:

    select_time_seen = False # If not found within timeout

try:

    # Check if 'no_availability' is available within the given timeout

    WebDriverWait(self.browser_entity.driver, timeout).until(

        lambda driver: len(driver.find_elements(By.CSS_SELECTOR,

selectors['show_next_available_button'])) > 0

    )

    no_availability_seen = True # If found, set the flag to True

except:

    no_availability_seen = False # If not found within timeout


# Logic to determine availability

if select_time_seen:

    return f"Selected or default date {date_str if date_str else 'current date'} is available for
booking."

elif no_availability_seen:

    return "No availability for the selected date."

```

else:

return "Unable to determine availability. Please try again."

except Exception as e:

return f"Failed to check availability: {str(e)}"

def export\_data(self, dto):

"""Export price data to both Excel and HTML using ExportUtils.

dto: This is a Data Transfer Object (DTO) that contains the command, URL, result, date, and time.

"""

# Extract the data from the DTO

command = dto.get('command')

url = dto.get('url')

result = dto.get('result')

entered\_date = dto.get('entered\_date') # Optional, could be None

entered\_time = dto.get('entered\_time') # Optional, could be None

# Call the Excel export method from ExportUtils

excelResult = ExportUtils.log\_to\_excel(

command=command,

url=url,

result=result,

entered\_date=entered\_date, # Pass the optional entered\_date

entered\_time=entered\_time # Pass the optional entered\_time

```

)

print(excelResult)


# Call the HTML export method from ExportUtils
htmlResult = ExportUtils.export_to_html(

    command=command,

    url=url,

    result=result,

    entered_date=entered_date, # Pass the optional entered_date

    entered_time=entered_time # Pass the optional entered_time

)

print(htmlResult)

```

--- BrowserEntity.py ---

```

import asyncio

from selenium.webdriver.common.by import By
from selenium.webdriver.support.ui import WebDriverWait
from selenium.webdriver.support import expected_conditions as EC
from selenium import webdriver
from selenium.webdriver.chrome.service import Service
from utils.css_selectors import Selectors

```

```

class BrowserEntity:

    _instance = None

```



```
def __new__(cls, *args, **kwargs):  
    if not cls._instance:  
        cls._instance = super(BrowserEntity, cls).__new__(cls, *args, **kwargs)  
    return cls._instance
```

```
def __init__(self):  
    self.driver = None  
    self.browser_open = False
```

```
def set_browser_open(self, is_open: bool):  
    self.browser_open = is_open
```

```
def is_browser_open(self) -> bool:  
    return self.browser_open
```

```
def launch_browser(self):  
    if not self.browser_open:  
        options = webdriver.ChromeOptions()  
        options.add_argument("--remote-debugging-port=9222")  
        options.add_experimental_option("excludeSwitches", ["enable-automation"])  
        options.add_experimental_option('useAutomationExtension', False)  
        options.add_argument("--start-maximized")
```

```
options.add_argument("--disable-notifications")
options.add_argument("--disable-popup-blocking")
options.add_argument("--disable-infobars")
options.add_argument("--disable-extensions")
options.add_argument("--disable-webgl")
options.add_argument("--disable-webrtc")
options.add_argument("--disable-rtc-smoothing")
```

```
self.driver = webdriver.Chrome(service=Service(), options=options)
```

```
self.browser_open = True
```

```
result = "Browser launched."
```

```
print(result)
```

```
return result
```

```
else:
```

```
result = "Browser is already running."
```

```
print(result)
```

```
return result
```

```
def close_browser(self):
```

```
    if self.browser_open and self.driver:
```

```
        self.driver.quit()
```

```
        self.browser_open = False
```

```
        result = "Browser closed."
```

```
        print(result)
```

```
        return result
```

```
    else:
```

```
result = "No browser is currently open."  
  
print(result)  
  
return result
```

```
def navigate_to_website(self, url):  
  
    # Ensure the browser is launched before navigating  
  
    if not self.is_browser_open():  
  
        self.launch_browser()  
  
  
    # Navigate to the URL if browser is open  
  
    if self.driver:  
  
        self.driver.get(url)  
  
        result = f"Navigated to {url}"  
  
        print(result)  
  
        return result  
  
    else:  
  
        result = "Failed to open browser."  
  
        print(result)  
  
        return result
```

```
async def login(self, url, username, password):  
  
    # Navigate to the website  
  
    self.navigate_to_website(url)  
  
    await asyncio.sleep(3)
```

```

# Enter the username

        email_field    =    self.driver.find_element(By.CSS_SELECTOR,
Selectors.get_selectors_for_url(url)['email_field'])

        email_field.send_keys(username)

        await asyncio.sleep(3)


# Enter the password

        password_field  =    self.driver.find_element(By.CSS_SELECTOR,
Selectors.get_selectors_for_url(url)['password_field'])

        password_field.send_keys(password)

        await asyncio.sleep(3)


# Click the login button

        sign_in_button  =    self.driver.find_element(By.CSS_SELECTOR,
Selectors.get_selectors_for_url(url)['SignIn_button'])

        sign_in_button.click()

        await asyncio.sleep(5)


# Wait for the homepage to load

try:

                                                                    WebDriverWait(self.driver,
30).until(EC.presence_of_element_located((By.CSS_SELECTOR,
Selectors.get_selectors_for_url(url)['homePage'])))


        result = f"Logged in to {url} successfully with username: {username}"

        print(result)

        return result

```

except Exception as e:

result = f"Failed to log in: {str(e)}"

print(result)

return result

--- PriceEntity.py ---

from selenium.webdriver.common.by import By

from entity.BrowserEntity import BrowserEntity

from utils.exportUtils import ExportUtils # Import ExportUtils for handling data export

from utils.css\_selectors import Selectors # Import selectors to get CSS selectors for the browser

class PriceEntity:

"""PriceEntity is responsible for interacting with the system (browser) to fetch prices  
and handle the exporting of data to Excel and HTML."""

def \_\_init\_\_(self):

self.browser\_entity = BrowserEntity()

def get\_price\_from\_page(self, url: str):

# Navigate to the URL using BrowserEntity

self.browser\_entity.navigate\_to\_website(url)

selectors = Selectors.get\_selectors\_for\_url(url)

try:

# Find the price element on the page using the selector

price\_element = self.browser\_entity.driver.find\_element(By.CSS\_SELECTOR,

```

selectors['price'])

    result = price_element.text

    return result

except Exception as e:

    return f"Error fetching price: {str(e)}"

```

```

def export_data(self, dto):

    """Export price data to both Excel and HTML using ExportUtils.

    dto: This is a Data Transfer Object (DTO) that contains the command, URL, result, date, and
time.

    """

    # Extract the data from the DTO

    command = dto.get('command')

    url = dto.get('url')

    result = dto.get('result')

    entered_date = dto.get('entered_date') # Optional, could be None
    entered_time = dto.get('entered_time') # Optional, could be None

    # Call the Excel export method from ExportUtils

    excelResult = ExportUtils.log_to_excel(

        command=command,

        url=url,

        result=result,

        entered_date=entered_date, # Pass the optional entered_date

        entered_time=entered_time # Pass the optional entered_time

```

```

)

print(excelResult)

# Call the HTML export method from ExportUtils
htmlResult = ExportUtils.export_to_html(
    command=command,
    url=url,
    result=result,
    entered_date=entered_date, # Pass the optional entered_date
    entered_time=entered_time # Pass the optional entered_time
)

print(htmlResult)

```

```

--- __init__.py ---

```

```

#empty init file

```

```

--- test_add_account.py ---

```

```

from unittest.mock import patch

```

```

import logging, unittest

```

```

from test_init import BaseTestSetup, CustomTextTestRunner

```

```

class TestAddAccountCommand(BaseTestSetup):

```

```

    @patch('DataObjects.global_vars.GlobalState.parse_user_message')

```

```

    @patch('DataObjects.AccountDAO.AccountDAO.add_account')

```

```

    async def test_add_account_success(self, mock_add_account, mock_parse_user_message):

```

```

"""Test the add_account command when it succeeds."""

# Simulate parsing user message and extracting command parameters

mock_parse_user_message.return_value = ["add_account", "testuser", "password123",
"example.com"]

# Simulate successful account addition in the database

mock_add_account.return_value = True


# Triggering the command within the bot

command = self.bot.get_command("add_account")

await command(self.ctx)


# Validate that the success message is correctly sent to the user

self.ctx.send.assert_called_with("Account for example.com added successfully.")

logging.info("Verified successful account addition - database addition simulated and feedback
provided.")


@patch('DataObjects.global_vars.GlobalState.parse_user_message')
@patch('DataObjects.AccountDAO.AccountDAO.add_account')
async def test_add_account_error(self, mock_add_account, mock_parse_user_message):

    """Test the add_account command when it encounters an error."""

    # Setup for receiving command and failing to add account

    mock_parse_user_message.return_value = ["add_account", "testuser", "password123",
"example.com"]

    mock_add_account.return_value = False


# Command execution with expected failure

command = self.bot.get_command("add_account")

```



```

await command(self.ctx)

# Ensuring error feedback is correctly relayed to the user

self.ctx.send.assert_called_with("Failed to add account for example.com.")

logging.info("Verified error handling during account addition - simulated database failure and
error feedback.")

if __name__ == "__main__":

    unittest.main(testRunner=CustomTextTestRunner(verbosity=2))

```

--- test\_!check\_availability.py ---

```
import logging, unittest
```

```
from unittest.mock import patch
```

```
from test_init import BaseTestSetup, CustomTextTestRunner
```

```
"""
```

File: test\_!check\_availability.py

Purpose: Unit tests for the !check\_availability command in the Discord bot.

```
"""
```

```
class TestCheckAvailabilityCommand(BaseTestSetup):
```

```
    @patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
    @patch('control.AvailabilityControl.AvailabilityControl.receive_command')
```

```
        async def test_check_availability_success(self, mock_receive_command,
mock_parse_user_message):
```

```
"""Test the check_availability command when it succeeds."""
```

```
logging.info("Starting test: test_check_availability_success")
```

```
# Mock the parsed message to return the expected command and arguments
```

```
    mock_parse_user_message.return_value = ["check_availability", "https://example.com",  
"2024-09-30"]
```

```
# Simulate successful availability check
```

```
mock_receive_command.return_value = "Available for booking."
```

```
command = self.bot.get_command("check_availability")
```

```
self.assertIsNotNone(command)
```

```
# Call the command without arguments (since GlobalState is mocked)
```

```
await command(self.ctx)
```

```
expected_message = "Available for booking."
```

```
self.ctx.send.assert_called_with(expected_message)
```

```
logging.info("Verified successful availability check.")
```

```
@patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
@patch('control.AvailabilityControl.AvailabilityControl.receive_command')
```

```
    async def test_check_availability_error(self, mock_receive_command,  
mock_parse_user_message):
```

```
"""Test the check_availability command when it encounters an error."""
```

```
logging.info("Starting test: test_check_availability_error")
```

```

# Mock the parsed message to return the expected command and arguments

mock_parse_user_message.return_value = ["check_availability", "https://invalid-url.com",
"2024-09-30"]


# Simulate error during availability check

mock_receive_command.return_value = "No availability found."


command = self.bot.get_command("check_availability")

self.assertIsNotNone(command)


# Call the command without arguments (since GlobalState is mocked)

await command(self.ctx)


expected_message = "No availability found."

self.ctx.send.assert_called_with(expected_message)

logging.info("Verified error handling during availability check.")


if __name__ == "__main__":

    unittest.main(testRunner=CustomTextTestRunner(verbosity=2))


--- test_!close_browser.py ---

import logging, unittest

from unittest.mock import patch

from test_init import BaseTestSetup, CustomTextTestRunner

"""

```

File: test\_!close\_browser.py

Purpose: This file contains unit tests for the !close\_browser command in the Discord bot.

The tests validate both successful and error scenarios, ensuring the browser closes properly or errors are handled gracefully.

Tests:

- Positive: Simulates the !close\_browser command and verifies the browser closes correctly.
- Negative: Simulates an error during browser closure and ensures it is handled gracefully.

"""

```
class TestCloseBrowserCommand(BaseTestSetup):
```

```
    @patch('DataObjects.global_vars.GlobalState.parse_user_message') # Mock the global state
    parsing
```

```
    @patch('entity.BrowserEntity.BrowserEntity.close_browser')
```

```
    async def test_close_browser_success(self, mock_close_browser, mock_parse_user_message):
```

```
        """Test the close_browser command when it succeeds."""
```

```
        logging.info("Starting test: test_close_browser_success")
```

```
        # Mock the parsed user message
```

```
        mock_parse_user_message.return_value = ["close_browser"]
```

```
        # Simulate successful browser closure
```

```
        mock_close_browser.return_value = "Browser closed."
```

```
        # Retrieve the close_browser command from the bot
```

```
        command = self.bot.get_command("close_browser")
```

```
self.assertIsNotNone(command)
```

```
# Call the command
```

```
await command(self.ctx)
```

```
# Verify the expected message was sent to the user
```

```
expected_message = "Browser closed."
```

```
self.ctx.send.assert_called_with(expected_message)
```

```
logging.info("Verified successful browser closure.")
```

```
@patch('DataObjects.global_vars.GlobalState.parse_user_message') # Mock the global state  
parsing
```

```
@patch('entity.BrowserEntity.BrowserEntity.close_browser')
```

```
async def test_close_browser_error(self, mock_close_browser, mock_parse_user_message):
```

```
    """Test the close_browser command when it encounters an error."""
```

```
    logging.info("Starting test: test_close_browser_error")
```

```
# Mock the parsed user message
```

```
mock_parse_user_message.return_value = ["close_browser"]
```

```
# Simulate a failure during browser closure
```

```
mock_close_browser.side_effect = Exception("Failed to close browser")
```

```
# Retrieve the close_browser command from the bot
```

```
command = self.bot.get_command("close_browser")
```

```
self.assertIsNotNone(command)
```

```
# Call the command
```

```
await command(self.ctx)
```

```
# Verify the correct error message is sent
```

```
self.ctx.send.assert_called_with("Failed to close browser") # Error message handled
```

```
logging.info("Verified error handling during browser closure.")
```

```
if __name__ == "__main__":
```

```
    # Use the custom test runner to display 'Unit test passed'
```

```
    unittest.main(testRunner=CustomTextTestRunner(verbosity=2))
```

```
--- test_delete_account.py ---
```

```
from unittest.mock import patch
```

```
import logging, unittest
```

```
from test_init import BaseTestSetup, CustomTextTestRunner
```

```
class TestDeleteAccountCommand(BaseTestSetup):
```

```
    @patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
    @patch('DataObjects.AccountDAO.AccountDAO.delete_account')
```

```
        async def test_delete_account_success(self, mock_delete_account,
```

```
mock_parse_user_message):
```

```
    """Test the delete_account command when it succeeds."""
```

```
    logging.info("Unit test for delete account starting for positive test:")
```

```
    logging.info("Starting test: test_delete_account_success")
```

```
# Mock setup to simulate user input parsing and successful account deletion
```

```
mock_delete_account.return_value = True
```

```
mock_parse_user_message.return_value = ["delete_account", "123"]
```

```
# Triggering the delete account command in the bot
```

```
command = self.bot.get_command("delete_account")
```

```
await command(self.ctx)
```

```
# Checking if the success message was correctly sent to the user
```

```
expected_message = "Account with ID 123 deleted successfully."
```

```
self.ctx.send.assert_called_with(expected_message)
```

```
logging.info("Verified successful account deletion.")
```

```
@patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
@patch('DataObjects.AccountDAO.AccountDAO.delete_account')
```

```
async def test_delete_account_error(self, mock_delete_account, mock_parse_user_message):
```

```
    """Test the delete_account command when it encounters an error."""
```

```
    logging.info("Unit test for delete account starting for negative test:")
```

```
    logging.info("Starting test: test_delete_account_error")
```

```
# Mock setup for testing account deletion failure
```

```
mock_delete_account.return_value = False
```

```
mock_parse_user_message.return_value = ["delete_account", "999"]
```

```
# Executing the delete account command with expected failure
```

```
command = self.bot.get_command("delete_account")
```

```
await command(self.ctx)
```

```

    # Checking if the error message was correctly relayed to the user

    expected_message = "Failed to delete account with ID 999."

    self.ctx.send.assert_called_with(expected_message)

    logging.info("Verified error handling during account deletion.")

if __name__ == "__main__":

    # Custom test runner to highlight the test results

    unittest.main(testRunner=CustomTextTestRunner(verbosity=2))

--- test_!fetch_account_by_website.py ---

import logging, unittest

from unittest.mock import patch

from test_init import BaseTestSetup, CustomTextTestRunner

"""

File: test_!fetch_account_by_website.py

Purpose: Unit tests for the !fetch_account_by_website command in the Discord bot.

Tests the retrieval of account details based on website input, handling both found and not found
scenarios.

"""

class TestFetchAccountByWebsiteCommand(BaseTestSetup):

    @patch('DataObjects.global_vars.GlobalState.parse_user_message')

    @patch('DataObjects.AccountDAO.AccountDAO.fetch_account_by_website')

```



```

    async def test_fetch_account_by_website_success(self, mock_fetch_account_by_website,
mock_parse_user_message):

    """Test the fetch_account_by_website command when it succeeds."""

    logging.info("Starting test: test_fetch_account_by_website_success")

    # Mock setup for successful account fetch

    mock_fetch_account_by_website.return_value = ("testuser", "password123")

    mock_parse_user_message.return_value = ["fetch_account_by_website", "example.com"]

    # Command execution

    command = self.bot.get_command("fetch_account_by_website")

    self.assertIsNotNone(command)

    # Expected successful fetch response

    await command(self.ctx)

    expected_message = "testuser", "password123"

    self.ctx.send.assert_called_with(expected_message)

    logging.info("Verified successful account fetch.")

@patch('DataObjects.global_vars.GlobalState.parse_user_message')
@patch('DataObjects.AccountDAO.AccountDAO.fetch_account_by_website')

    async def test_fetch_account_by_website_error(self, mock_fetch_account_by_website,
mock_parse_user_message):

    """Test the fetch_account_by_website command when it encounters an error."""

    logging.info("Starting test: test_fetch_account_by_website_error")

    # Mock setup for failure in finding account

```

```

mock_fetch_account_by_website.return_value = None

mock_parse_user_message.return_value = ["fetch_account_by_website", "nonexistent.com"]


# Command execution for nonexistent account

command = self.bot.get_command("fetch_account_by_website")

self.assertIsNotNone(command)


# Expected error message response

await command(self.ctx)

expected_message = "No account found for nonexistent.com."

self.ctx.send.assert_called_with(expected_message)

logging.info("Verified error handling for nonexistent account.")


if __name__ == "__main__":

    unittest.main(testRunner=CustomTextTestRunner(verbosity=2))


--- test_!fetch_all_accounts.py ---

import logging, unittest

from unittest.mock import patch

from test_init import BaseTestSetup, CustomTextTestRunner


"""

File: test_!fetch_all_accounts.py

Purpose: Unit tests for the !fetch_all_accounts command in the Discord bot.

The tests validate both successful and error scenarios, ensuring accounts are fetched successfully
or errors are handled properly.

"""

```

```
class TestFetchAllAccountsCommand(BaseTestSetup):
```

```
    @patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
    @patch('DataObjects.AccountDAO.AccountDAO.fetch_all_accounts')
```

```
        async def test_fetch_all_accounts_success(self, mock_fetch_all_accounts,
mock_parse_user_message):
```

```
        """Test the fetch_all_accounts command when it succeeds."""
```

```
        logging.info("Starting test: test_fetch_all_accounts_success")
```

```
        # Mock the DAO function to simulate database returning account data
```

```
        mock_fetch_all_accounts.return_value = [("1", "testuser", "password", "example.com")]
```

```
        # Mock the message parsing to simulate command input handling
```

```
        mock_parse_user_message.return_value = ["fetch_all_accounts"]
```

```
        # Retrieve the command function from the bot commands
```

```
        command = self.bot.get_command("fetch_all_accounts")
```

```
        # Ensure the command is properly registered and retrieved
```

```
        self.assertIsNotNone(command)
```

```
        # Execute the command and pass the context object
```

```
        await command(self.ctx)
```

```
        # Define expected user message output
```

```
        expected_message = "Accounts:\nID: 1, Username: testuser, Password: password, Website:
example.com"
```

```
        # Assert the expected output was sent to the user
```

```
        self.ctx.send.assert_called_with(expected_message)
```

```

logging.info("Verified successful fetch.")

@patch('DataObjects.global_vars.GlobalState.parse_user_message')

@patch('DataObjects.AccountDAO.AccountDAO.fetch_all_accounts')
    async def test_fetch_all_accounts_error(self, mock_fetch_all_accounts,
mock_parse_user_message):
    """Test the fetch_all_accounts command when it encounters an error."""
    logging.info("Starting test: test_fetch_all_accounts_error")

    # Mock the DAO function to raise an exception simulating a database error
    mock_fetch_all_accounts.side_effect = Exception("Database error")

    # Mock the message parsing to simulate command input handling
    mock_parse_user_message.return_value = ["fetch_all_accounts"]

    # Retrieve the command function from the bot commands
    command = self.bot.get_command("fetch_all_accounts")

    # Ensure the command is properly registered and retrieved
    self.assertIsNotNone(command)

    # Execute the command and pass the context object
    await command(self.ctx)

    # Assert the correct error message was sent to the user
    self.ctx.send.assert_called_with("Error fetching accounts.")

    logging.info("Verified error handling.")

if __name__ == "__main__":
    unittest.main(testRunner=CustomTextTestRunner(verbosity=2))

```

```
--- test_!get_price.py ---
```

```
import logging, unittest
```

```
from unittest.mock import patch
```

```
from test_init import BaseTestSetup, CustomTextTestRunner
```

```
"""
```

File: test\_!get\_price.py

Purpose: This file contains unit tests for the !get\_price command in the Discord bot.

The tests validate both successful and error scenarios, ensuring that the price is fetched correctly or errors are handled.

```
"""
```

```
class TestGetPriceCommand(BaseTestSetup):
```

```
    @patch('control.PriceControl.PriceControl.receive_command')
```

```
    @patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
    async def test_get_price_success(self, mock_parse_message, mock_receive_command):
```

```
        """Test the get_price command when it succeeds."""
```

```
        logging.info("Starting test: test_get_price_success")
```

```
        # Simulate parsing of user input
```

```
        mock_parse_message.return_value = ["get_price", "https://example.com"]
```

```
        # Simulate successful price fetch
```

```
        mock_receive_command.return_value = "Price: $199.99"
```

```
# Retrieve the get_price command from the bot
```

```
command = self.bot.get_command("get_price")
```

```
self.assertIsNotNone(command)
```

```
# Call the command without passing URL (since parsing handles it)
```

```
await command(self.ctx)
```

```
# Verify the expected message was sent to the user
```

```
self.ctx.send.assert_called_with("Price found: Price: $199.99")
```

```
logging.info("Verified successful price fetch.")
```

```
@patch('control.PriceControl.PriceControl.receive_command')
```

```
@patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
async def test_get_price_error(self, mock_parse_message, mock_receive_command):
```

```
    """Test the get_price command when it encounters an error."""
```

```
    logging.info("Starting test: test_get_price_error")
```

```
# Simulate parsing of user input
```

```
mock_parse_message.return_value = ["get_price", "https://invalid-url.com"]
```

```
# Simulate a failure during price fetch
```

```
mock_receive_command.return_value = "Failed to fetch price"
```

```
# Retrieve the get_price command from the bot
```

```
command = self.bot.get_command("get_price")
```

```
self.assertIsNotNone(command)
```

```
# Call the command without passing additional URL argument (parsing handles it)
```

```
await command(self.ctx)
```

```
# Verify the correct error message is sent
```

```
self.ctx.send.assert_called_with("Price found: Failed to fetch price")
```

```
logging.info("Verified error handling during price fetch.")
```

```
if __name__ == "__main__":
```

```
    unittest.main(testRunner=CustomTextTestRunner(verbosity=2))
```

```
--- test_!launch_browser.py ---
```

```
import logging, unittest
```

```
from unittest.mock import patch
```

```
from test_init import BaseTestSetup, CustomTextTestRunner
```

```
"""
```

```
File: test_!launch_browser.py
```

```
Purpose: This file contains unit tests for the !launch_browser command in the Discord bot.
```

```
The tests validate both successful and error scenarios, ensuring the browser launches properly or  
errors are handled gracefully.
```

```
"""
```

```
class TestLaunchBrowserCommand(BaseTestSetup):
```

```
    @patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```

@patch('entity.BrowserEntity.BrowserEntity.launch_browser')

    async def test_launch_browser_success(self, mock_launch_browser,
mock_parse_user_message):

    """Test the launch_browser command when it succeeds."""

    logging.info("Starting test: test_launch_browser_success")

    # Simulate successful browser launch
    mock_launch_browser.return_value = "Browser launched."

    # Mock the parsed message to return the expected command
    mock_parse_user_message.return_value = ["launch_browser"]

    # Retrieve the launch_browser command from the bot
    command = self.bot.get_command("launch_browser")
    self.assertIsNotNone(command)

    # Call the command without arguments (since GlobalState is mocked)
    await command(self.ctx)

    # Verify the expected message was sent to the user
    expected_message = "Browser launched."
    self.ctx.send.assert_called_with(expected_message)
    logging.info("Verified successful browser launch.")

@patch('DataObjects.global_vars.GlobalState.parse_user_message')
@patch('entity.BrowserEntity.BrowserEntity.launch_browser')
async def test_launch_browser_error(self, mock_launch_browser, mock_parse_user_message):

    """Test the launch_browser command when it encounters an error."""

```



```

logging.info("Starting test: test_launch_browser_error")

# Simulate a failure during browser launch
mock_launch_browser.side_effect = Exception("Failed to launch browser")

# Mock the parsed message to return the expected command
mock_parse_user_message.return_value = ["launch_browser"]

# Retrieve the launch_browser command from the bot
command = self.bot.get_command("launch_browser")
self.assertIsNotNone(command)

# Call the command without arguments (since GlobalState is mocked)
await command(self.ctx)

# Verify the correct error message is sent
self.ctx.send.assert_called_with("Failed to launch browser") # Error message handled
logging.info("Verified error handling during browser launch.")

if __name__ == "__main__":
    # Use the custom test runner to display 'Unit test passed'
    unittest.main(testRunner=CustomTextTestRunner(verbosity=2))

--- test_!login.py ---

import logging, unittest

from unittest.mock import patch, AsyncMock

from test_init import BaseTestSetup, CustomTextTestRunner

```

"""

File: test\_!login.py

Purpose: Unit tests for the !login command in the Discord bot.

The tests validate both successful and error scenarios, ensuring the bot correctly logs in to a specified website or handles errors gracefully.

Tests:

- Positive: Simulates the !login command and verifies the login is successful.
- Negative: Simulates an error during login and ensures it is handled gracefully.

"""

```
class TestLoginCommand(BaseTestSetup):
```

```
    @patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
    @patch('control.LoginControl.LoginControl.receive_command')
```

```
    async def test_login_success(self, mock_receive_command, mock_parse_user_message):
```

```
        """Test the login command when it succeeds."""
```

```
        logging.info("Starting test: test_login_success")
```

```
        # Mock the parsed message to return the expected command and arguments
```

```
        mock_parse_user_message.return_value = ["login", "ebay"]
```

```
        # Simulate a successful login
```

```
        mock_receive_command.return_value = "Login successful."
```

```
        # Retrieve the login command from the bot
```

```
command = self.bot.get_command("login")
```

```
self.assertIsNotNone(command)
```

```
# Call the command without arguments (since GlobalState is mocked)
```

```
await command(self.ctx)
```

```
# Verify the expected message was sent to the user
```

```
expected_message = "Login successful."
```

```
self.ctx.send.assert_called_with(expected_message)
```

```
logging.info("Verified successful login.")
```

```
@patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
@patch('control.LoginControl.LoginControl.receive_command')
```

```
async def test_login_error(self, mock_receive_command, mock_parse_user_message):
```

```
    """Test the login command when it encounters an error."""
```

```
    logging.info("Starting test: test_login_error")
```

```
# Mock the parsed message to return the expected command and arguments
```

```
mock_parse_user_message.return_value = ["login", "nonexistent.com"]
```

```
# Simulate a failure during login
```

```
mock_receive_command.return_value = "Failed to login. No account found."
```

```
# Retrieve the login command from the bot
```

```
command = self.bot.get_command("login")
```

```
self.assertIsNotNone(command)
```

```

# Call the command without arguments (since GlobalState is mocked)

await command(self.ctx)


# Verify the correct error message is sent

expected_message = "Failed to login. No account found."

self.ctx.send.assert_called_with(expected_message)

logging.info("Verified error handling during login.")


if __name__ == "__main__":

    unittest.main(testRunner=CustomTextTestRunner(verbosity=2))


--- test_!navigate_to_website.py ---

import logging, unittest

from unittest.mock import patch, AsyncMock

from test_init import BaseTestSetup, CustomTextTestRunner


"""

File: test_!navigate_to_website.py

Purpose: This file contains unit tests for the !navigate_to_website command in the Discord bot.

The tests validate both successful and error scenarios, ensuring the bot navigates to the website
correctly or handles errors.

"""


class TestNavigateToWebsiteCommand(BaseTestSetup):

    @patch('DataObjects.global_vars.GlobalState.parse_user_message')

```

```
@patch('entity.BrowserEntity.BrowserEntity.navigate_to_website')
```

```
        async def test_navigate_to_website_success(self, mock_receive_command,
mock_parse_user_message):
```

```
        """Test the navigate_to_website command when it succeeds."""
```

```
        logging.info("Starting test: test_navigate_to_website_success")
```

```
        # Mock the parsed message to return the expected command and URL
```

```
        mock_parse_user_message.return_value = ["navigate_to_website", "https://example.com"]
```

```
        # Simulate successful navigation
```

```
        mock_receive_command.return_value = "Navigated to https://example.com."
```

```
        # Retrieve the navigate_to_website command from the bot
```

```
        command = self.bot.get_command("navigate_to_website")
```

```
        self.assertIsNotNone(command)
```

```
        # Call the command without arguments (since GlobalState is mocked)
```

```
        await command(self.ctx)
```

```
        # Verify the expected message was sent to the user
```

```
        expected_message = "Navigated to https://example.com."
```

```
        self.ctx.send.assert_called_with(expected_message)
```

```
        logging.info("Verified successful website navigation.")
```

```
@patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
@patch('entity.BrowserEntity.BrowserEntity.navigate_to_website')
```

```

        async def test_navigate_to_website_error(self, mock_receive_command,
mock_parse_user_message):

    """Test the navigate_to_website command when it encounters an error."""

    logging.info("Starting test: test_navigate_to_website_error")

    # Mock the parsed message to return the expected command and URL
    mock_parse_user_message.return_value = ["navigate_to_website", "https://invalid-url.com"]

    # Simulate a failure during navigation
    mock_receive_command.side_effect = Exception("Failed to navigate to the website.")

    # Retrieve the navigate_to_website command from the bot
    command = self.bot.get_command("navigate_to_website")
    self.assertIsNotNone(command)

    # Call the command without arguments (since GlobalState is mocked)
    await command(self.ctx)

    # Verify the correct error message is sent
    self.ctx.send.assert_called_with("Failed to navigate to the website.") # Error message handled
    logging.info("Verified error handling during website navigation.")

if __name__ == "__main__":

    # Use the custom test runner to display 'Unit test passed'
    unittest.main(testRunner=CustomTextTestRunner(verbosity=2))

```

```
--- test_!project_help.py ---
```

```
import logging, unittest
```

```
from unittest.mock import patch, AsyncMock, call
```

```
from test_init import BaseTestSetup, CustomTextTestRunner
```

```
"""
```

File: test\_!project\_help.py

Purpose: This file contains unit tests for the !project\_help command in the Discord bot.

The tests validate both successful and error scenarios, ensuring the bot provides the correct help message and handles errors properly.

Tests:

- Positive: Simulates the !project\_help command and verifies the correct help message is sent.
- Negative: Simulates an error scenario and ensures the error is handled gracefully.

```
"""
```

```
class TestProjectHelpCommand(BaseTestSetup):
```

```
    @patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
    async def test_project_help_success(self, mock_parse_user_message):
```

```
        """Test the project help command when it successfully returns the help message."""
```

```
        logging.info("Starting test: test_project_help_success")
```

```
        mock_parse_user_message.return_value = ["project_help"] # Mock the command parsing to
```

```
        return the command
```

```
        # Simulate calling the project_help command
```

```
        command = self.bot.get_command("project_help")
```

```
        self.assertIsNotNone(command, "project_help command is not registered.") # Ensure the
```

command is registered

```
await command(self.ctx)
```

```
# Define the expected help message from the module
```

```
help_message = (
```

```
    "Here are the available commands:\n"
```

```
    "!project_help - Get help on available commands.\n"
```

```
    "!fetch_all_accounts - Fetch all stored accounts.\n"
```

```
    "!add_account 'username' 'password' 'website' - Add a new account to the database.\n"
```

```
    "!fetch_account_by_website 'website' - Fetch account details by website.\n"
```

```
    "!delete_account 'account_id' - Delete an account by its ID.\n"
```

```
    "!launch_browser - Launch the browser.\n"
```

```
    "!close_browser - Close the browser.\n"
```

```
    "!navigate_to_website 'url' - Navigate to a specified website.\n"
```

```
    "!login 'website' - Log in to a website (e.g., !login bestbuy).\n"
```

```
    "!get_price 'url' - Check the price of a product on a specified website.\n"
```

```
    "!start_monitoring_price 'url' 'frequency' - Start monitoring a product's price at a specific  
interval (frequency in minutes).\n"
```

```
    "!stop_monitoring_price - Stop monitoring the product's price.\n"
```

```
    "!check_availability 'url' - Check availability for a restaurant or service.\n"
```

```
    "!start_monitoring_availability 'url' 'frequency' - Monitor availability at a specific interval.\n"
```

```
    "!stop_monitoring_availability - Stop monitoring availability.\n"
```

```
    "!stop_bot - Stop the bot.\n"
```

```
)
```



```

# Check if the correct help message was sent

self.ctx.send.assert_called_with(help_message)

logging.info("Verified that the correct help message was sent.")


@patch('DataObjects.global_vars.GlobalState.parse_user_message')

async def test_project_help_error(self, mock_parse_user_message):

    """Test the project help command when it encounters an error during execution."""

    logging.info("Starting test: test_project_help_error")

    mock_parse_user_message.return_value = ["project_help"] # Mock the command parsing to
return the command


# Simulate an error when sending the message

self.ctx.send.side_effect = Exception("Error during project_help execution.")


command = self.bot.get_command("project_help")

self.assertIsNotNone(command, "project_help command is not registered.") # Ensure the
command is registered


with self.assertRaises(Exception):

    await command(self.ctx)


logging.info("Verified that an error occurred and was handled.")


if __name__ == "__main__":

    # Use the custom test runner to display 'Unit test passed'

    unittest.main(testRunner=CustomTextTestRunner(verbosity=2))

```

```
--- test_!start_monitoring_availability.py ---
```

```
import logging, unittest
```

```
from unittest.mock import patch
```

```
from test_init import BaseTestSetup, CustomTextTestRunner
```

```
"""
```

```
File: test_!monitor_availability.py
```

```
Purpose: Unit tests for the !monitor_availability command in the Discord bot.
```

```
"""
```

```
class TestMonitorAvailabilityCommand(BaseTestSetup):
```

```
    @patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
    @patch('control.AvailabilityControl.AvailabilityControl.receive_command')
```

```
        async def test_monitor_availability_success(self, mock_receive_command,
mock_parse_user_message):
```

```
        """Test the monitor_availability command when it succeeds."""
```

```
        logging.info("Starting test: test_monitor_availability_success")
```

```
        # Mock the parsed message to return the expected command and arguments
```

```
            mock_parse_user_message.return_value = ["start_monitoring_availability",
"https://example.com", "2024-09-30", 15]
```

```
        # Simulate successful availability monitoring start
```

```
        mock_receive_command.return_value = "Monitoring started for https://example.com."
```

```

command = self.bot.get_command("start_monitoring_availability")

self.assertIsNotNone(command)


# Call the command without arguments (since GlobalState is mocked)

await command(self.ctx)


expected_message = "Monitoring started for https://example.com."

self.ctx.send.assert_called_with(expected_message)

logging.info("Verified successful availability monitoring start.")


@patch('DataObjects.global_vars.GlobalState.parse_user_message')

@patch('control.AvailabilityControl.AvailabilityControl.receive_command')

    async def test_monitor_availability_error(self, mock_receive_command,
mock_parse_user_message):

    """Test the monitor_availability command when it encounters an error."""

    logging.info("Starting test: test_monitor_availability_error")


# Mock the parsed message to return the expected command and arguments

    mock_parse_user_message.return_value = ["start_monitoring_availability",

"https://invalid-url.com", "2024-09-30", 15]


# Simulate an error during availability monitoring

mock_receive_command.return_value = "Failed to start monitoring."


command = self.bot.get_command("start_monitoring_availability")

self.assertIsNotNone(command)

```

```

# Call the command without arguments (since GlobalState is mocked)

await command(self.ctx)

expected_message = "Failed to start monitoring."

self.ctx.send.assert_called_with(expected_message)

logging.info("Verified error handling during availability monitoring.")

if __name__ == "__main__":

    unittest.main(testRunner=CustomTextTestRunner(verbosity=2))

```

--- test\_!start\_monitoring\_price.py ---

```
import logging, unittest
```

```
from unittest.mock import patch, AsyncMock
```

```
from test_init import BaseTestSetup, CustomTextTestRunner
```

```
"""
```

File: test\_!start\_monitoring\_price.py

Purpose: This file contains unit tests for the !start\_monitoring\_price command in the Discord bot.

The tests validate both successful and error scenarios, ensuring that the bot starts monitoring prices or handles errors gracefully.

Tests:

- Positive: Simulates the !start\_monitoring\_price command and verifies the monitoring is initiated successfully.
- Negative: Simulates an error during the initiation of price monitoring and ensures it is handled gracefully.

"""

```
class TestStartMonitoringPriceCommand(BaseTestSetup):

    @patch('DataObjects.global_vars.GlobalState.parse_user_message')

    @patch('control.PriceControl.PriceControl.receive_command')

        async def test_start_monitoring_price_success(self, mock_receive_command,
mock_parse_user_message):

    """Test the start_monitoring_price command when it succeeds."""

    logging.info("Starting test: test_start_monitoring_price_success")

    # Mock the parsed message to return the expected command and parameters

    mock_parse_user_message.return_value = ["start_monitoring_price", "https://example.com",
"20"]

    # Simulate successful price monitoring start

    mock_receive_command.return_value = "Monitoring started for https://example.com."

    # Retrieve the start_monitoring_price command from the bot

    command = self.bot.get_command("start_monitoring_price")

    self.assertIsNotNone(command)

    # Call the command without explicit parameters due to mocked GlobalState

    await command(self.ctx)

    # Verify the expected message was sent to the user

    expected_message = "Monitoring started for https://example.com."

    self.ctx.send.assert_called_with(expected_message)
```

```
logging.info("Verified successful price monitoring start.")
```

```
@patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
@patch('control.PriceControl.PriceControl.receive_command')
```

```
        async def test_start_monitoring_price_error(self, mock_receive_command,
mock_parse_user_message):
```

```
        """Test the start_monitoring_price command when it encounters an error."""
```

```
        logging.info("Starting test: test_start_monitoring_price_error")
```

```
        # Mock the parsed message to simulate the command being executed with an invalid URL
```

```
        mock_parse_user_message.return_value = ["start_monitoring_price", "https://invalid-url.com",
"20"]
```

```
        # Simulate a failure during price monitoring start
```

```
        mock_receive_command.return_value = "Failed to start monitoring"
```

```
        # Retrieve the start_monitoring_price command from the bot
```

```
        command = self.bot.get_command("start_monitoring_price")
```

```
        self.assertIsNotNone(command)
```

```
        # Call the command without explicit parameters due to mocked GlobalState
```

```
        await command(self.ctx)
```

```
        # Verify the correct error message is sent
```

```
        expected_message = "Failed to start monitoring"
```

```
        self.ctx.send.assert_called_with(expected_message)
```

```
        logging.info("Verified error handling during price monitoring start.")
```

```
if __name__ == "__main__":  
    unittest.main(testRunner=CustomTextTestRunner(verbosity=2))
```

--- test\_!stop\_bot.py ---

```
import logging, unittest
```

```
from unittest.mock import AsyncMock, patch
```

```
from test_init import BaseTestSetup, CustomTextTestRunner
```

"""

File: test\_!stop\_bot.py

Purpose: This file contains unit tests for the !stop\_bot command in the Discord bot.

The tests validate both successful and error scenarios, ensuring the bot correctly shuts down or handles errors during shutdown.

Tests:

- Positive: Simulates the !stop\_bot command and verifies the bot shuts down correctly.
- Negative: Simulates an error during shutdown and ensures it is handled gracefully.

"""

```
class TestStopBotCommand(BaseTestSetup):
```

```
    @patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
    @patch('control.StopControl.StopControl.receive_command', new_callable=AsyncMock)
```

```
    async def test_stop_bot_success(self, mock_receive_command, mock_parse_user_message):
```

```
        """Test the stop bot command when it successfully shuts down."""
```

```
        logging.info("Starting test: test_stop_bot_success")
```

```
# Setup mocks
```

```
mock_receive_command.return_value = "The bot is shutting down..."
```

```
mock_parse_user_message.return_value = ["stop_bot"]
```

```
# Simulate calling the stop_bot command
```

```
command = self.bot.get_command("stop_bot")
```

```
self.assertIsNotNone(command, "stop_bot command is not registered.")
```

```
await command(self.ctx)
```

```
# Verify the message was sent before shutdown is initiated
```

```
self.ctx.send.assert_called_once_with("Command recognized, passing data to control.")
```

```
logging.info("Verified that the shutdown message was sent to the user.")
```

```
# Ensure bot.close() is called
```

```
mock_receive_command.assert_called_once()
```

```
logging.info("Verified that the bot's close method was called once.")
```

```
@patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
@patch('control.StopControl.StopControl.receive_command', new_callable=AsyncMock)
```

```
async def test_stop_bot_error(self, mock_receive_command, mock_parse_user_message):
```

```
    """Test the stop bot command when it encounters an error during shutdown."""
```

```
    logging.info("Starting test: test_stop_bot_error")
```

```
# Setup mocks
```

```
exception_message = "Error stopping bot"
```

```
mock_receive_command.side_effect = Exception(exception_message)
```



```

mock_parse_user_message.return_value = ["stop_bot"]

# Simulate calling the stop_bot command
command = self.bot.get_command("stop_bot")

self.assertIsNotNone(command, "stop_bot command is not registered.")

with self.assertRaises(Exception) as context:
    await command(self.ctx)

# Verify that the correct error message is sent
self.ctx.send.assert_called_with('Command recognized, passing data to control.')
self.assertTrue(exception_message in str(context.exception))

logging.info("Verified error handling during bot shutdown.")

# Verify that the close method was still attempted
mock_receive_command.assert_called_once_with("stop_bot", self.ctx)

    logging.info("Verified that the bot's close method was attempted even though it raised an
error.")

if __name__ == "__main__":
    # Use the custom test runner to display 'Unit test passed'
    unittest.main(testRunner=CustomTextTestRunner(verbosity=2))

--- test_!stop_monitoring_availability.py ---

import logging, unittest

from unittest.mock import patch

```

```
from test_init import BaseTestSetup, CustomTextTestRunner
```

```
"""
```

File: test\_!stop\_monitoring\_availability.py

Purpose: Unit tests for the !stop\_monitoring\_availability command in the Discord bot.

```
"""
```

```
class TestStopMonitoringAvailabilityCommand(BaseTestSetup):
```

```
    @patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
    @patch('control.AvailabilityControl.AvailabilityControl.receive_command')
```

```
        async def test_stop_monitoring_availability_no_active_session(self, mock_receive_command,
mock_parse_user_message):
```

```
            """Test the stop_monitoring_availability command when no active session exists."""
```

```
            logging.info("Starting test: test_stop_monitoring_availability_no_active_session")
```

```
            # Mock the parsed message to return the expected command and arguments
```

```
            mock_parse_user_message.return_value = ["stop_monitoring_availability"]
```

```
            # Simulate no active session scenario
```

```
            mock_receive_command.return_value = "There was no active availability monitoring session."
```

```
            command = self.bot.get_command("stop_monitoring_availability")
```

```
            self.assertIsNotNone(command)
```

```
            # Call the command without arguments (since GlobalState is mocked)
```

```
            await command(self.ctx)
```

```
expected_message = "There was no active availability monitoring session."
```

```
self.ctx.send.assert_called_with(expected_message)
```

```
logging.info("Verified no active session stop scenario.")
```

```
@patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
@patch('control.AvailabilityControl.AvailabilityControl.receive_command')
```

```
    async def test_stop_monitoring_availability_success(self, mock_receive_command,  
mock_parse_user_message):
```

```
    """Test the stop_monitoring_availability command when it succeeds."""
```

```
    logging.info("Starting test: test_stop_monitoring_availability_success")
```

```
    # Mock the parsed message to return the expected command and arguments
```

```
    mock_parse_user_message.return_value = ["stop_monitoring_availability"]
```

```
    # Simulate successful stopping of monitoring
```

```
    mock_receive_command.return_value = "Availability monitoring stopped successfully."
```

```
    command = self.bot.get_command("stop_monitoring_availability")
```

```
    self.assertIsNotNone(command)
```

```
    # Call the command without arguments (since GlobalState is mocked)
```

```
    await command(self.ctx)
```

```
    expected_message = "Availability monitoring stopped successfully."
```

```
    self.ctx.send.assert_called_with(expected_message)
```

```
    logging.info("Verified successful availability monitoring stop.")
```

```
if __name__ == "__main__":  
    unittest.main(testRunner=CustomTextTestRunner(verbosity=2))
```

```
--- test_!stop_monitoring_price.py ---
```

```
import logging, unittest
```

```
from unittest.mock import patch, AsyncMock
```

```
from test_init import BaseTestSetup, CustomTextTestRunner
```

```
"""
```

File: test\_!stop\_monitoring\_price.py

Purpose: This file contains unit tests for the !stop\_monitoring\_price command in the Discord bot.

The tests validate both successful and error scenarios, ensuring that the bot stops monitoring prices or handles errors gracefully.

```
"""
```

```
class TestStopMonitoringPriceCommand(BaseTestSetup):
```

```
    @patch('DataObjects.global_vars.GlobalState.parse_user_message')
```

```
    @patch('control.PriceControl.PriceControl.receive_command')
```

```
        async def test_stop_monitoring_price_success_with_results(self, mock_receive_command,  
mock_parse_user_message):
```

```
            """Test the stop_monitoring_price command when monitoring was active and results are  
returned."""
```

```
            logging.info("Starting test: test_stop_monitoring_price_success_with_results")
```

```

# Simulate stopping monitoring and receiving results

mock_parse_user_message.return_value = ["stop_monitoring_price"]

mock_receive_command.return_value = "Results for price monitoring:\nPrice: $199.99\nPrice
monitoring stopped successfully!"


# Retrieve the stop_monitoring_price command from the bot

command = self.bot.get_command("stop_monitoring_price")

self.assertIsNotNone(command)


# Call the command

await command(self.ctx)


# Verify the expected message was sent to the user

expected_message = "Results for price monitoring:\nPrice: $199.99\nPrice monitoring stopped
successfully!"

self.ctx.send.assert_called_with(expected_message)

logging.info("Verified successful stop with results.")


@patch('DataObjects.global_vars.GlobalState.parse_user_message')

@patch('control.PriceControl.PriceControl.receive_command')

    async def test_stop_monitoring_price_error(self, mock_receive_command,
mock_parse_user_message):

    """Test the stop_monitoring_price command when it encounters an error."""

    logging.info("Starting test: test_stop_monitoring_price_error")


# Simulate a failure during price monitoring stop

mock_parse_user_message.return_value = ["stop_monitoring_price"]

```

```
mock_receive_command.return_value = "Error stopping price monitoring"
```

```
# Retrieve the stop_monitoring_price command from the bot
```

```
command = self.bot.get_command("stop_monitoring_price")
```

```
self.assertIsNotNone(command)
```

```
# Call the command
```

```
await command(self.ctx)
```

```
# Verify the correct error message is sent
```

```
expected_message = "Error stopping price monitoring"
```

```
self.ctx.send.assert_called_with(expected_message)
```

```
logging.info("Verified error handling during price monitoring stop.")
```

```
if __name__ == "__main__":
```

```
# Use the custom test runner to display 'Unit test passed'
```

```
unittest.main(testRunner=CustomTextTestRunner(verbosity=2))
```

```
--- test_init.py ---
```

```
# Purpose: This file contains common setup code for all test cases.
```

```
import sys, os, discord, logging, unittest
```

```
sys.path.append(os.path.dirname(os.path.dirname(os.path.abspath(__file__))))
```

```
from unittest.mock import AsyncMock
```

```
from utils.MyBot import MyBot
```

```
# Setup logging configuration
```

```
logging.basicConfig(level=logging.INFO, format='%(asctime)s - %(levelname)s - %(message)s')
```

```
class CustomTextTestResult(unittest.TextTestResult):
```

```
    """Custom test result to output 'Unit test passed' instead of 'ok'."""
```

```
    def addSuccess(self, test):
```

```
        super().addSuccess(test)
```

```
        self.stream.write("Unit test passed\n") # Custom success message
```

```
        self.stream.flush()
```

```
class CustomTextTestRunner(unittest.TextTestRunner):
```

```
    """Custom test runner that uses the custom result class."""
```

```
    resultclass = CustomTextTestResult
```

```
class BaseTestSetup(unittest.IsolatedAsyncioTestCase):
```

```
    """Base setup class for initializing bot and mock context for all tests."""
```

```
    async def asyncSetUp(self):
```

```
        """Setup the bot and mock context before each test."""
```

```
        logging.info("Setting up the bot and mock context for testing...")
```

```
        intents = discord.Intents.default()
```

```
        intents.message_content = True
```

```
        self.bot = MyBot(command_prefix="!", intents=intents)
```

```
        self.ctx = AsyncMock()
```

```
        self.ctx.send = AsyncMock()
```

```
        self.ctx.bot = self.bot # Mock the bot property in the context
```

```
        await self.bot.setup_hook() # Ensure commands are registered
```

--- \_\_init\_\_.py ---

#empty init file

--- Config.py ---

#ignored not pushed to git!

class Config:

DISCORD\_TOKEN =

'MTI2OTM4MTE4OTA1NjMzNTk3Mw.GJdUct.-2RsoynZh78VFGdoXdrXWFhFQPbUCHM7V2w-u8'

CHANNEL\_ID = 1269383349278081054

DATABASE\_PASSWORD = 'postgres'

--- css\_selectors.py ---

class Selectors:

SELECTORS = {

"google": {

"url": "https://www.google.com/"

},

"ebay": {

"url": "https://signin.ebay.com/signin/",

"email\_field": "#userid",

"continue\_button": "[data-testid\*='signin-continue-btn']",

"password\_field": "#pass",

"login\_button": "#sgnBt",

"price": ".x-price-primary span" # CSS selector for Ebay price

},

"bestbuy": {



"priceUrl":

"https://www.bestbuy.com/site/microsoft-xbox-wireless-controller-for-xbox-series-x-xbox-series-s-xbox-one-windows-devices-sky-cipher-special-edition/6584960.p?skuld=6584960",

"url": "https://www.bestbuy.com/signin/",

"email\_field": "#fld-e",

"continue\_button": ".cia-form\_\_controls button",

"password\_field": "#fld-p1",

"SignIn\_button": ".cia-form\_\_controls button",

"price": "[data-testid='customer-price'] span", # CSS selector for BestBuy price

"homePage": ".v-p-right-xxs.line-clamp"

},

"opentable": {

"url": "https://www.opentable.com/",

"unavailableUrl": "https://www.opentable.com/r/bar-spero-washington/",

"availableUrl": "https://www.opentable.com/r/the-rux-nashville",

"availableUrl2": "https://www.opentable.com/r/hals-the-steakhouse-nashville",

"date\_field": "#restProfileSideBarDtpDayPicker-label",

"time\_field": "#restProfileSideBarDtpTimePickerDtpPicker",

"select\_date": "#restProfileSideBarDtpDayPicker-wrapper", # button[aria-label\*="{ }"]

"select\_time": "h3[data-test='select-time-header']",

"no\_availability": "div.\_8ye6OVzeOuU- span",

"find\_table\_button": ".find-table-button", # Example selector for the Find Table button

"availability\_result": ".availability-result", # Example selector for availability results

"show\_next\_available\_button": "button[data-test='multi-day-availability-button']", # Show

next available button

"available\_dates": "ul[data-test='time-slots'] > li", # Available dates and times

```
}  
  
}
```

```
@staticmethod
```

```
def get_selectors_for_url(url):  
    for keyword, selectors in Selectors.SELECTORS.items():  
        if keyword in url.lower():  
            return selectors  
  
    return None # Return None if no matching selectors are found
```

```
--- exportUtils.py ---
```

```
import os
```

```
import pandas as pd
```

```
from datetime import datetime
```

```
class ExportUtils:
```

```
@staticmethod
```

```
def log_to_excel(command, url, result, entered_date=None, entered_time=None):  
    # Determine the file path for the Excel file  
  
    file_name = f"{command}.xlsx"  
  
    file_path = os.path.join("ExportedFiles", "excelFiles", file_name)  
  
    # Ensure directory exists  
  
    os.makedirs(os.path.dirname(file_path), exist_ok=True)  
  
    # Timestamp for current run
```

```

timestamp = datetime.now().strftime('%Y-%m-%d %H:%M:%S')

# If date/time not entered, use current timestamp

entered_date = entered_date or datetime.now().strftime('%Y-%m-%d')
entered_time = entered_time or datetime.now().strftime('%H:%M:%S')


# Check if the file exists and create the structure if it doesn't
if not os.path.exists(file_path):

    df = pd.DataFrame(columns=["Timestamp", "Command", "URL", "Result", "Entered Date",
"Entered Time"])

    df.to_excel(file_path, index=False)


# Load existing data from the Excel file
df = pd.read_excel(file_path)


# Append the new row
new_row = {

    "Timestamp": timestamp,

    "Command": command,

    "URL": url,

    "Result": result,

    "Entered Date": entered_date,

    "Entered Time": entered_time

}


# Add the new row to the existing data and save it back to Excel
df = pd.concat([df, pd.DataFrame([new_row])], ignore_index=True)

```

```
df.to_excel(file_path, index=False)
```

```
return f"Data saved to Excel file at {file_path}."
```

```
@staticmethod
```

```
def export_to_html(command, url, result, entered_date=None, entered_time=None):
```

```
    """Export data to HTML format with the same structure as Excel."""
```

```
    # Define file path for HTML
```

```
    file_name = f"{command}.html"
```

```
    file_path = os.path.join("ExportedFiles", "htmlFiles", file_name)
```

```
    # Ensure directory exists
```

```
    os.makedirs(os.path.dirname(file_path), exist_ok=True)
```

```
    # Timestamp for current run
```

```
    timestamp = datetime.now().strftime('%Y-%m-%d %H:%M:%S')
```

```
    # If date/time not entered, use current timestamp
```

```
    entered_date = entered_date or datetime.now().strftime('%Y-%m-%d')
```

```
    entered_time = entered_time or datetime.now().strftime('%H:%M:%S')
```

```
    # Data row to insert
```

```
    new_row = {
```

```
        "Timestamp": timestamp,
```

```
        "Command": command,
```

```
        "URL": url,
```

```

"Result": result,

"Entered Date": entered_date,

"Entered Time": entered_time

}

```

```

# Check if the HTML file exists and append rows

```

```

if os.path.exists(file_path):

```

```

    # Open the file and append rows

```

```

    with open(file_path, "r+", encoding="utf-8") as file:

```

```

        content = file.read()

```

```

        # Look for the closing </table> tag and append new rows before it

```

```

        if "</table>" in content:

```

```

            new_row_html =

```

```

f"<tr><td>{new_row['Timestamp']}</td><td>{new_row['Command']}</td><td>{new_row['URL']}</td><
td>{new_row['Result']}</td><td>{new_row['Entered
Date']}</td><td>{new_row['Entered
Time']}</td></tr>\n"

```

```

        content = content.replace("</table>", new_row_html + "</table>")

```

```

        file.seek(0) # Move pointer to the start

```

```

        file.write(content)

```

```

        file.truncate() # Truncate any remaining content

```

```

        file.flush() # Flush the buffer to ensure it's written

```

```

else:

```

```

    # If the file doesn't exist, create a new one with table headers

```

```

    with open(file_path, "w", encoding="utf-8") as file:

```

```

        html_content = "<html><head><title>Command Data</title></head><body>"

```

```

        html_content += f"<h1>Results for {command}</h1><table border='1'>"

```

```

            html_content +=

```

```
"<tr><th>Timestamp</th><th>Command</th><th>URL</th><th>Result</th><th>Entered
Date</th><th>Entered Time</th></tr>"
```

```
html_content +=
```

```
f"<tr><td>{new_row['Timestamp']}</td><td>{new_row['Command']}</td><td>{new_row['URL']}</td><
td>{new_row['Result']}</td><td>{new_row['Entered Date']}</td><td>{new_row['Entered
Time']}</td></tr>\n"
```

```
html_content += "</table></body></html>"
```

```
file.write(html_content)
```

```
file.flush() # Ensure content is written to disk
```

```
return f"HTML file saved and updated at {file_path}."
```

```
--- MyBot.py ---
```

```
import discord
```

```
from discord.ext import commands
```

```
from boundary.BrowserBoundary import BrowserBoundary
```

```
from boundary.NavigationBoundary import NavigationBoundary
```

```
from boundary.HelpBoundary import HelpBoundary
```

```
from boundary.StopBoundary import StopBoundary
```

```
from boundary.LoginBoundary import LoginBoundary
```

```
from boundary.AccountBoundary import AccountBoundary
```

```
from boundary.AvailabilityBoundary import AvailabilityBoundary
```

```
from boundary.PriceBoundary import PriceBoundary
```

```
from DataObjects.global_vars import GlobalState # Import the global variable
```

```
# Bot initialization
```

```
intents = discord.Intents.default()
```

```
intents.message_content = True # Enable reading message content
```

```
class MyBot(commands.Bot):
```

```
    def __init__(self, *args, **kwargs):
```

```
        super().__init__(*args, **kwargs)
```

```
    async def on_message(self, message):
```

```
        if message.author == self.user: # Prevent the bot from replying to its own messages
```

```
            return
```

```
        print(f"Message received: {message.content}")
```

```
        GlobalState.user_message = message.content
```

```
        if GlobalState.user_message.lower() in ["hi", "hey", "hello"]:
```

```
            await message.channel.send("Hi, how can I help you?")
```

```
        elif GlobalState.user_message.startswith("!"):
```

```
            print("User message: ", GlobalState.user_message)
```

```
        else:
```

```
            await message.channel.send("I'm sorry, I didn't understand that. Type !project_help to see  
the list of commands.")
```

```
            await self.process_commands(message)
```

```
            GlobalState.reset_user_message() # Reset the global user_message variable
```

```
#print("User_message reset to empty string")
```

```
async def setup_hook(self):
```

```
    await self.add_cog(BrowserBoundary()) # Add your boundary objects
```

```
    await self.add_cog(NavigationBoundary())
```

```
    await self.add_cog(HelpBoundary())
```

```
    await self.add_cog(StopBoundary())
```

```
    await self.add_cog(LoginBoundary())
```

```
    await self.add_cog(AccountBoundary())
```

```
    await self.add_cog(AvailabilityBoundary())
```

```
    await self.add_cog(PriceBoundary())
```

```
async def on_ready(self):
```

```
    print(f"Logged in as {self.user}")
```

```
        channel = discord.utils.get(self.get_all_channels(), name="general") # Adjust the channel
```

```
name if needed
```

```
    if channel:
```

```
        await channel.send("Hi, I'm online! Type '!project_help' to see what I can do.")
```

```
async def on_command_error(self, ctx, error):
```

```
    if isinstance(error, commands.CommandNotFound):
```

```
        print("Command not recognized:")
```

```
        print(error)
```

```
        await ctx.channel.send("I'm sorry, I didn't understand that. Type !project_help to see the list  
of commands.")
```

```
# Initialize the bot instance
```



```
bot = MyBot(command_prefix="!", intents=intents, case_insensitive=True)
```

```
def start_bot(token):
```

```
    """Run the bot with the provided token."""
```

```
    bot.run(token)
```