

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

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

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

```
import discord
```

```
intents = discord.Intents.default()
```

```
intents.message_content = True # Enable reading message content
```

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

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

```
    bot = MyBot(command_prefix="!", intents=intents, case_insensitive=True)
```

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

```
    bot.run(Config.DISCORD_TOKEN) # Run the bot with your token
```

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

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

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

```
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.")
```

```
# Pass the command to the control object
```

```
commandToPass = "fetch_all_accounts"
```

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

```
# 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, website: str):
```

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

```
# Pass the command and website to control
```

```
commandToPass = "fetch_account_by_website"
```

```
result = self.control.receive_command(commandToPass, 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, username: str, password: str, website: str):
```

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

```
# Pass the command and account details to control
```

```
commandToPass = "add_account"
```

```
result = self.control.receive_command(commandToPass, 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, account_id: int):
```

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

```
# Pass the command and account ID to control
```

```
commandToPass = "delete_account"
```

```
result = self.control.receive_command(commandToPass, 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
```

```
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, url: str = None, date_str=None):
```

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

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

```
    command_to_pass = "check_availability"
```

```
    result = await self.availability_control.receive_command(command_to_pass, 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, url: str = None, date_str=None, frequency: int = 15):
```

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

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

```
        command_to_pass = "start_monitoring_availability"
```

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

```

--- BrowserBoundary.py ---

```

from discord.ext import commands

```

```

from control.BrowserControl import BrowserControl

```

```

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):

```

```

        # Inform the user that the command is recognized

```

```

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

```

```

        commandToPass = "launch_browser"

```

```

        result = self.browser_control.receive_command(commandToPass) # Pass data 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):

    # Inform the user that the command is recognized

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

    commandToPass = "close_browser"

    result = self.browser_control.receive_command(commandToPass) # Pass data to the control
object

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

```

--- HelpBoundary.py ---

```

from discord.ext import commands

from control.HelpControl import HelpControl

```

```

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.")

        # Pass the command to the control object

        commandToPass = "project_help"

        response = self.control.receive_command(commandToPass)

```

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

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

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

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

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

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

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

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

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

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

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

```
        # Pass the command and site to control
```

```
        commandToPass = "login"
```

```
        result = await self.login_control.receive_command(commandToPass, site)
```

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

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

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

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

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

```

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, url: str=None):

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

        commandToPass = "navigate_to_website"

        result = self.navigation_control.receive_command(commandToPass, url)        # Pass the
command and URL 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

```

```

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, url: str=None):
```

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

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

```
    # Pass the command to the control layer
```

```
    command_to_pass = "get_price"
```

```
    result = await self.price_control.receive_command(command_to_pass, url)
```

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

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

```
async def start_monitoring_price(self, ctx, url: str = None, frequency: int = 20):
```

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

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

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

```
    command_to_pass = "start_monitoring_price"
```

```
    response = await self.price_control.receive_command(command_to_pass, url, 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.")
```

```
    # Pass the command to the control layer
```

```
    command_to_pass = "stop_monitoring_price"
```

```
    response = await self.price_control.receive_command(command_to_pass)
```

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

```
--- StopBoundary.py ---
```

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

```
from control.StopControl import StopControl
```

```
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.")
```

```
        # Pass the command to the control object
```

```
        commandToPass = "stop_bot"
```

```
        result = await self.control.receive_command(commandToPass, 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_data, *args):

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

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


        if command_data == "fetch_all_accounts":

            return self.fetch_all_accounts()


        elif command_data == "fetch_account_by_website":

            website = args[0] if args else None

            return self.fetch_account_by_website(website)


        elif command_data == "add_account":

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

            return self.add_account(username, password, website)


        elif command_data == "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 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_data, url=None):

```

```

        # Validate the command

```

```

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

```

```

if command_data == "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 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.")

--- 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=5):
```

```
        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:
```

```
                    date_field = self.browser_entity.driver.find_element(By.CSS_SELECTOR,
```

```
selectors['date_field'])
```

```
                    date_field.click()
```

```

        await asyncio.sleep(1)

        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 ---
```

# File: test\_!add\_account.py

# Purpose: Unit tests for the !add\_account command.

from unittest.mock import patch

import logging, unittest

from test\_init import BaseTestSetup, CustomTextTestRunner # Import the shared setup

"""

File: test\_!add\_account.py

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

The tests validate both successful and error scenarios, ensuring the account is added successfully or errors are handled properly.

Tests:

- Positive: Simulates the !add\_account command and verifies the account is added correctly.
- Negative: Simulates an error while adding the account.

"""

class TestAddAccountCommand(BaseTestSetup):

@patch('DataObjects.AccountDAO.AccountDAO.add\_account')

async def test\_add\_account\_success(self, mock\_add\_account):

"""Test the add\_account command when it succeeds."""

logging.info("Starting test: test\_add\_account\_success")

# Mock the DAO method to simulate successful account addition

mock\_add\_account.return\_value = True

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

self.assertIsNotNone(command)

await command(self.ctx, "testuser", "password123", "example.com")


expected_message = "Account for example.com added successfully."

self.ctx.send.assert_called_with(expected_message)

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

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

```
async def test_add_account_error(self, mock_add_account):
```

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

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

```
    # Mock the DAO method to simulate an error during account addition
```

```
    mock_add_account.return_value = False
```

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

```
    await command(self.ctx, "testuser", "password123", "example.com")
```

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

```
    logging.info("Verified error handling during account addition.")
```

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

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

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

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

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

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

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

```
        await command(self.ctx, "https://example.com", "2024-09-30")
```

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

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

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

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

```

async def test_check_availability_error(self, mock_receive_command):
    """Test the check_availability command when it encounters an error."""

    logging.info("Starting test: test_check_availability_error")

    mock_receive_command.return_value = "No availability found."

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

    await command(self.ctx, "https://invalid-url.com", "2024-09-30")
    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('entity.BrowserEntity.BrowserEntity.close_browser')
```

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

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

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

```
        # 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('entity.BrowserEntity.BrowserEntity.close_browser')
```

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

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

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

```
    # 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 ---
```

```
import logging, unittest
```

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

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

```
"""
```

File: test\_!delete\_account.py

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

The tests validate both successful and error scenarios, ensuring the bot deletes the account properly or handles errors.

Tests:

- Positive: Simulates the !delete\_account command and verifies the account is deleted successfully.
- Negative: Simulates an error during account deletion and ensures it is handled gracefully.

```
"""
```

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

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

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

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

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

```
        mock_delete_account.return_value = True # Simulate successful deletion
```

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

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

```
        await command(self.ctx, '123') # Simulate passing account ID '123'
```

```

expected_message = "Account with ID 123 deleted successfully."

self.ctx.send.assert_called_with(expected_message)

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


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

async def test_delete_account_error(self, mock_delete_account):

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

    logging.info("Starting test: test_delete_account_error")

    mock_delete_account.return_value = False # Simulate failure in deletion


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

    self.assertIsNotNone(command)


    await command(self.ctx, '999') # Simulate passing a non-existent account ID '999'


    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__":

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

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


--- test_!fetch_account_by_website.py ---

import unittest, logging

```

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

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

```
class TestFetchAccountByWebsiteCommand(BaseTestSetup):
```

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

```
    async def test_fetch_account_by_website_success(self, mock_fetch_account_by_website):
```

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

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

```
        mock_fetch_account_by_website.return_value = ('testuser', 'password123')
```

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

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

```
        await command(self.ctx, 'example.com')
```

```
        expected_message = 'testuser', 'password123'
```

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

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

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

```
    async def test_fetch_account_by_website_error(self, mock_fetch_account_by_website):
```

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

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

```
        mock_fetch_account_by_website.return_value = None
```

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

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

```
await command(self.ctx, 'nonexistent.com')
```

```
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 ---
```

```
# File: test_!fetch_all_accounts.py
```

```
# Purpose: Unit tests for the !fetch_all_accounts command.
```

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

```
import logging, unittest
```

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

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

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

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

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

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

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

```

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

self.assertIsNone(command)

await command(self.ctx)


# Correct the expected message

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

self.ctx.send.assert_called_with(expected_message)

logging.info("Verified successful fetch.")


@patch('DataObjects.AccountDAO.AccountDAO.fetch_all_accounts') # Correct path
async def test_fetch_all_accounts_error(self, mock_fetch_all_accounts):

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

    logging.info("Starting test: test_fetch_all_accounts_error")


# Simulate an error

mock_fetch_all_accounts.side_effect = Exception("Database error")


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

await command(self.ctx)


# Verify that the correct error message is sent

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')
```

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

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

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

```
        # 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 with a valid URL
```

```
await command(self.ctx, "https://example.com")
```

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

```
expected_message = "Price: $199.99"
```

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

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

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

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

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

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

```
# 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 with an invalid URL
```

```
await command(self.ctx, "https://invalid-url.com")
```

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

```
self.ctx.send.assert_called_with("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.

Tests:

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

```
"""
```

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

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

```
    async def test_launch_browser_success(self, mock_launch_browser):
```

```
        """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."
```

```
# Retrieve the launch_browser command from the bot
```

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

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

```
# Call the command
```

```
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('entity.BrowserEntity.BrowserEntity.launch_browser')
```

```
async def test_launch_browser_error(self, mock_launch_browser):
```

```
    """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")
```

```
# Retrieve the launch_browser command from the bot
```

```
command = self.bot.get_command("launch_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 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('control.LoginControl.LoginControl.receive_command')
```

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

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

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

```
        # 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 with a valid site (e.g., ebay)
```

```
        await command(self.ctx, "ebay")
```

```
        # 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('control.LoginControl.LoginControl.receive_command')
```

```

async def test_login_error(self, mock_receive_command):

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

    logging.info("Starting test: test_login_error")


    # 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 with a non-existent site (e.g., nonexistent.com)

    await command(self.ctx, "nonexistent.com")


    # Verify the correct error message is sent

    self.ctx.send.assert_called_with("Failed to login. No account found.")

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

```

```

if __name__ == "__main__":

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

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

```

--- test\_monitor\_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('control.AvailabilityControl.AvailabilityControl.receive_command')
```

```
    async def test_monitor_availability_success(self, mock_receive_command):
```

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

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

```
        mock_receive_command.return_value = "Monitoring started for https://example.com."
```

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

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

```
        await command(self.ctx, "https://example.com", "2024-09-30", 15)
```

```
        expected_message = "Monitoring started for https://example.com."
```

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

```
        logging.info("Verified successful availability monitoring start.")
```

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

```
    async def test_monitor_availability_error(self, mock_receive_command):
```

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

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

```
mock_receive_command.return_value = "Failed to start monitoring."
```

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

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

```
await command(self.ctx, "https://invalid-url.com", "2024-09-30", 15)
```

```
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_!navigate_to_website.py ---
```

```
import logging, unittest
```

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

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

```
    async def test_navigate_to_website_success(self, mock_navigate_to_website):
```

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

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

```
        # Simulate successful navigation
```

```
        mock_navigate_to_website.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
```

```
        await command(self.ctx, "https://example.com")
```

```
        # 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('entity.BrowserEntity.BrowserEntity.navigate_to_website')
```

```
    async def test_navigate_to_website_error(self, mock_navigate_to_website):
```

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

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



```
# Simulate a failure during navigation
```

```
mock_navigate_to_website.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
```

```
await command(self.ctx, "https://invalid-url.com")
```

```
# 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 test_init import BaseTestSetup, CustomTextTestRunner
```

```
from unittest.mock import call
```

```
"""
```

```
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 TestStopBotCommand(BaseTestSetup):
```

```
    async def test_project_help_success(self):
```

```
        """Test the project help command when it successfully returns the help message."""
```

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

```
        # Simulate calling the project_help command
```

```
        logging.info("Simulating the project_help command call.")
```

```
        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)
```

```
        # Check both the control message and help message were sent
```

```
        expected_calls = [
```

```
            call('Command recognized, passing data to control.'), # First message sent by the bot
```

```
            call(help_message) # Second message: the actual help message
```

```
        ]
```

```
        self.ctx.send.assert_has_calls(expected_calls, any_order=False) # Ensure the messages are
sent in the correct order
```

```
        logging.info("Verified that both the control and help messages were sent.")
```

```

async def test_project_help_error(self):

    """Test the project help command when it encounters an error during execution."""

    logging.info("Starting test: test_project_help_error")

    # Simulate calling the project_help command and an error occurring

    logging.info("Simulating the project_help command call.")

    self.ctx.send.side_effect = Exception("Error during project_help execution.") # Simulate an
error

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

    self.assertIsNotNone(command, "project_help command is not registered.") # Ensure the
command is registered

    # Act & Assert: Expect the exception to be raised

    with self.assertRaises(Exception):

        await command(self.ctx)

    logging.info("Verified that an error occurred and was handled.")

    # Expected help message

    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"

)

if \_\_name\_\_ == "\_\_main\_\_":

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

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

--- test\_!start\_monitoring\_price.py ---

import logging, unittest

from unittest.mock import patch

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.

"""

```
class TestStartMonitoringPriceCommand(BaseTestSetup):

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

    async def test_start_monitoring_price_success(self, mock_receive_command):

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

        logging.info("Starting test: test_start_monitoring_price_success")

        # 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 with a valid URL and frequency

        await command(self.ctx, "https://example.com", 20)

        # 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('control.PriceControl.PriceControl.receive_command')

async def test_start_monitoring_price_error(self, mock_receive_command):
    """Test the start_monitoring_price command when it encounters an error."""

    logging.info("Starting test: test_start_monitoring_price_error")

    # 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 with an invalid URL
    await command(self.ctx, "https://invalid-url.com", 20)

    # Verify the correct error message is sent
    self.ctx.send.assert_called_with("Failed to start monitoring")

    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, call, 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):
```

```
    async def test_stop_bot_success(self):
```

```
        """Test the stop bot command when it successfully shuts down."""
```

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

```
        # Patch the bot's close method on the ctx.bot (since bot is retrieved from ctx dynamically)
```

```
        with patch.object(self.ctx.bot, 'close', new_callable=AsyncMock) as mock_close:
```

```
            # Simulate calling the stop_bot command
```

```
            logging.info("Simulating the stop_bot command call.")
```

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

```
            self.assertIsNotNone(command, "stop_bot command is not registered.") # Ensure the  
command is registered
```

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

```
            # Check if the correct messages were sent
```

```

expected_calls = [
    call('Command recognized, passing data to control.'), # First message sent by the bot
    call('The bot is shutting down...') # Second message confirming the shutdown
]

self.ctx.send.assert_has_calls(expected_calls, any_order=False) # Ensure the messages
are sent in the correct order

logging.info("Verified that both expected messages were sent to the user.")

# Check if bot.close() was called on the ctx.bot
mock_close.assert_called_once()

logging.info("Verified that the bot's close method was called once.")

async def test_stop_bot_error(self):
    """Test the stop bot command when it encounters an error during shutdown."""
    logging.info("Starting test: test_stop_bot_error")

    # Patch the bot's close method to raise an exception
    with patch.object(self.ctx.bot, 'close', new_callable=AsyncMock) as mock_close:
        mock_close.side_effect = Exception("Error stopping bot") # Simulate an error

        # Simulate calling the stop_bot command
        logging.info("Simulating the stop_bot command call.")

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

        self.assertIsNotNone(command, "stop_bot command is not registered.") # Ensure the
command is registered

        # Act & Assert: Expect the exception to be raised

```



```
with self.assertRaises(Exception):
```

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

```
logging.info("Verified that an error occurred and was handled correctly.")
```

```
# Ensure ctx.send was still called with the shutdown message before the error occurred
```

```
self.ctx.send.assert_called_with("The bot is shutting down...")
```

```
logging.info("Verified that 'The bot is shutting down...' message was sent despite the error.")
```

```
# Verify that the close method was still attempted
```

```
mock_close.assert_called_once()
```

```
logging.info("Verified that the bot's close method was called 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('control.AvailabilityControl.AvailabilityControl.receive_command')
```

```
    async def test_stop_monitoring_availability_no_active_session(self, mock_receive_command):
```

```
        """Test the stop_monitoring_availability command when no active session exists."""
```

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

```
        mock_receive_command.return_value = "There was no active availability monitoring session."
```

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

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

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

```
    async def test_stop_monitoring_availability_success(self, mock_receive_command):
```

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

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

```
        mock_receive_command.return_value = "Availability monitoring stopped successfully."
```

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

```

self.assertIsNotNone(command)

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

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.

"""

```

class TestStopMonitoringPriceCommand(BaseTestSetup):

```

```

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

```

```

    async def test_stop_monitoring_price_no_active_session(self, mock_receive_command):

```

```
"""Test the stop_monitoring_price command when no active monitoring session exists."""
```

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

```
# Simulate scenario with no active price monitoring session
```

```
    mock_receive_command.return_value = "There was no active price monitoring session.
```

```
Nothing to stop."
```

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

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

```
logging.info("Verified no active session stop scenario.")
```

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

```
async def test_stop_monitoring_price_success_with_results(self, mock_receive_command):
```

```
    """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_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('control.PriceControl.PriceControl.receive_command')
```

```
async def test_stop_monitoring_price_error(self, mock_receive_command):
```

```
    """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_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
```

```
self.ctx.send.assert_called_with("Error stopping price monitoring")
```

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

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

```
    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 ---

class Config:

DISCORD\_TOKEN =

'MTI2OTM4MTE4OTA1NjMzNTk3Mw.Gihcfw.nrQ0x-JiL65P0LIQTO-rTyyXq0qC-2PSSBuXr8'

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']}

```

```
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
```

```
class MyBot(commands.Bot):
```

```
    async def setup_hook(self):
```

```
        await self.add_cog(BrowserBoundary())
```

```
        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):
```

```
        await ctx.send("Command not recognized. Type !project_help to see the list of commands.")
```