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Doel van het document

Het doel van dit document is om een duidelijk overzicht te geven van het testproces voor de football league manager database.

Uitwerking testen

Algemeen overzicht resultaten unittests

No	Test Case Name	Dur(ms)	Result
1	[test_ADD_PLAYER_CLUB].[test player added with middle name]	139	Success
2	[test_ADD_PLAYER_CLUB].[test player added without middle name]	106	Success
3	[test_ALTER_PLAYER_CLUB].[test change club and jersey]	37	Success
4	[test_ALTER_PLAYER_CLUB].[test change only club]	78	Success
5	[TEST_CHK_PERSON_HAS_VALID_AGE].[Test that checks if the person is at least 15 years old FAILING EDGE]	103	Success
6	[TEST_CHK_PERSON_HAS_VALID_AGE].[Test that checks if the person is at least 15 years old FAILING]	41	Success
7	[TEST_CHK_PERSON_HAS_VALID_AGE].[Test that checks if the person is at least 15 years old PASSING EDGE]	20	Success
8	[TEST_CHK_PERSON_HAS_VALID_AGE].[Test that checks if the person is at least 15 years old PASSING]	17	Success
9	[test_CHK_VALID_JERSEY].[test check jersey 0]	29	Success
10	[test_CHK_VALID_JERSEY].[test check jersey 1]	17	Success
11	[test_CHK_VALID_JERSEY].[test check jersey 100]	20	Success
12	[test_CHK_VALID_JERSEY].[test check jersey 99]	25	Success
13	[TEST_CHK_VALID_MINUTE_IN_MATCH].[TEST_CHK_VALID_MINUTE_IN_MATCH_CORNER]	20	Success
14	[TEST_CHK_VALID_MINUTE_IN_MATCH].[TEST_CHK_VALID_MINUTE_IN_MATCH_CORNER_SUCCESS]	20	Success
15	[TEST_CHK_VALID_MINUTE_IN_MATCH].[TEST_CHK_VALID_MINUTE_IN_MATCH_GOAL]	20	Success
16	[TEST_CHK_VALID_MINUTE_IN_MATCH].[TEST_CHK_VALID_MINUTE_IN_MATCH_GOAL_SUCCESS]	20	Success
17	[TEST_CHK_VALID_MINUTE_IN_MATCH].[TEST_CHK_VALID_MINUTE_IN_MATCH_SUBSTITUTE]	20	Success
18	[TEST_CHK_VALID_MINUTE_IN_MATCH].[TEST_CHK_VALID_MINUTE_IN_MATCH_SUBSTITUTE_SUCCESS]	20	Success
19	[TEST_CHK_VALID_MINUTE_IN_MATCH].[TEST_CHK_VALID_MINUTE_IN_MATCH_GOAL]	20	Success

No	Test Case Name	Dur(ms)	Result
20	[TEST_CHK_VALID_MINUTE_IN_MATCH].[TEST_CHK_VALID_MINUTE_IN_MATCH]	19	Success
21	[TEST_CHK_VALID_MINUTE_IN_MATCH].[TEST_CHK_VALID_MINUTE_IN_MATCH]	19	Success
22	[TEST_CHK_VALID_MINUTE_IN_MATCH].[TEST_CHK_VALID_MINUTE_IN_MATCH]	19	Success
23	[TEST_CHK_VALID_MINUTE_IN_MATCH].[TEST_CHK_VALID_MINUTE_IN_MATCH]	19	Success
24	[TEST_CHK_VALID_MINUTE_IN_MATCH].[TEST_CHK_VALID_MINUTE_IN_MATCH]	19	Success
25	[TEST_CHK_VALID_MINUTE_IN_MATCH].[TEST_CHK_VALID_MINUTE_IN_MATCH]	19	Success
26	[TEST_CHK_VALID_MINUTE_IN_MATCH].[TEST_CHK_VALID_MINUTE_IN_MATCH]	19	Success
27	[TEST_CHK_VALID_MINUTE_IN_MATCH].[TEST_CHK_VALID_MINUTE_IN_MATCH]	19	Success
28	[TEST_CHK_VALID_MINUTE_IN_MATCH].[TEST_CHK_VALID_MINUTE_IN_MATCH]	19	Success
29	[test_CHK_VALID_POSITION_TYPE_IN_POSITION].[test_CHK_VALID_POSITION_TYPE_IN_POSITION]	25	Success
30	[test_CHK_VALID_POSITION_TYPE_IN_POSITION].[test_CHK_VALID_POSITION_TYPE_IN_POSITION]	25	Success
31	[test_CHK_VALID_POSITION_TYPE_IN_POSITION].[test_CHK_VALID_POSITION_TYPE_IN_POSITION]	25	Success
32	[test_CHK_VALID_POSITION_TYPE_IN_POSITION].[test_CHK_VALID_POSITION_TYPE_IN_POSITION]	25	Success
33	[test_CHK_VALID_POSITION_TYPE_IN_POSITION].[test_CHK_VALID_POSITION_TYPE_IN_POSITION]	25	Success
34	[test_GET_SCORE_EDITION].[test 2 competitions]	172	Success
35	[test_GET_SCORE_EDITION].[test 3 competitions one KO which shouldn't show]	166	Success
36	[test_GET_SCORE_EDITION].[test no data thus empty view]	103	Success
37	[test_GET_SCORE_EDITION].[test procedure]	205	Success
38	[test_GET_SCORE_EDITION].[test view 1 edition]	155	Success
39	[test_IR16_CurrentEditionChanges].[Test that checks if changes get not prevented in COMPETITION during a current edition PASSING COMPETITION_TYPE Knockout]	46	Success
40	[test_IR16_CurrentEditionChanges].[Test that checks if changes get prevented in CLUB during a current edition FAILING]	57	Success
41	[test_IR16_CurrentEditionChanges].[Test that checks if changes get prevented in CLUB during a current edition PASSING]	53	Success
42	[test_IR16_CurrentEditionChanges].[Test that checks if changes get prevented in CLUB_PLAYS_IN_EDITION during a current edition FAILING]	57	Success
43	[test_IR16_CurrentEditionChanges].[Test that checks if changes get prevented in CLUB_PLAYS_IN_EDITION during a current edition PASSING]	41	Success
44	[test_IR16_CurrentEditionChanges].[Test that checks if changes get prevented in COMPETITION during a current edition PASSING]	86	Success
45	[test_IR16_CurrentEditionChanges].[Test that checks if changes get prevented in MATCH during a current edition FAILING CURRENT SEASON]	110	Success
46	[test_IR16_CurrentEditionChanges].[Test that checks if changes get prevented in MATCH during a current edition FAILING ON DELETE]	98	Success
47	[test_IR16_CurrentEditionChanges].[Test that checks if changes get prevented in MATCH during a current edition FAILING ON UPDATE]	103	Success
48	[test_IR16_CurrentEditionChanges].[Test that checks if changes get prevented in MATCH during a current edition PASSING ALTERABLE COLUMN]	98	Success
49	[test_IR16_CurrentEditionChanges].[Test that checks if changes get prevented in MATCH during a current edition PASSING CURRENT SEASON]	102	Success
50	[test_IR16_CurrentEditionChanges].[Test that checks if changes get prevente<...>TCH during a current edition SUCCES CURRENT SEASON and COMPETITION_TYPE ko]	102	Success
51	[test_IR16_CurrentEditionChanges].[Test that checks if changes get prevented in season during a current edition FAILING]	70	Success
52	[test_IR16_CurrentEditionChanges].[Test that checks if changes get prevented in season during a current edition PASSING]	20	Success
53	[test_PROC_ADD_MATCHDATA].[test_PROC_ADD_MATCHDATA_Add_Corner_No_Exception]	60	Success
54	[test_PROC_ADD_MATCHDATA].[test_PROC_ADD_MATCHDATA_Add_Foul_No_Exception]	62	Success
55	[test_PROC_ADD_MATCHDATA].[test_PROC_ADD_MATCHDATA_Add_Goal_No_Exception]	78	Success
56	[test_PROC_ADD_MATCHDATA].[test_PROC_ADD_MATCHDATA_Add_Pass_No_Exception]	115	Success
57	[test_PROC_ADD_MATCHDATA].[test_PROC_ADD_MATCHDATA_Add_Red_Card_No_Exception]	66	Success
58	[test_PROC_ADD_MATCHDATA].[test_PROC_ADD_MATCHDATA_Add_Shot_No_Exception]	73	Success
59	[test_PROC_ADD_MATCHDATA].[test_PROC_ADD_MATCHDATA_Add_Substitute_No_Exception]	73	Success

No	Test Case Name	Dur(ms)	Result
60	[test PROC_ADD_MATCHDATA].[test PROC_ADD_MATCHDATA_Add_Yellow_Card_No_Exception]	90	Success
61	[test PROC_INSERT_NEW_PERSON].[test PROC_INSERT_NEW_COACH_VALID_DATA_ACCESS]	86	Success
62	[test PROC_INSERT_NEW_PERSON].[test PROC_INSERT_NEW_PLAYER_VALID_DATA_ACCESS]	90	Success
63	[test PROC_INSERT_NEW_PERSON].[test PROC_INSERT_NEW_REFEREE_VALID_DATA_ACCESS]	61	Success
64	[test SHOW_MATCH_INFO].[test test view]	191	Success
65	[test SHOW_SELECTION_CLUB_EDITION].[test GET_SELECTION_CLUB_OF_EDITION club2 comp1 20/21]	70	Success
66	[test SHOW_SELECTION_CLUB_EDITION].[test nonexistent club]	57	Success
67	[test START_NEW_EDITION].[test 10 clubs 30 matchdays]	102	Success
68	[test START_NEW_EDITION].[test 10 clubs 8 rounds]	57	Success
69	[test START_NEW_EDITION].[test 10 clubs 90 matches]	53	Success
70	[test START_NEW_EDITION].[test correct EDITION made]	122	Success
71	[test START_NEW_EDITION].[test met 9 clubs 6 rounds]	49	Success
72	[test START_NEW_EDITION].[test not enough clubs]	41	Success
73	[test START_NEW_EDITION_KO].[test all matches get created]	58	Success
74	[test TOP_LIST].[test VW_TOP_LIST_CORNER returns the correct values]	91	Success
75	[test TOP_LIST].[test VW_TOP_LIST_FOUL returns the correct values]	106	Success
76	[test TOP_LIST].[test VW_TOP_LIST_GOAL returns the correct values]	167	Success
77	[test TOP_LIST].[test VW_TOP_LIST_PASS returns the correct values]	184	Success
78	[test TOP_LIST].[test VW_TOP_LIST_RED_CARD returns the correct values]	103	Success
79	[test TOP_LIST].[test VW_TOP_LIST_SHOT returns the correct values]	90	Success
80	[test TOP_LIST].[test VW_TOP_LIST_SUBSTITUTE returns the correct values]	110	Success
81	[test TOP_LIST].[test VW_TOP_LIST_YELLOW_CARD returns the correct values]	90	Success
82	[TEST_TRG_CHECK_CLUB_IN_EDITION].[test correct home_club plays home and out_club plays out]	37	Success
83	[TEST_TRG_CHECK_CLUB_IN_EDITION].[test correct out_club plays home and home_club plays out]	28	Success
84	[TEST_TRG_CHECK_CLUB_IN_EDITION].[test error club doesn't exist]	33	Success
85	[TEST_TRG_CHECK_CLUB_IN_EDITION].[test error wrong season]	49	Success
86	[TEST_TRG_CHECK_CLUB_IN_EDITION].[test error wrong_club doesn't play in the right competition]	36	Success
87	[test_TRG_CHECK_CORRECT_PLAYERS_IN_MATCH_FOR_LINEUP].[test trigger player from home_club]	33	Success
88	[test_TRG_CHECK_CORRECT_PLAYERS_IN_MATCH_FOR_LINEUP].[test trigger player from out_club]	37	Success
89	[test_TRG_CHECK_CORRECT_PLAYERS_IN_MATCH_FOR_LINEUP].[test trigger player not from a club]	33	Success
90	[test_TRG_CHECK_CORRECT_PLAYERS_IN_MATCH_FOR_LINEUP].[test trigger player not from right club]	37	Success
91	[test_TRG_CHECK_CORRECT_PLAYERS_IN_MATCH_FOR_PLAYER_AS_RESERVE_IN_MATCH].[test trigger player from home_club]	33	Success
92	[test_TRG_CHECK_CORRECT_PLAYERS_IN_MATCH_FOR_PLAYER_AS_RESERVE_IN_MATCH].[test trigger player from out_club]	33	Success
93	[test_TRG_CHECK_CORRECT_PLAYERS_IN_MATCH_FOR_PLAYER_AS_RESERVE_IN_MATCH].[test trigger player not from a club]	33	Success
94	[test_TRG_CHECK_CORRECT_PLAYERS_IN_MATCH_FOR_PLAYER_AS_RESERVE_IN_MATCH].[test trigger player not from right club]	33	Success
95	[test_TRG_CHECK_VALID_MATCHDAY_START_DATE].[test error matchday is on the startdate of next round]	61	Success
96	[test_TRG_CHECK_VALID_MATCHDAY_START_DATE].[test matchday in last round]	181	Success
97	[test_TRG_CHECK_VALID_MATCHDAY_START_DATE].[test matchday voor de gekozen ronde]	58	Success
98	[test_TRG_CHECK_VALID_MATCHDAY_START_DATE].[test meerdere valide matchday worden toegevoegd]	37	Success

No	Test Case Name	Dur(ms)	Result
99	[test_TRG_CHECK_VALID_MATCHDAY_START_DATE].[test works on MATCH_DAY update]	24	Success
100	[test_TRG_CHECK_VALID_MATCHDAY_START_DATE].[test works on START_DATE update]	53	Success
101	[test_TRG_MAX_16_CLUBS_KNOCKOUT].[test TRG_MAX_16_CLUBS_KNOCKOUT does block club insertion on 16 per club]	33	Success
102	[test_TRG_MAX_16_CLUBS_KNOCKOUT].[test TRG_MAX_16_CLUBS_KNOCKOUT does not block club insertion on 16 per club]	33	Success
103	[test_TRG_MAX_16_CLUBS_KNOCKOUT].[test TRG_MAX_16_CLUBS_KNOCKOUT does not block club insertion when competition is not a Knockout]	33	Success
104	[test_TRG_ONE_COACH_PER_CLUB].[test TRG_ONE_COACH_PER_CLUB_Exception]	24	Success
105	[test_TRG_ONE_COACH_PER_CLUB].[test TRG_ONE_COACH_PER_CLUB_NoException]	24	Success
106	[test_TRG_PERSON_IS_PLAYER_OR_COACH_RED].[Test Trg Person Is Player Or Coach Red Player]	57	Success
107	[test_TRG_PERSON_IS_PLAYER_OR_COACH_RED].[Test Trg Person Is Player Or Coach Red Player]	53	Success
108	[test_TRG_PERSON_IS_PLAYER_OR_COACH_RED].[Test Trg Person Is Player Or Coach Red Player]	57	Success
109	[test_TRG_PERSON_IS_PLAYER_OR_COACH_YELLOW].[Test Trg Person Is Player Or Coach Yellow]	57	Success
110	[test_TRG_PERSON_IS_PLAYER_OR_COACH_YELLOW].[Test Trg Person Is Player Or Coach Yellow]	57	Success
111	[test_TRG_PERSON_IS_PLAYER_OR_COACH_YELLOW].[Test Trg Person Is Player Or Coach Yellow]	57	Success
112	[test_TRG_PLAYER_MUST_BE_ONE_SUBTYPE_ON_COACH].[test coach is already player with update]	74	Success
113	[test_TRG_PLAYER_MUST_BE_ONE_SUBTYPE_ON_COACH].[test coach is already referee]	37	Success
114	[test_TRG_PLAYER_MUST_BE_ONE_SUBTYPE_ON_COACH].[test one subtype for multiple people succes]	45	Success
115	[test_TRG_PLAYER_MUST_BE_ONE_SUBTYPE_ON_PLAYER].[test one subtype for multiple people succes]	41	Success
116	[test_TRG_PLAYER_MUST_BE_ONE_SUBTYPE_ON_PLAYER].[test player is already coach]	33	Success
117	[test_TRG_PLAYER_MUST_BE_ONE_SUBTYPE_ON_REFEREE].[test one subtype for multiple people succes]	32	Success
118	[test_TRG_PLAYER_MUST_BE_ONE_SUBTYPE_ON_REFEREE].[test referee is already player]	46	Success
119	[test_TRG_VALID_AMOUNT_OF_SPECTATORS].[test aant toeschouwers evengroot als capaciteit]	29	Success
120	[test_TRG_VALID_AMOUNT_OF_SPECTATORS].[test aant toeschouwers meer dan capaciteit]	29	Success
121	[TEST_TRG_VALID_PLAYER_COUNT].[TEST_TRG_VALID_PLAYER_COUNT_FAILSWITH_10_AND_11]	FAILSWITH_10_AND_11	FAIL
122	[TEST_TRG_VALID_PLAYER_COUNT].[TEST_TRG_VALID_PLAYER_COUNT_FAILSWITH_13]	FAILSWITH_13	FAIL
123	[TEST_TRG_VALID_PLAYER_COUNT].[TEST_TRG_VALID_PLAYER_COUNT_FAILSWITH_14_AND_15]	FAILSWITH_14_AND_15	FAIL
124	[TEST_TRG_VALID_PLAYER_COUNT].[TEST_TRG_VALID_PLAYER_COUNT_FAILSWITH_23]	FAILSWITH_23	FAIL
125	[TEST_TRG_VALID_PLAYER_COUNT].[TEST_TRG_VALID_PLAYER_COUNT_SUCCESSWITH_22]	SUCCESSWITH_22	Success
126	[TEST_TRG_VALID_PLAYER_COUNT].[TEST_TRG_VALID_PLAYER_COUNT_SUCCESSWITH_7]	SUCCESSWITH_7	Success
127	[TEST_TRG_VALID_ROUND_START_DATE].[TEST_TRG_VALID_ROUND_ENDDATE]	33	FAIL
128	[TEST_TRG_VALID_ROUND_START_DATE].[TEST_TRG_VALID_ROUND_START_AND_END_DATE_Succes]	27	Success
129	[TEST_TRG_VALID_ROUND_START_DATE].[TEST_TRG_VALID_ROUND_START_DATE_FAILS]	27	FAIL
130	[test_UPDATE_CLUB].[test all parameter null]	103	Success
131	[test_UPDATE_CLUB].[test give club non existing stadium]	57	Success
132	[test_UPDATE_CLUB].[test update all information with existing stadium]	99	Success
133	[test_VW_BRACKETS_KO].[test 1 ko competition]	66	Success
134	[test_VW_BRACKETS_KO].[test filters normal matches out]	144	Success
135	[testUserAuthorization].[test that the administrator can delete and update]	25	Success
136	[testUserAuthorization].[test that the administrator can read and insert]	25	Success
137	[testUserAuthorization].[test that the transport can read]	12	Success
138	[testUserAuthorization].[test that transport can not delete and update]	13	Success
139	[TRG_CHECK_ALL_EVENTS].[Test CORNER for more then one player played in match where both played in match, should succeed]	82	Success

No	Test Case Name	Dur(ms)	Result
140	[TRG_CHECK_ALL_EVENTS].[Test CORNER for more then one player played in match where one doesnt exist, should failed]	98	Success
141	[TRG_CHECK_ALL_EVENTS].[Test CORNER only for one player played in match, should fail]	131	Success
142	[TRG_CHECK_ALL_EVENTS].[Test CORNER only for one player played in match, should succeed]	106	Success
143	[TRG_CHECK_ALL_EVENTS].[test CORNER when person id is correct but match id doesnt exist, should fail]	131	Success
144	[TRG_CHECK_ALL_EVENTS].[test CSUBSTITUTE_IN when person id is correct but match id doesnt exist, should fail]	85	Success
145	[TRG_CHECK_ALL_EVENTS].[Test FOUL for more then one player played in match where both played in match, should succeed]	114	Success
146	[TRG_CHECK_ALL_EVENTS].[Test FOUL for more then one player played in match where one doesnt exist, should failed]	86	Success
147	[TRG_CHECK_ALL_EVENTS].[Test FOUL only for one player played in match, should fail]	86	Success
148	[TRG_CHECK_ALL_EVENTS].[Test FOUL only for one player played in match, should succeed]	86	Success
149	[TRG_CHECK_ALL_EVENTS].[test FOUL when person id is correct but match id doesnt exist, should fail]	127	Success
150	[TRG_CHECK_ALL_EVENTS].[Test goal for more then one player played in match where both played in match, should succeed]	98	Success
151	[TRG_CHECK_ALL_EVENTS].[Test goal only for one player played in match, should fail]	81	Success
152	[TRG_CHECK_ALL_EVENTS].[Test goal only for one player played in match, should succeed]	102	Success
153	[TRG_CHECK_ALL_EVENTS].[Test pass for more then one player played in match where both played in match, should succeed]	138	Success
154	[TRG_CHECK_ALL_EVENTS].[Test pass for more then one player played in match where one doesnt exist, should failed]	90	Success
155	[TRG_CHECK_ALL_EVENTS].[Test pass only for one player played in match, should fail]	86	Success
156	[TRG_CHECK_ALL_EVENTS].[Test pass only for one player played in match, should succeed]	99	Success
157	[TRG_CHECK_ALL_EVENTS].[test pass when person id is correct but match id doesnt exist, should fail]	86	Success
158	[TRG_CHECK_ALL_EVENTS].[Test SHOT for more then one player played in match where both played in match, should succeed]	90	Success
159	[TRG_CHECK_ALL_EVENTS].[Test SHOT for more then one player played in match where one doesnt exist, should failed]	94	Success
160	[TRG_CHECK_ALL_EVENTS].[Test SHOT only for one player played in match, should fail]	130	Success
161	[TRG_CHECK_ALL_EVENTS].[Test SHOT only for one player played in match, should succeed]	98	Success
162	[TRG_CHECK_ALL_EVENTS].[test SHOT when person id is correct but match id doesnt exist, should fail]	98	Success
163	[TRG_CHECK_ALL_EVENTS].[Test SUBSTITUTE_IN for more then one player played in match where one doesnt exist, should failed]	127	Success
164	[TRG_CHECK_ALL_EVENTS].[Test SUBSTITUTE_IN for more then one player played in match where one doesnt exist, should succeed]	126	Success
165	[TRG_CHECK_ALL_EVENTS].[Test SUBSTITUTE_IN only for one player played in match and is reserve, should fail]	102	Success
166	[TRG_CHECK_ALL_EVENTS].[Test SUBSTITUTE_IN only for one player played in match and is reserve, should succeed]	102	Success
167	[TRG_CHECK_ALL_EVENTS].[Test SUBSTITUTE_OUT only for one player played in match and is reserve, should fail]	159	Success

End-to-End testing

Ophalen top-lijst

StapActie	Input	Expected Output	Output	Resultaat	
1	Maak verbinding met de database als data-analist	<pre>mongosh 127.0.0.1:27017/flm -u "data-analist" -p "Football@" --authenticationDatabase flm</pre>	<pre>Current Mongosh Log ID: 629f1a986378bdc9c59e Connecting to: mongosh://credentials:qaz@127.0.0.1:27017/flm?authSource=authenticationDatabase Using MongoDB: 4.2.28-rhel Using Mongosh: 1.4.2</pre>	<pre>Current Mongosh Log ID: 629f1a986378bdc9c59e Connecting to: mongosh://credentials:qaz@127.0.0.1:27017/flm?authSource=authenticationDatabase Using MongoDB: 4.2.28-rhel Using Mongosh: 1.4.2</pre>	Geslaagd
2	Voer query uit voor het ophalen van top-lijst rode kaarten	<pre>db.VW_TOP_LIST_RED_CARD.</pre>	<pre>flm> db.VW_TOP_LIST_RED_CARD.find() [{ _id: ObjectId("629f084a48834e1aa7849d8a"), RANK: 1, PERSON_ID: 81, COUNT: 36 }, { _id: ObjectId("629f084a48834e1aa7849d8b"), RANK: 2, PERSON_ID: 74, COUNT: 35 }, { _id: ObjectId("629f084a48834e1aa7849d8c"), RANK: 3, PERSON_ID: 17, COUNT: 34 }, { _id: ObjectId("629f084a48834e1aa7849d8d"), RANK: 4, PERSON_ID: 10, COUNT: 32 }, { _id: ObjectId("629f084a48834e1aa7849d8e"), RANK: 4, PERSON_ID: 13, COUNT: 32 }, { _id: ObjectId("629f084a48834e1aa7849d8f"), RANK: 4, PERSON_ID: 75, COUNT: 32 }, { _id: ObjectId("629f084a48834e1aa7849d90"), RANK: 4, PERSON_ID: 57, COUNT: 32 }]</pre>		Geslaagd

Ophalen tussenstand competitie

StapActie	Input	Expected Output	Output	Resultaat
1 Maak verbinding met de database als data-analist	mongosh 127.0.0.1:27017/flm -u "data-analist" -p "Football@" --authenticationDatabase flm	<pre>Current Mongosh Log ID: 629f1a986378bdc9c59e Connecting to: mongosh://credentials:qaz@127.0.0.1:27017/flm?authSource=authenticationDatabase Using MongoDB: 4.2.28-rhel Using Mongosh: 1.4.2</pre>	<pre>Current Mongosh Log ID: 629f1a986378bdc9c59e Connecting to: mongosh://credentials:qaz@127.0.0.1:27017/flm?authSource=authenticationDatabase Using MongoDB: 4.2.28-rhel Using Mongosh: 1.4.2</pre>	Geslaagd

StapActie	Input	Expected Output	Output	Resultaat
2	Voer query uit voor het ophalen van tussenstand competitie	db.SCORE_EDITIONS.find()	<pre> file db.SCORE_EDITIONS.find() { _id: ObjectId("629f084b48834e1aa785b644"), NAME: 1, COMPETITION_NAME: 'Bundesliga', SEASON_NAME: '19/20', CLUB_NAME: 'Bayern', GS: 19, WS: 9, ES: 9, LS: 9, DV: 19, DT: 19, DS: 9, PR: 1: 38 }, { _id: ObjectId("629f084b48834e1aa785b647"), NAME: 7, COMPETITION_NAME: 'Bundesliga', SEASON_NAME: '19/20', CLUB_NAME: 'Wolfsburg', GS: 19, WS: 9, ES: 9, LS: 9, DV: 19, DT: 19, DS: 9, PR: 1: 26 }, { _id: ObjectId("629f084b48834e1aa785b648"), NAME: 7, COMPETITION_NAME: 'Bundesliga', SEASON_NAME: '19/20', CLUB_NAME: 'Eisen', GS: 19, WS: 9, ES: 9, LS: 9, DV: 19, DT: 19, DS: 9, PR: 1: 26 } </pre>	Geslaagd

Ophalen clubinfo

StapActie	Input	Expected Output	Output	Resultaat
1	Maak verbinding met de database als data-analist	mongosh 127.0.0.1:27017/flm -u "data-analist" -p "Football@" --authenticationDatabase flm	<pre> Current Mongosh Log ID: 629f14886378bdc9dc59e Connecting to: mongosh://localhost:27017/629f14886378bdc9dc59e Using MongoDB: 4.2.26-rhel Using Mongosh: 1.4.2 </pre>	Geslaagd
2	Voer query uit voor het ophalen van club informatie over Eadel	db.CLUB.find({CLUB_NAME:	<pre> file db.CLUB.find({CLUB_NAME:'Eadel'}) { _id: ObjectId("629f084b48834e1aa78576b3"), CLUB_NAME: 'Eadel', STADIUM_NAME: 'Vaporizing Chest Rub', COUNTRY_NAME: 'Portugal', CITY_NAME: 'São Mangos', COACH_PERSON_ID: 7 } </pre>	Geslaagd

Ophalen matchinfo

StapActie	Input	Expected Output	Output	Resultaat
1	Maak verbinding met de database als data-analist	mongosh 127.0.0.1:27017/flm -u "data-analist" -p "Football@" --authenticationDatabase flm	<pre> Current Mongosh Log ID: 629f14886378bdc9dc59e Connecting to: mongosh://localhost:27017/629f14886378bdc9dc59e Using MongoDB: 4.2.26-rhel Using Mongosh: 1.4.2 </pre>	Geslaagd

StapActie	Input	Expected Output	Output	Resultaat
2 Voer query uit voor het ophalen van match met ID 0	db.MATCH.find({MATCH_ID: 0})		<pre> fin db.MATCH.find(MATCH_ID:0) { "_id": ObjectId("629f884b4883a4aa7859434"), "MATCH_ID": 0, "SEASON_NAME": "18/19", "COMPETITION_NAME": "Bundesliga", "START_DATE": "2000-01-01", "MATCH_DAY": "2000-01-01", "HOME_CLUB_NAME": "Hamburg", "OUT_CLUB_NAME": "Bayern", "STADIUM_NAME": "Fritz-Walter-Stadion", "REFEREE_PERSON_ID": 163, "BALL_POSSESSION_HOME": 55, "BALL_POSSESSION_OUT": 44, "SPECTATORS": 58433 } </pre>	Geslaagd

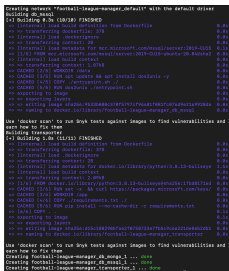
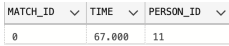
Ophalen speelronde info

StapActie	Input	Expected Output	Output	Resultaat						
1 Maak verbinding met de database als data-analist	mongosh 127.0.0.1:27017/flm -u "data-analist" -p "Football@" --authenticationDatabase flm	<pre>Current MongoDB Log ID: 629f884b4883a4aa7859434 Connecting to: mongodb://data-analist:Football@127.0.0.1:27017/flm Using MongoDB: 4.2.20-c08 Using MongoDB: 4.2.2</pre>	<pre>Current MongoDB Log ID: 629f884b4883a4aa7859434 Connecting to: mongodb://data-analist:Football@127.0.0.1:27017/flm Using MongoDB: 4.2.20-c08 Using MongoDB: 4.2.2</pre>	Geslaagd						
2 Voer query uit voor het ophalen van speelronde met startdatum 03-01-2000, seizoen 20/21 en competitie Serie A	db.ROUND.find({START_DATE: "2021-01-03", SEASON_NAME: "20/21", COMPETITION_NAME: "Serie A"})	<table><thead><tr><th>SEASON_NAME</th><th>COMPETITION_NAME</th><th>START_DATE</th></tr></thead><tbody><tr><td>20/21</td><td>Serie A</td><td>2000-01-03</td></tr></tbody></table>	SEASON_NAME	COMPETITION_NAME	START_DATE	20/21	Serie A	2000-01-03	<pre>fin db.ROUND.find({START_DATE: "2021-01-03", SEASON_NAME: "20/21", COMPETITION_NAME: "Serie A"}) { "_id": ObjectId("629f884b4883a4aa7859434"), "SEASON_NAME": "20/21", "COMPETITION_NAME": "Serie A", "START_DATE": "2000-01-03" }</pre>	Geslaagd
SEASON_NAME	COMPETITION_NAME	START_DATE								
20/21	Serie A	2000-01-03								



Ophalen matchday info

StapActie	Input	Expected Output	Output	Resultaat								
1 Maak verbinding met de database als data-analist	mongosh 127.0.0.1:27017/flm -u "data-analist" -p "Football@" --authenticationDatabase flm	<pre>Current MongoDB Log ID: 629f884b4883a4aa7859434 Connecting to: mongodb://data-analist:Football@127.0.0.1:27017/flm Using MongoDB: 4.2.20-c08 Using MongoDB: 4.2.2</pre>	<pre>Current MongoDB Log ID: 629f884b4883a4aa7859434 Connecting to: mongodb://data-analist:Football@127.0.0.1:27017/flm Using MongoDB: 4.2.20-c08 Using MongoDB: 4.2.2</pre>	Geslaagd								
2 Voer query uit voor het ophalen van matchday 01-01-2000 in seizoen 18/19 uit competitie Bundesliga	db.MATCHDAY.find({MATCHDAY: "2000-01-01", SEASON_NAME: "18/19", COMPETITION_NAME: "Bundesliga"})	<table><thead><tr><th>SEASON_NAME</th><th>COMPETITION_NAME</th><th>START_DATE</th><th>MATCH_DAY</th></tr></thead><tbody><tr><td>18/19</td><td>Bundesliga</td><td>2000-01-01</td><td>2000-01-01</td></tr></tbody></table>	SEASON_NAME	COMPETITION_NAME	START_DATE	MATCH_DAY	18/19	Bundesliga	2000-01-01	2000-01-01	<pre>fin db.MATCHDAY.find({MATCHDAY: "2000-01-01", SEASON_NAME: "18/19", COMPETITION_NAME: "Bundesliga"}) { "_id": ObjectId("629f884b4883a4aa7859434"), "SEASON_NAME": "18/19", "COMPETITION_NAME": "Bundesliga", "START_DATE": "2000-01-01", "MATCH_DAY": "2000-01-01" }</pre>	Geslaagd
SEASON_NAME	COMPETITION_NAME	START_DATE	MATCH_DAY									
18/19	Bundesliga	2000-01-01	2000-01-01									


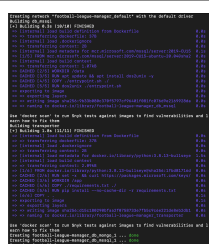
Invoeren matchdata

StapActie	Input	Expected Output	Output	Resultaat
1	Zet de database op	<code>docker-compose -f docker-compose.yaml -f docker-compose.dev.yaml up --build --force-recreate -d</code>		Geslaagd
2	Voer query uit voor het invoeren van een rode kaart als matchdata voor person id 11 in de 67ste minuut	<code>EXEC PROC_ADD_MATCHDATA_RED_CARD @match_id = 0, @time = 67, @person_id = 11;</code>	<code>Commands completed successfully</code>	Geslaagd
3	Lees de tabel rode kaart en controleer of het invoeren is gelukt	<code>SELECT * FROM RED_CARD WHERE MATCH_ID = 0 AND TIME = 67 AND PERSON_ID = 11</code>		Geslaagd

Updaten clubinfo

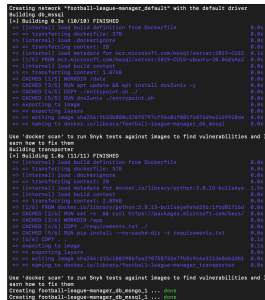
StapActie	Input	Expected Output	Output	Resultaat
1	Zet de database op	<code>docker-compose -f docker-compose.yaml -f docker-compose.dev.yaml up --build --force-recreate -d</code>		Geslaagd
2	Voer query uit voor het updaten van de stadionnaam naar Test voor club Eadel	<code>EXEC UPDATE_CLUB @CLUB_NAME = 'Eadel', @STADIUM_NAME = 'Test'</code>	<code>Commands completed successfully</code>	Geslaagd
3	Lees de tabel club en controleer of het invoeren is gelukt	<code>SELECT * FROM CLUB WHERE CLUB_NAME = 'Eadel'</code>		Geslaagd

Start nieuw seizoen competitie

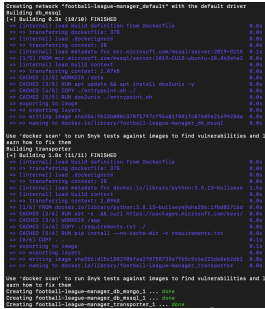

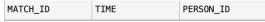
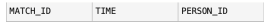
Stap	Actie	Input	Expected Output	Output	Resultaat																				
1	Zet de database op	docker-compose -f docker-compose.yaml -f docker-compose.dev.yaml up --build --force-recreate -d			Geslaagd																				
2	Declareer een variabele @teams met type clubNamesTable en vul hem met 4 teams	DECLARE @teams clubNamesTable; INSERT INTO @teams VALUES ('Eadel'), ('Fadeo'), ('Feedmix'), ('Quimm')	Commands completed successfully	Commands completed successfully	Geslaagd																				
3	Lees @teams uit en controleer of het gevuld is met de gekozen teams	SELECT * FROM @teams	<table><tr><th></th><th>club_name</th></tr><tr><td>1</td><td>Eadel</td></tr><tr><td>2</td><td>Fadeo</td></tr><tr><td>3</td><td>Feedmix</td></tr><tr><td>4</td><td>Quimm</td></tr></table>		club_name	1	Eadel	2	Fadeo	3	Feedmix	4	Quimm	<table><tr><th></th><th>club_name</th></tr><tr><td>1</td><td>Eadel</td></tr><tr><td>2</td><td>Fadeo</td></tr><tr><td>3</td><td>Feedmix</td></tr><tr><td>4</td><td>Quimm</td></tr></table>		club_name	1	Eadel	2	Fadeo	3	Feedmix	4	Quimm	Geslaagd
	club_name																								
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4	Quimm																								
	club_name																								
1	Eadel																								
2	Fadeo																								
3	Feedmix																								
4	Quimm																								
4	Vul season met een nieuwe seasonnaam (22/23), startdatum (2022-06-10) en einddatum (2023-06-10)	INSERT INTO SEASON (SEASON_NAME, SEASON_START, SEASON_END) VALUES ('22/23', '2022-06-10', '2023-06-10')	Commands completed successfully	Commands completed successfully	Geslaagd																				
5	Lees de tabel season en controleer of de nieuwe seizoen 22/23 erin staat	SELECT * FROM SEASON WHERE SEASON_NAME = ('22/23')	<table><tr><th>SEASON_NAME</th><th>SEASON_START</th><th>SEASON_END</th></tr><tr><td>1 22/23</td><td>2022-06-10</td><td>2023-06-10</td></tr></table>	SEASON_NAME	SEASON_START	SEASON_END	1 22/23	2022-06-10	2023-06-10	<table><tr><th>SEASON_NAME</th><th>SEASON_START</th><th>SEASON_END</th></tr><tr><td>1 22/23</td><td>2022-06-10</td><td>2023-06-10</td></tr></table>	SEASON_NAME	SEASON_START	SEASON_END	1 22/23	2022-06-10	2023-06-10	Geslaagd								
SEASON_NAME	SEASON_START	SEASON_END																							
1 22/23	2022-06-10	2023-06-10																							
SEASON_NAME	SEASON_START	SEASON_END																							
1 22/23	2022-06-10	2023-06-10																							
6	Voeg een nieuwe competitie toe met de naam 'TestComp'	INSERT INTO COMPETITION (COMPETITION_NAME) VALUES ('TestComp')	Commands completed successfully	Commands completed successfully	Geslaagd																				
7	Lees de tabel competitie en controleer of de nieuwe competitie 'TestComp' is toegevoegd	SELECT * FROM COMPETITION WHERE COMPETITION_NAME = 'TestComp'	<table><tr><th></th><th>COMPETITION_NAME</th></tr><tr><td>1</td><td>TestComp</td></tr></table>		COMPETITION_NAME	1	TestComp	<table><tr><th></th><th>COMPETITION_NAME</th></tr><tr><td>1</td><td>TestComp</td></tr></table>		COMPETITION_NAME	1	TestComp	Geslaagd												
	COMPETITION_NAME																								
1	TestComp																								
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1	TestComp																								
8	Voer query uit voor het starten van een nieuwe seizoen voor competitie 'TestComp'	EXEC START_NEW_EDITION @competitionname = 'TestComp', @seasonname = '22/23', @listofClubs = @teams, @startDateCompetition = '2022-06-10';	Commands completed successfully	Commands completed successfully	Geslaagd																				
9	Lees de tabel edition en controleer of de nieuwe editie '22/23' erin staat	SELECT * FROM EDITION WHERE SEASON_NAME = '22/23'	<table><tr><th>SEASON_NAME</th><th>COMPETITION_NAME</th></tr><tr><td>1 22/23</td><td>TestComp</td></tr></table>	SEASON_NAME	COMPETITION_NAME	1 22/23	TestComp	<table><tr><th>SEASON_NAME</th><th>COMPETITION_NAME</th></tr><tr><td>1 22/23</td><td>TestComp</td></tr></table>	SEASON_NAME	COMPETITION_NAME	1 22/23	TestComp	Geslaagd												
SEASON_NAME	COMPETITION_NAME																								
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1 22/23	TestComp																								

StapActie	Input	Expected Output	Output	Resultaat																																																																														
10	Controleer of de matches aangemaakt zijn in de tabel	<pre>SELECT MATCH_ID, SEASON_NAME, COMPETITION_NAME, FROM MATCH WHERE SEASON_NAME = '22/23'</pre>	<div><table><tr><th>match_id</th><th>season_name</th><th>competition_name</th></tr><tr><td>1</td><td>1344</td><td>22/23</td></tr><tr><td>2</td><td>1345</td><td>22/23</td></tr><tr><td>3</td><td>1346</td><td>22/23</td></tr><tr><td>4</td><td>1347</td><td>22/23</td></tr><tr><td>5</td><td>1348</td><td>22/23</td></tr><tr><td>6</td><td>1349</td><td>22/23</td></tr><tr><td>7</td><td>1350</td><td>22/23</td></tr><tr><td>8</td><td>1351</td><td>22/23</td></tr><tr><td>9</td><td>1352</td><td>22/23</td></tr><tr><td>10</td><td>1353</td><td>22/23</td></tr><tr><td>11</td><td>1354</td><td>22/23</td></tr><tr><td>12</td><td>1355</td><td>22/23</td></tr></table><table><tr><th>match_id</th><th>season_name</th><th>competition_name</th></tr><tr><td>1</td><td>1344</td><td>22/23</td></tr><tr><td>2</td><td>1345</td><td>22/23</td></tr><tr><td>3</td><td>1346</td><td>22/23</td></tr><tr><td>4</td><td>1347</td><td>22/23</td></tr><tr><td>5</td><td>1348</td><td>22/23</td></tr><tr><td>6</td><td>1349</td><td>22/23</td></tr><tr><td>7</td><td>1350</td><td>22/23</td></tr><tr><td>8</td><td>1351</td><td>22/23</td></tr><tr><td>9</td><td>1352</td><td>22/23</td></tr><tr><td>10</td><td>1353</td><td>22/23</td></tr><tr><td>11</td><td>1354</td><td>22/23</td></tr><tr><td>12</td><td>1355</td><td>22/23</td></tr></table></div>	match_id	season_name	competition_name	1	1344	22/23	2	1345	22/23	3	1346	22/23	4	1347	22/23	5	1348	22/23	6	1349	22/23	7	1350	22/23	8	1351	22/23	9	1352	22/23	10	1353	22/23	11	1354	22/23	12	1355	22/23	match_id	season_name	competition_name	1	1344	22/23	2	1345	22/23	3	1346	22/23	4	1347	22/23	5	1348	22/23	6	1349	22/23	7	1350	22/23	8	1351	22/23	9	1352	22/23	10	1353	22/23	11	1354	22/23	12	1355	22/23	Geslaagd
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Toevoegen nieuw persoon

StapActie	Input	Expected Output	Output	Resultaat																								
1	Zet de database op	<pre>docker-compose -f docker-compose.yaml -f docker-compose.dev.yaml up --build --force-recreate -d</pre>		Geslaagd																								
2	Voer query uit voor het invoeren van een nieuw persoon met de naam Oktay	<pre>INSERT INTO PERSON VALUES ('Afghanistan', 'Oktay', 'Yatko', null, '1978-04-10')</pre>	<pre>Commands completed successfully</pre>	Geslaagd																								
3	Lees de tabel person en controleer of het invoeren is gelukt	<pre>SELECT * FROM PERSON WHERE FIRST_NAME = 'Oktay'</pre>	<div><table><tr><th>PERSON_ID</th><th>COUNTRY_NAME</th><th>FIRST_NAME</th><th>LAST_NAME</th><th>PERSON_NAME</th><th>BIRTH_DATE</th></tr><tr><td>102</td><td>Afghanistan</td><td>Oktay</td><td>Yatko</td><td>N/A</td><td>1978-04-10</td></tr></table><table><tr><th>PERSON_ID</th><th>COUNTRY_NAME</th><th>FIRST_NAME</th><th>LAST_NAME</th><th>PERSON_NAME</th><th>BIRTH_DATE</th></tr><tr><td>102</td><td>Afghanistan</td><td>Oktay</td><td>Yatko</td><td>N/A</td><td>1978-04-10</td></tr></table></div>	PERSON_ID	COUNTRY_NAME	FIRST_NAME	LAST_NAME	PERSON_NAME	BIRTH_DATE	102	Afghanistan	Oktay	Yatko	N/A	1978-04-10	PERSON_ID	COUNTRY_NAME	FIRST_NAME	LAST_NAME	PERSON_NAME	BIRTH_DATE	102	Afghanistan	Oktay	Yatko	N/A	1978-04-10	Geslaagd
PERSON_ID	COUNTRY_NAME	FIRST_NAME	LAST_NAME	PERSON_NAME	BIRTH_DATE																							
102	Afghanistan	Oktay	Yatko	N/A	1978-04-10																							
PERSON_ID	COUNTRY_NAME	FIRST_NAME	LAST_NAME	PERSON_NAME	BIRTH_DATE																							
102	Afghanistan	Oktay	Yatko	N/A	1978-04-10																							

Toevoegen nieuw event type

Stap	Actie	Input	Expected Output	Output	Resultaat
1	Zet de database op	<pre>docker-compose -f docker-compose.yaml -f docker-compose.dev.yaml up --build --force-recreate -d</pre>			Geslaagd
2	Voer query uit voor het invoeren van een nieuw event type met de naam Test	<pre>DECLARE @column ColumnTable; EXEC ADD_NEW_EVENT_TYPE @newEventName = 'Test', @extraColumns = @columns;</pre>	<p>Commands completed successfully</p> 	<p>Commands completed successfully</p> 	Geslaagd
3	Lees de tabel test en controleer of het aanmaken is gelukt	<pre>SELECT * FROM Test</pre>			Geslaagd

Insert op basis van feittypen

De onderstaande testen zijn vooral voor de tracibilty, voor de correcte volgorde van de inserts kijk naar de transport script.

Verwacht	Feittypen	SQL INSERT	Status
Competitie	COMPETITION Competition_nameAtt	insert into COMPETITION (Competition_name) values ('Bundesliga');	Geslaagd
Seizoen	SEASON Season_nameAtt Season_start	insert into SEASON (Season_name, Season_start, Season_end) values ('18/19', '8/1/2018', '5/31/2019');	Geslaagd
Editie	EDITION EDITION SEASON + ET COMPETITION-MATCH MATCH	insert into EDITION (Season_name, Competition_name) values ('18/19', 'Bundesliga');	Geslaagd
Clubs	CLUB Club_nameAtt ET: EDITIONMATCH	insert into CLUB (Club_name, Stadium_name, Country_name, City_name, Coach_person_id) values ('Eadel', 'Vaporizing Chest Rub', 'Portugal', 'São Manços', 7);	Geslaagd
Land	COUNTRY Country_nameAtt	insert into COUNTRY (Country_name) values ('Zimbabwe');	Geslaagd
Thuisstadion	CITY City City_name + ET COUNTRY-MATCH ET CLUBMATCH	insert into CITY (Country_name, City_name) values ('Zimbabwe', 'Odzi');	Geslaagd
Stadion	STADIUM Stadium_nameAtt capacity	insert into STADIUM (Stadium_name, Capacity) values ('White Alder', 14500);	Geslaagd

Verwoordtype	Entiteit	SQL INSERT	Status
Personen	PERSON	insert into PERSON (Person_id, Country_name, First_name, Last_name, Middle_name, Birth_date) values (81, 'Afghanistan', 'Lynn', 'Stuckow', 'bij', '1/5/1992');	Geslaagd
Persoon	PERSON	insert into PERSON (Person_id, Country_name, First_name, Last_name, Middle_name, Birth_date) values (81, 'Afghanistan', 'Lynn', 'Stuckow', 'bij', '1/5/1992');	Geslaagd
achter-naam	PERSONMATCH	insert into PERSON (Person_id, Country_name, First_name, Last_name, Middle_name, Birth_date) values (81, 'Afghanistan', 'Lynn', 'Stuckow', 'bij', '1/5/1992');	Geslaagd
Persoon	PERSON	insert into PERSON (Person_id, Country_name, First_name, Last_name, Middle_name, Birth_date) values (81, 'Afghanistan', 'Lynn', 'Stuckow', 'bij', '1/5/1992');	Geslaagd
tussen-voegsel	PERSONMATCH	insert into PERSON (Person_id, Country_name, First_name, Last_name, Middle_name, Birth_date) values (81, 'Afghanistan', 'Lynn', 'Stuckow', 'bij', '1/5/1992');	Geslaagd
Geboortedatum	PERSONMATCH	insert into PERSON (Person_id, Country_name, First_name, Last_name, Middle_name, Birth_date) values (81, 'Afghanistan', 'Lynn', 'Stuckow', 'bij', '1/5/1992');	Geslaagd
Nationaliteit	PERSONMATCHET: COUNTRYMATCH	insert into PERSON (Person_id, Country_name, First_name, Last_name, Middle_name, Birth_date) values (81, 'Afghanistan', 'Lynn', 'Stuckow', 'bij', '1/5/1992');	Geslaagd
Coach	COACH: COACHSUBTYPE (PERSON)MATCHET: CLUBMATCH	insert into CLUB (Club_name, Stadium_name, Country_name, City_name, Coach_person_id) values ('Eadel', 'Vaporizing Chest Rub', 'Portugal', 'São Manços', 7);	Geslaagd
Spelers	PLAYERSUBTYPE (PERSON)MATCH	insert into PLAYER (Person_id, Club_name, Jersey) values (90, 'Eadel', 13);	Geslaagd
rugnummer	PLAYER	insert into PLAYER (Person_id, Club_name, Jersey) values (90, 'Eadel', 13);	Geslaagd
Speler in club	PLAYERMATCHET: CLUBMATCH	insert into PLAYER (Person_id, Club_name, Jersey) values (90, 'Eadel', 13);	Geslaagd
Speelronde	ROUND ET: EDITION + Att	insert into ROUND (Season_name, Competition_name, Start_date) values ('20/21', 'Serie A', '2000-01-19');	Geslaagd
Speeldag	MATCHDAY ROUND + Att	insert into MATCHDAY (Season_name, Competition_name, Start_date, Match_day) values ('20/21', 'Serie A', '2000-02-04', '2000-06-02');	Geslaagd
Voetbalwedstrijd	MATCH MATCHDAY + ET CLUB + ET CLUBMATCH MATCH MATCH	insert into MATCH (Match_id, Season_name, Competition_name, Start_date, Match_day, Home_club_name, Out_club_name, Stadium_name, Referee_person_id, Ball_possession_home, Ball_possession_out, Spectators) values (992, '20/21', 'Eredivisie', '2000-01-01', '2000-01-01', 'Topicblab', 'Voonte', 'White Alder', 163, 77, 23, 11718);	Geslaagd
Positie	LINEUP LINEUPID: ET MATCH + ET PLAYERMATCH MATCHID: Att: Position_type	insert into LINEUP (Player_person_id, Match_id, Position_type) values (99, 956, 'ATTACKER');	Geslaagd
Reserve	MATCH: MATCHMATCHET: PLAYERMATCH	insert into PLAYER_as_reserve_in_MATCH (Player_person_id, Match_id) values (162,95);	Geslaagd
Balbezit	MATCH: MATCHMATCHAtt	insert into MATCH (Match_id, Season_name, Competition_name, Start_date, Match_day, Home_club_name, Out_club_name, Stadium_name, Referee_person_id, Ball_possession_home, Ball_possession_out, Spectators) values (992, '20/21', 'Eredivisie', '2000-01-01', '2000-01-01', 'Topicblab', 'Voonte', 'White Alder', 163, 77, 23, 11718);	Geslaagd
UIT	MATCHMATCHAtt	insert into MATCH (Match_id, Season_name, Competition_name, Start_date, Match_day, Home_club_name, Out_club_name, Stadium_name, Referee_person_id, Ball_possession_home, Ball_possession_out, Spectators) values (992, '20/21', 'Eredivisie', '2000-01-01', '2000-01-01', 'Topicblab', 'Voonte', 'White Alder', 163, 77, 23, 11718);	Geslaagd

Verwoordtype	Entiteitstypen	SQL INSERT	Status
Balbezit	MATCH	insert into MATCH (Match_id, Season_name, Competition_name, Start_date, Match_day, Home_club_name, Out_club_name, Stadium_name, Referee_person_id, Ball_possession_home, Ball_possession_out, Spectators) values (992, '20/21', 'Eredivisie', '2000-01-01', '2000-01-01', 'Topicblab', 'Voonte', 'White Alder', 163, 77, 23, 11718);	Geslaagd
THUIS	MATCHMATCHAtt Ball_possession_home		
Aantal toeschouwers	MATCHMATCHAtt Spectator_count	insert into MATCH (Match_id, Season_name, Competition_name, Start_date, Match_day, Home_club_name, Out_club_name, Stadium_name, Referee_person_id, Ball_possession_home, Ball_possession_out, Spectators) values (992, '20/21', 'Eredivisie', '2000-01-01', '2000-01-01', 'Topicblab', 'Voonte', 'White Alder', 163, 77, 23, 11718);	Geslaagd
Event	EVENT: ET MATCH + ET PLAYER + Att TimeMATCH MATCH		Geslaagd
Gele kaarten	YELLOW_CARD LOW_CARDSUBTYPE (EVENT)MATCHET: MATCHMATCHET: PLAYERMATCH	insert into YELLOW_CARD (Match_id, [Time], Person_id) values (999, 79.325, 39);	Geslaagd
Rode kaarten	RED_CARD RED_CARDSUBTYPE (EVENT)MATCHET: MATCHMATCHET: PLAYERMATCH	insert into RED_CARD (Match_id, [Time], Person_id) values (999, 8.98, 39);	Geslaagd
Wissels	SUBSTITUTE-SUBTYPE (EVENT)MATCHET: MATCHMATCHET: PLAYERMATCHET: PLAYERMATCH	insert into SUBSTITUTE (Match_id, [Time], In_person_id, Out_person_id, Position_type) values (998, 62.309, 138, 103, 'KEEPER');	Geslaagd
Overtrekken	FOULSUBTYPE (EVENT)MATCHET: MATCHMATCHET: PLAYERMATCH	insert into FOUL (Match_id, [Time], Person_id) values (510, 48.55, 74);	Geslaagd
Hoekschoten	CORNER CORNERSUBTYPE (EVENT)MATCHET: MATCHMATCHET: PLAYERMATCH	insert into CORNER (Match_id, [Time], Person_id) values (1003, 4.493, 69);	Geslaagd
Schoten	SHOT: SHOTSUBTYPE (EVENT)MATCHET: MATCHMATCHET: PLAYERMATCHAtt On_goal	insert into GOAL (Match_id, [Time], Person_id) values (961, 60.949, 32);	Geslaagd
Passes	PASSET: PASSSUBTYPE (EVENT)MATCHET: MATCHMATCHET: PLAYERMATCHAtt Succes	insert into PASS (Match_id, [Time], Person_id, Succes) values (326, 20.727, 12, 0);	Geslaagd

Verwoordtype	SQL INSERT	Status
Scheidsrechter REFEREE REFEREESUBTYPE (PERSON)MATCHET: MATCHMATCH	insert into REFEREE (Person_id) values (180);	Geslaagd

Conclusie

Op basis van de bovenstaande testresultaten is de conclusie dat de huidige database genoeg code coverage (80%+) dekt voor een succesvolle uitrol naar productie. Alle code is getest op minimaal één success scenario en minimaal één edge-case. Er wordt gecontroleerd of de afgesproken exceptions gegoooid worden wanneer ze moeten, daarbij ook dat ze niet een exception throwen wanneer dat niet moet.