CMPE 275 Lab 2
REST and Persistence
Fall 2020
Group 7

Base URL: http://ec2-18-205-192-46.compute-1.amazonaws.com

Group Member Details

Apoorv Mehrotra	apoorv.mehrotra@sjsu.edu	014597635
Pranjay Sagar	pranjay.sagar@sjsu.edu	014611922
Shweta Mane	shwetaashokrao.mane@sjsu.edu	014604239
Sourabh Garg	sourabh.garg@sjsu.edu	013727103

Contents

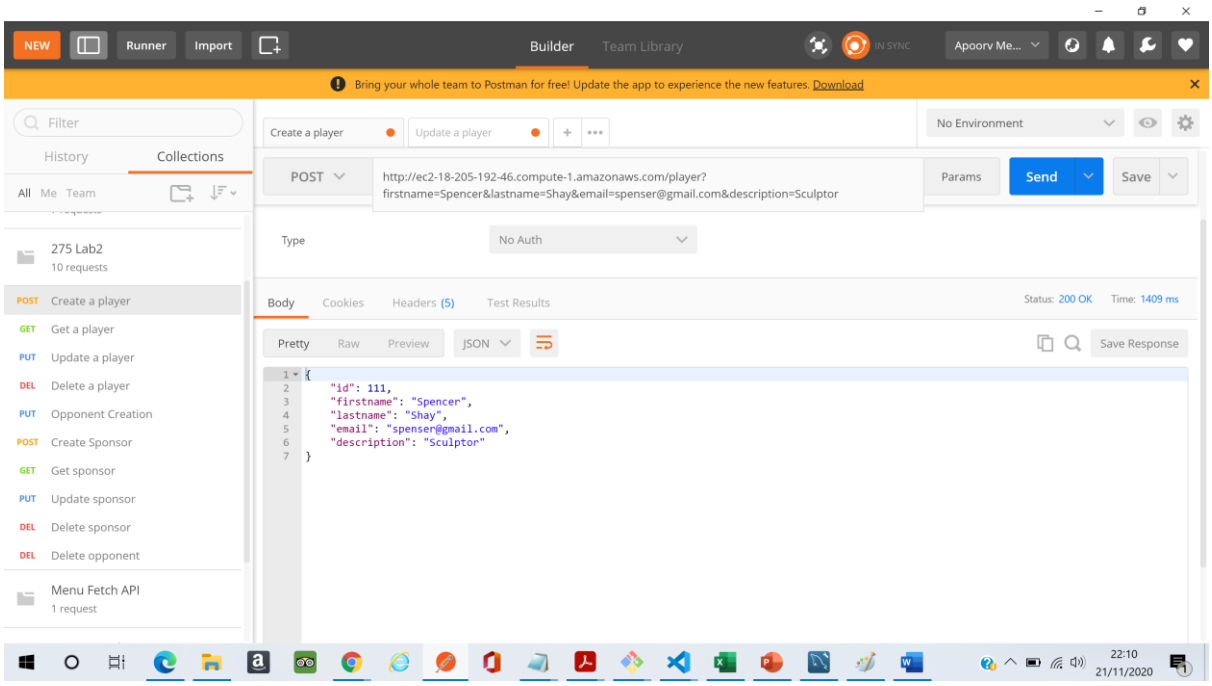
Base URL: http://ec2-18-205-192-46.compute-1.amazonaws.com

Test Results

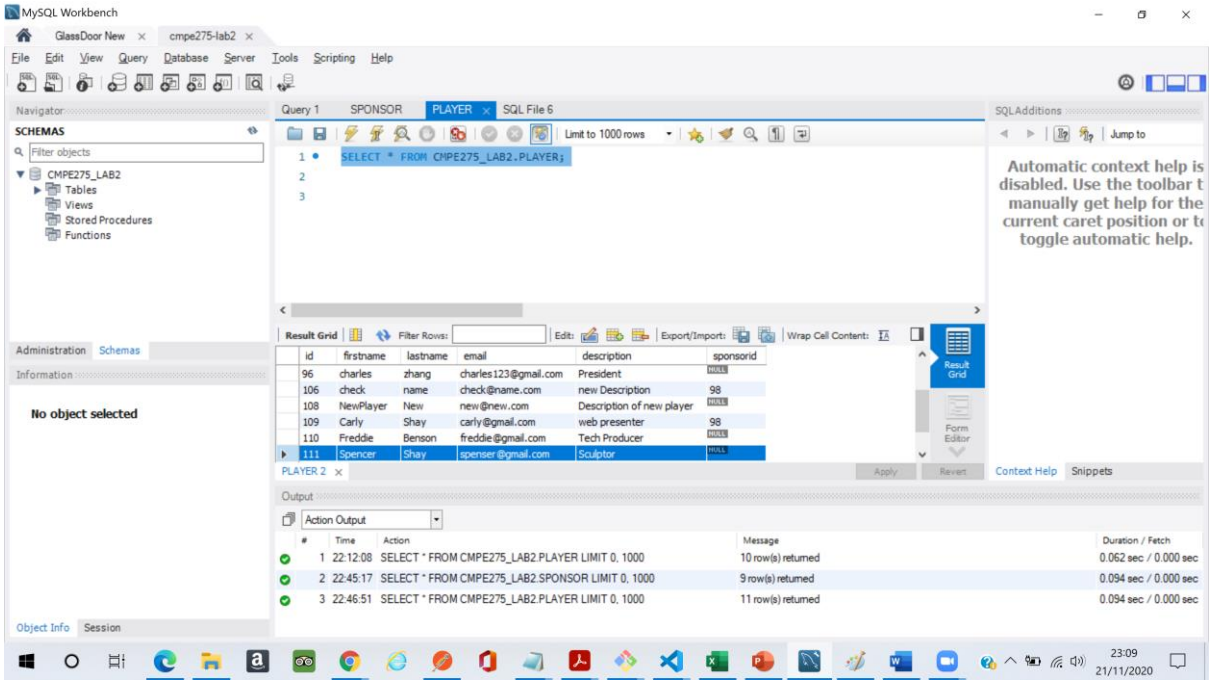
1. Create a player

Scenario 1: Create a player without a sponsor (200 Expected, Creation should pass)

http://ec2-18-205-192-46.compute-1.amazonaws.com/player?firstname=Spencer&lastname=Shay&email=spenser@gmail.com&description=Sculptor

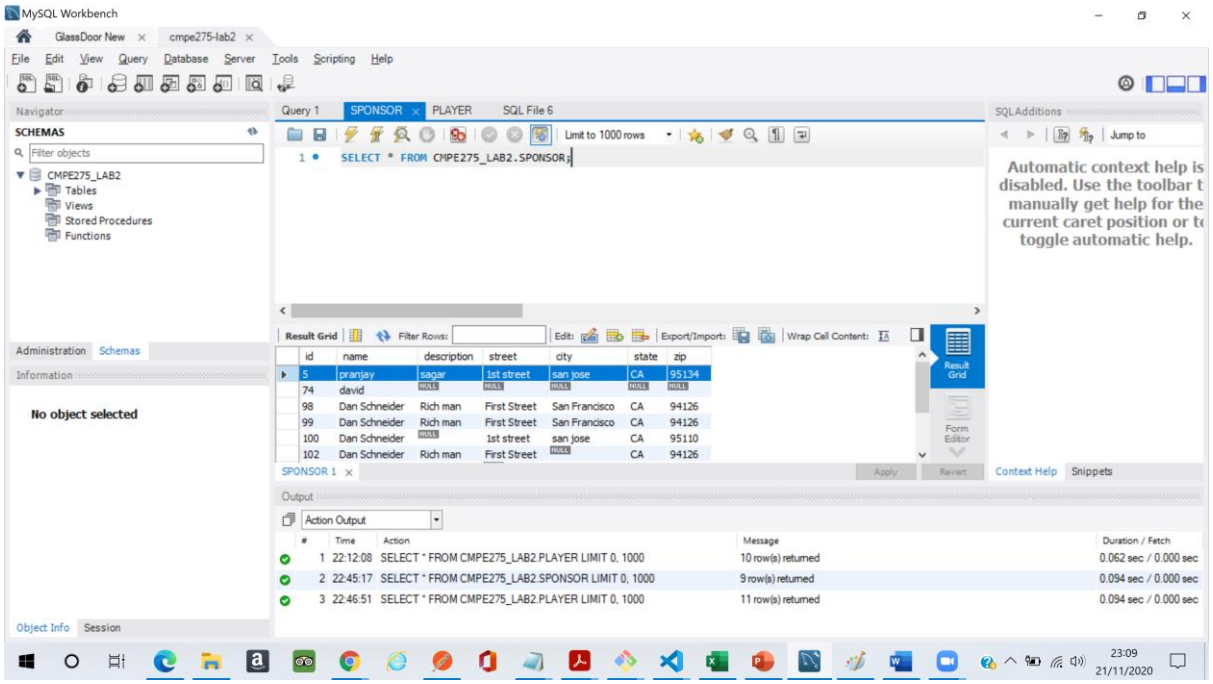


Entry inserted in database

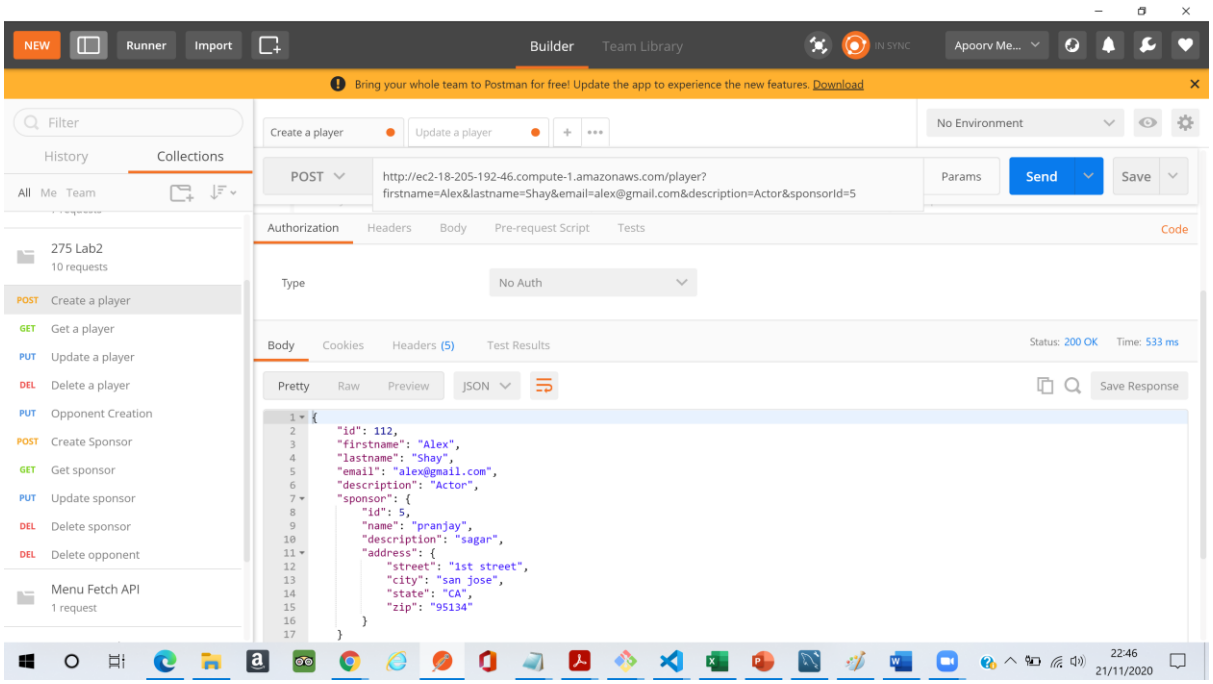


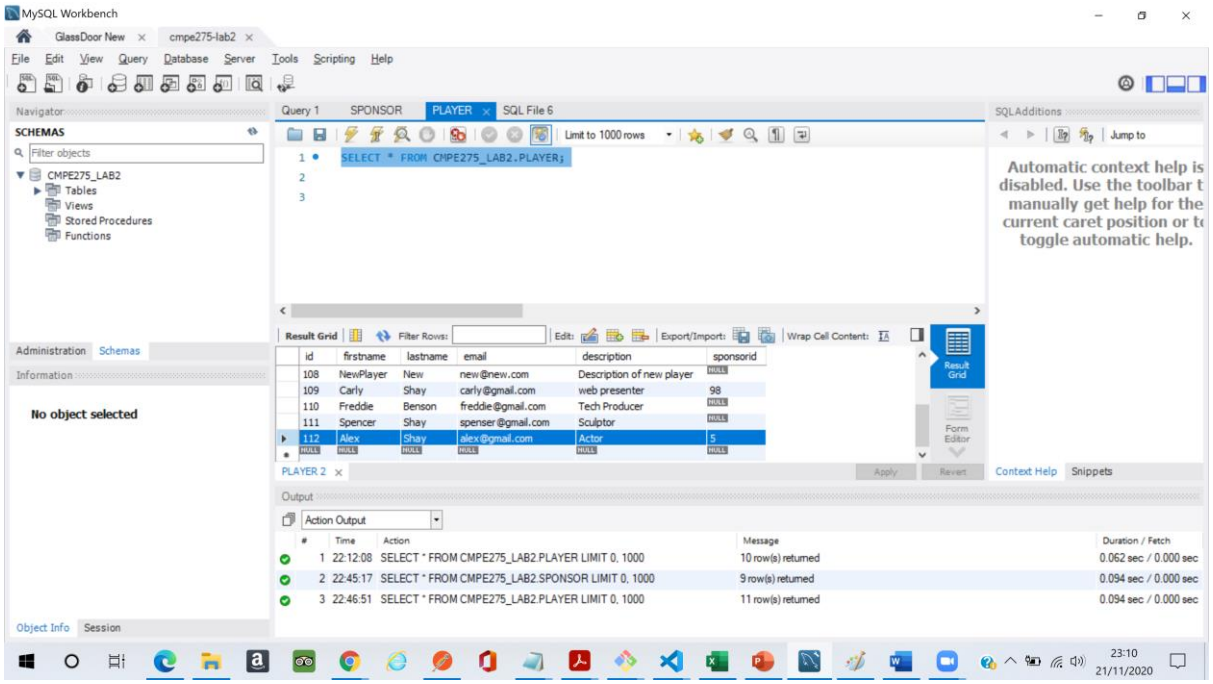
Scenario 2: Create a player with a sponsor (200 expected , creation should pass)

Using sponsorid 5



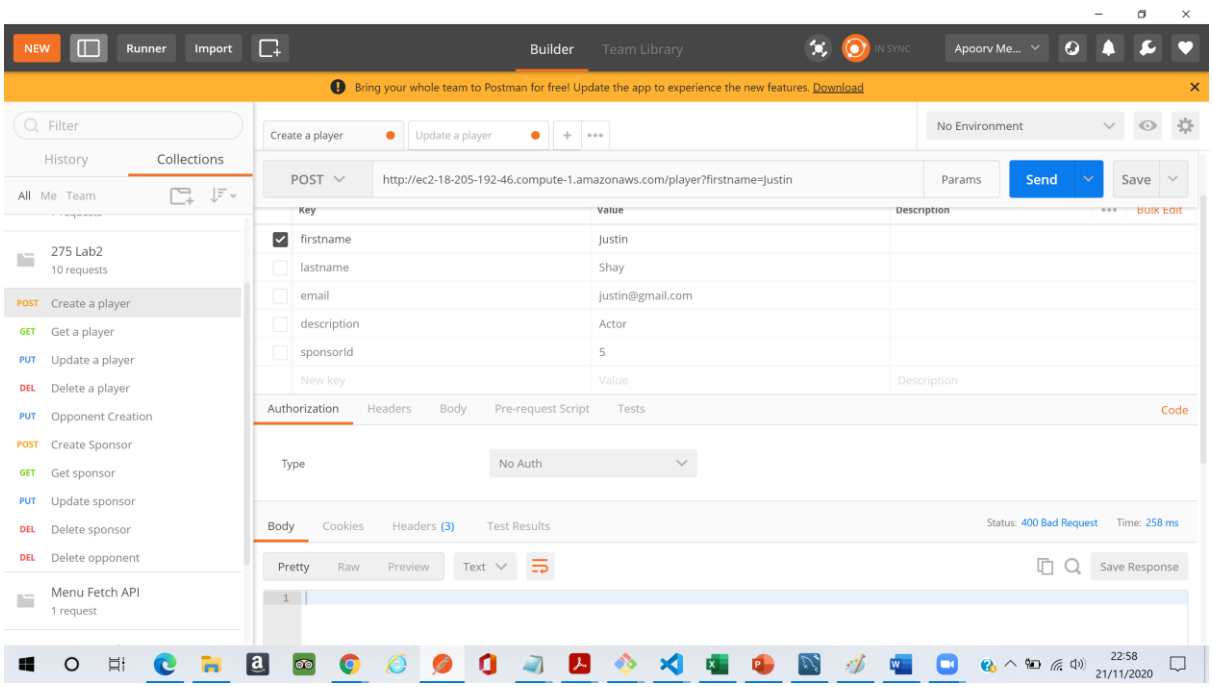
http://ec2-18-205-192-46.compute-1.amazonaws.com/player?firstname=Alex&lastname=Shay&email=alex@gmail.com&description=Actor&sponsorId=5



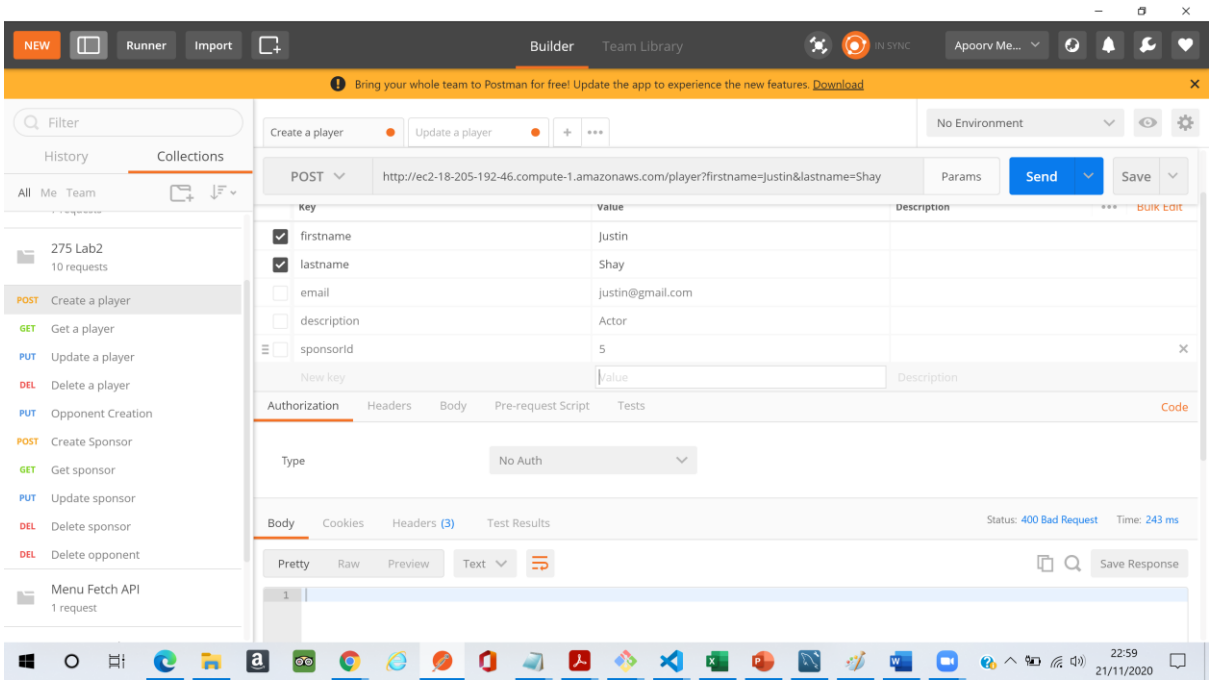


Scenario 3: Missing parameters test (400 status code expected)

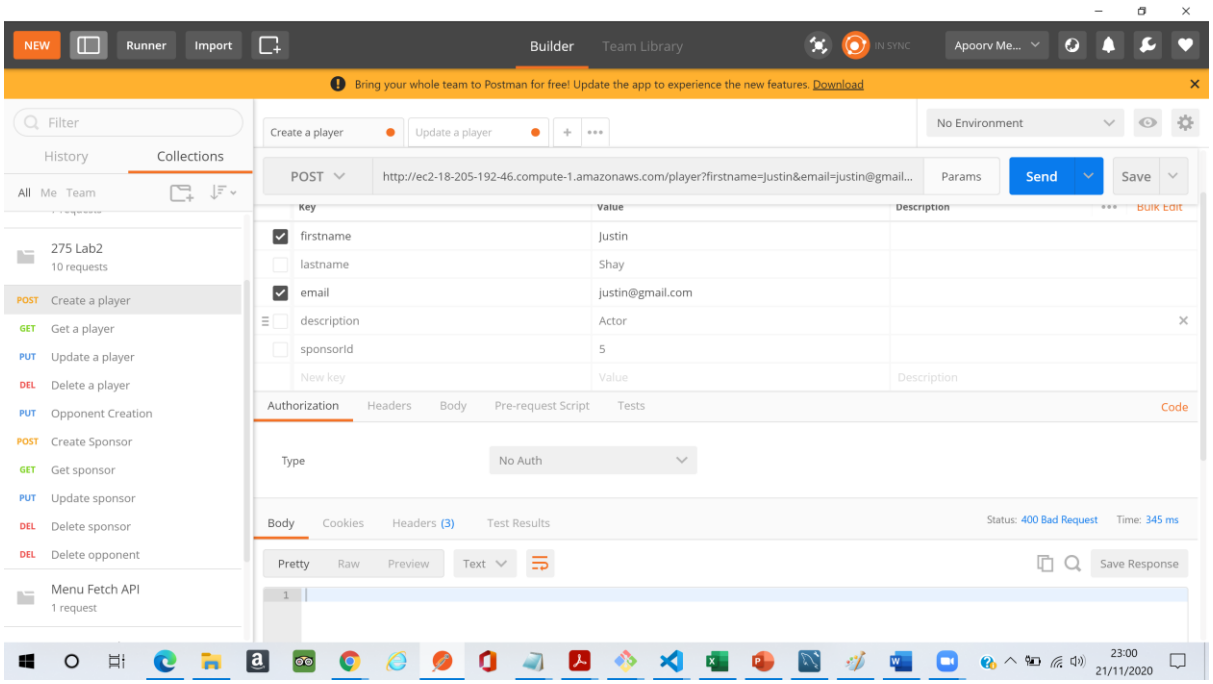
http://ec2-18-205-192-46.compute-1.amazonaws.com/player?firstname=Justin



http://ec2-18-205-192-46.compute-1.amazonaws.com/player?firstname=Justin&lastname=Shay

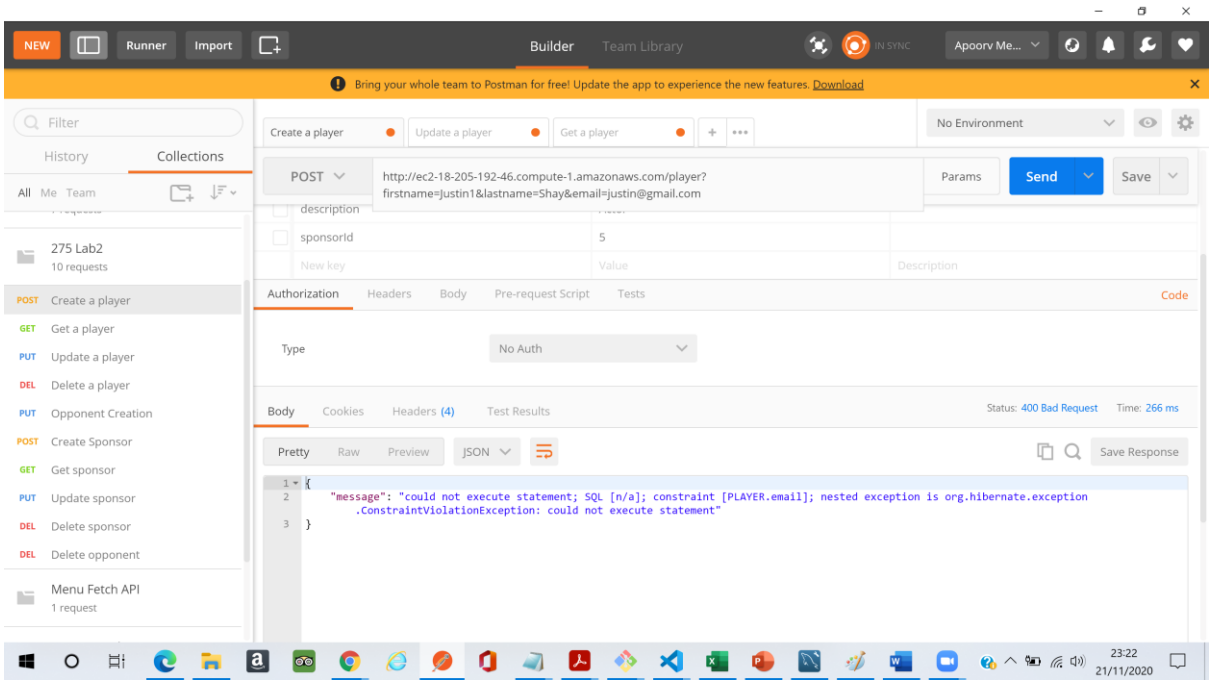


http://ec2-18-205-192-46.compute-1.amazonaws.com/player?firstname=Justin&email=justin@gmail.com



Scenario 4: Duplicate EmailID (400 status code expected)

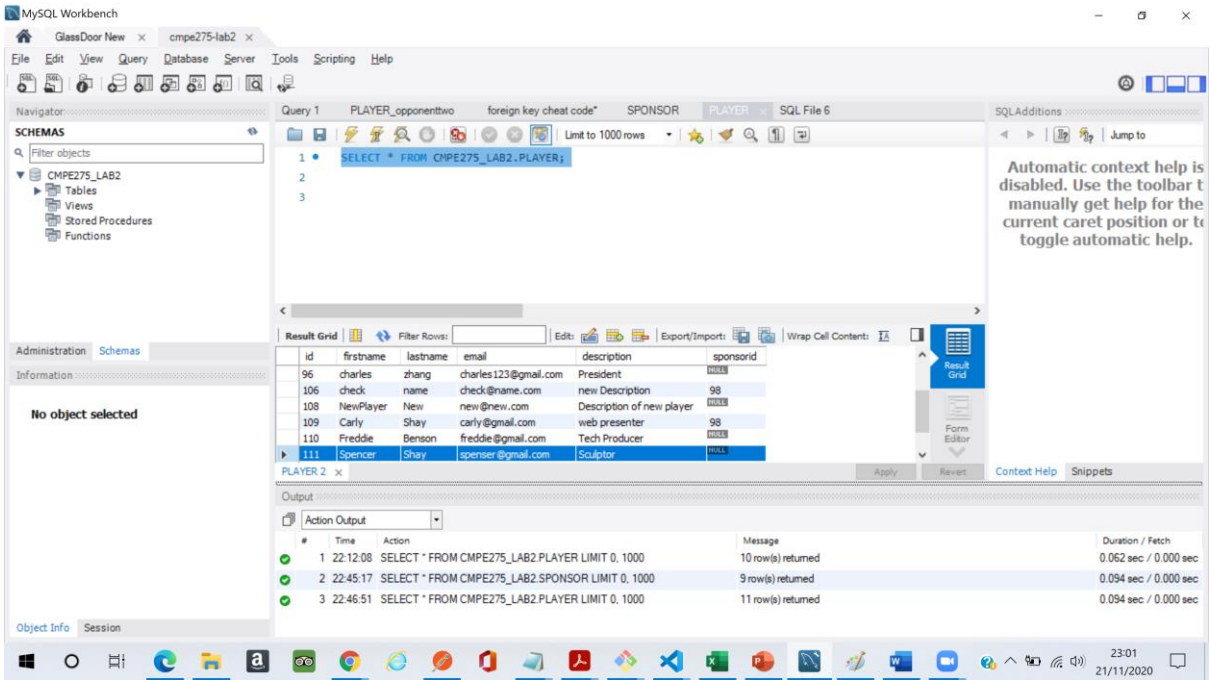
http://ec2-18-205-192-46.compute-1.amazonaws.com/player?firstname=Justin1&lastname=Shay&email=justin@gmail.com



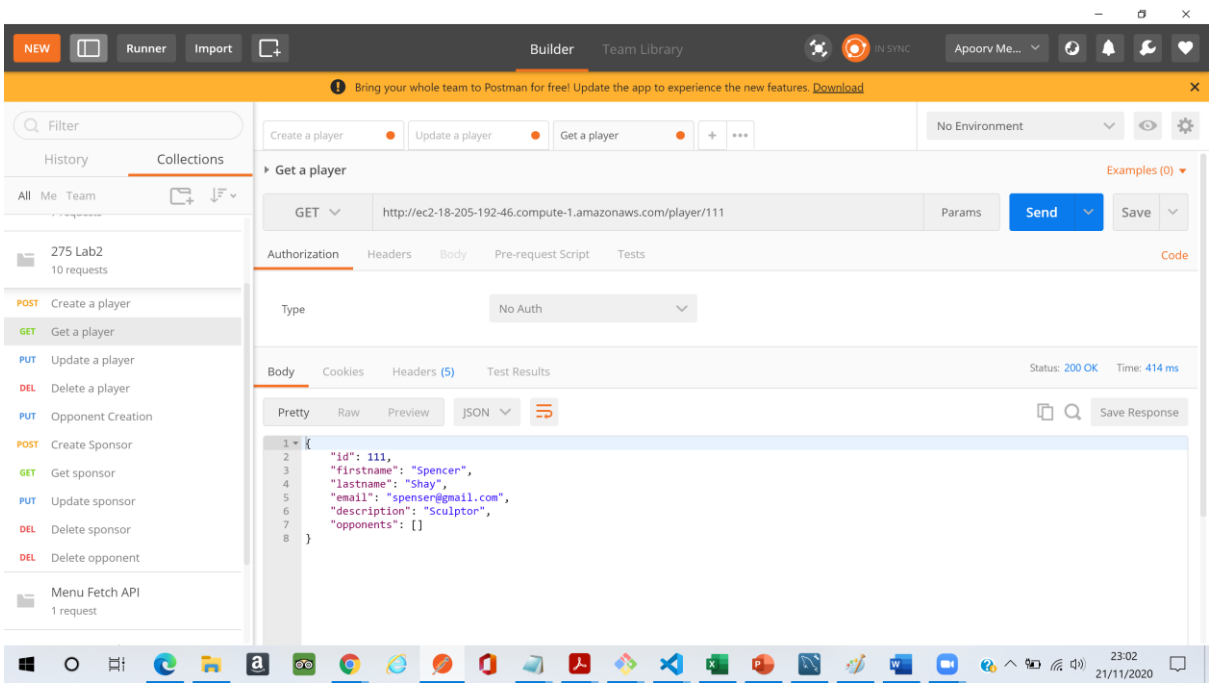
2. Get a player

Scenario 1: Fetching a player with no opponents and no sponsor (200 status code and JSON player object expected)

Fetching player with id 111

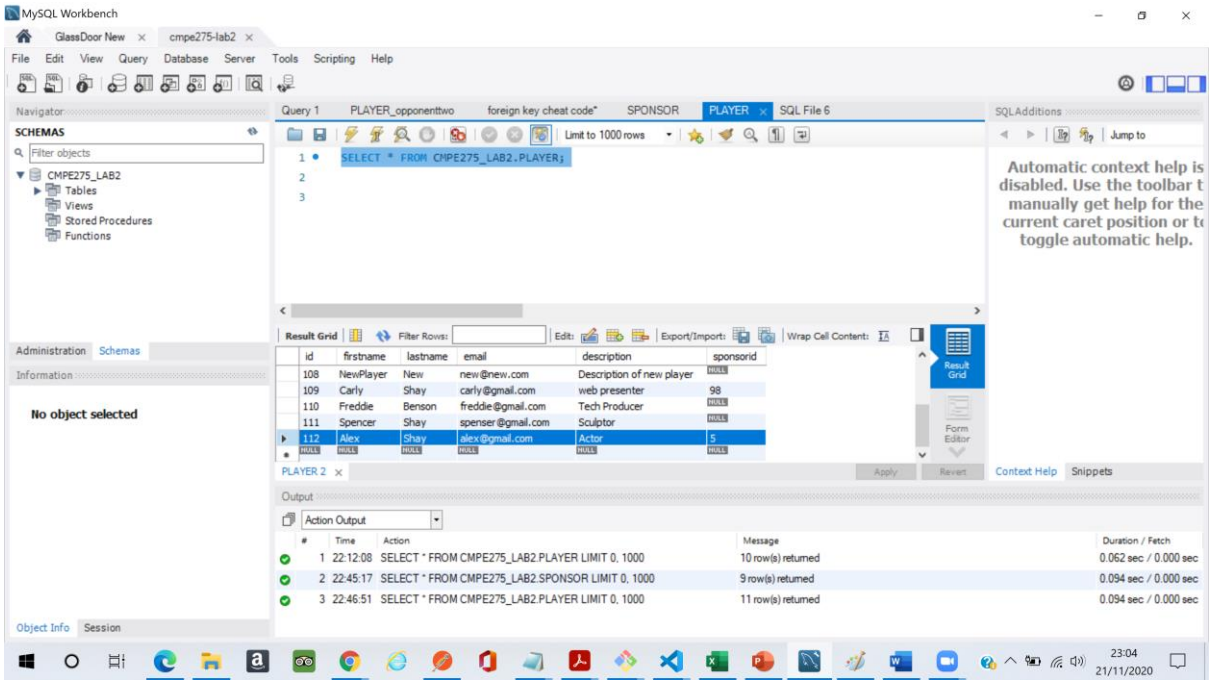


http://ec2-18-205-192-46.compute-1.amazonaws.com/player/111

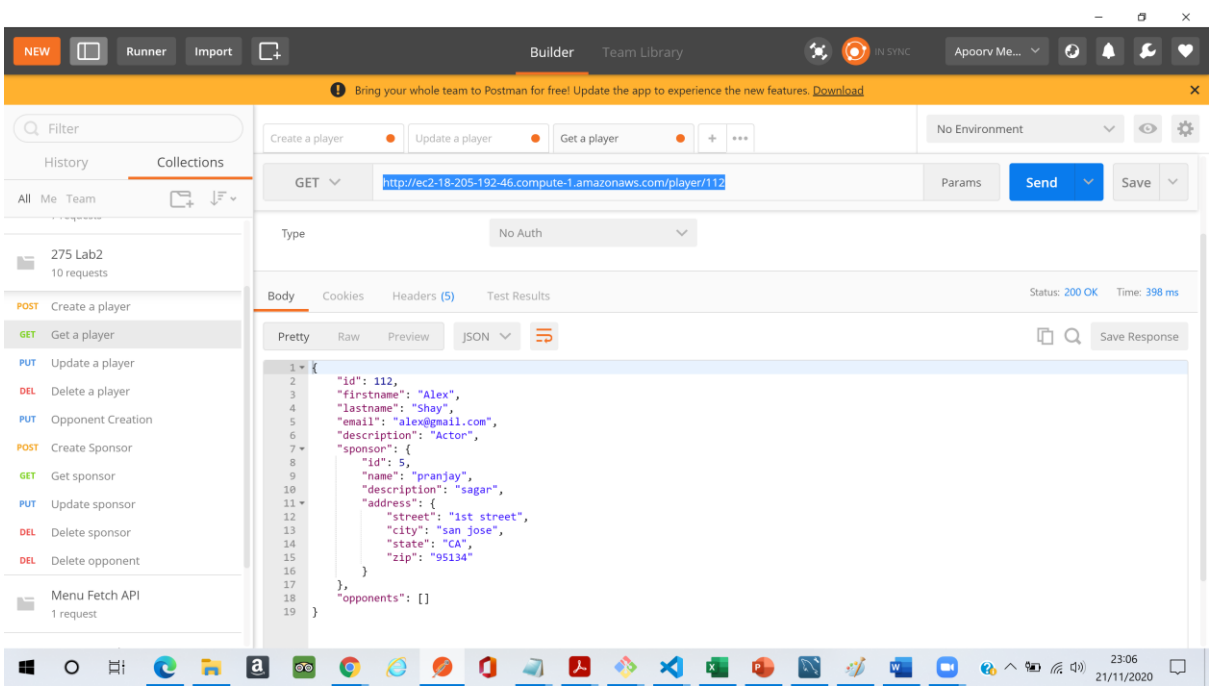


Scenario 2: Fetching a player with sponsor and no opponents (200 status code and sponsor details expected)

Will fetch player with id 112 and sponsor id 5

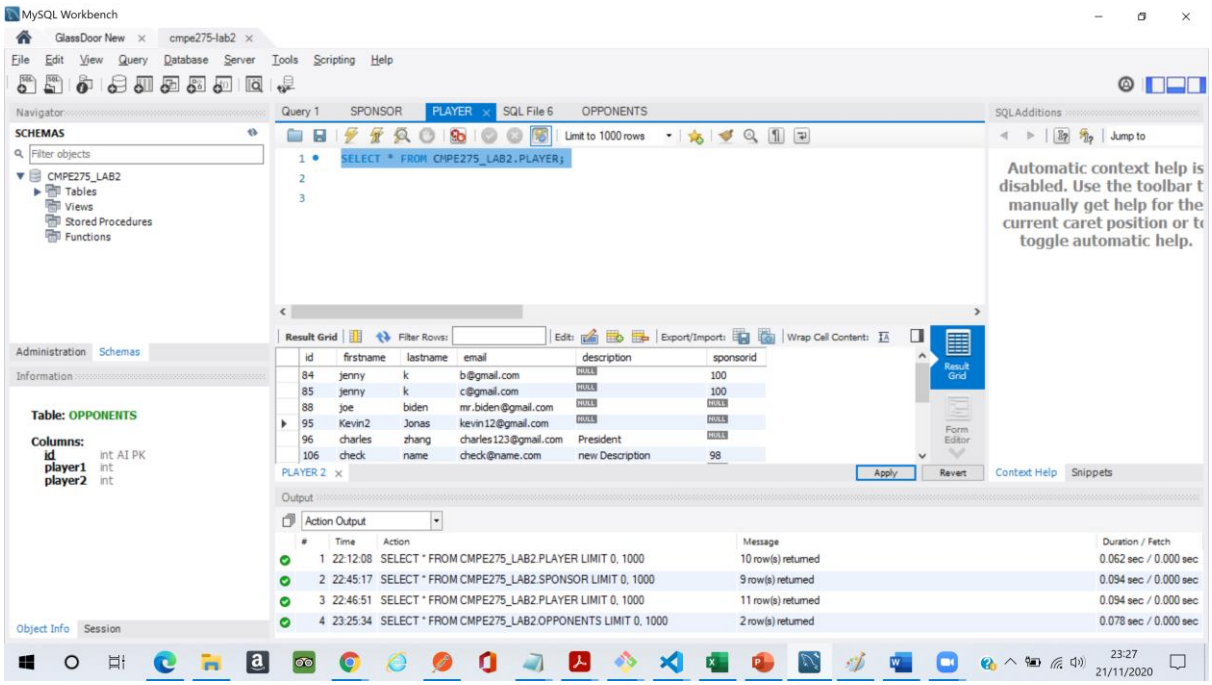


http://ec2-18-205-192-46.compute-1.amazonaws.com/player/112

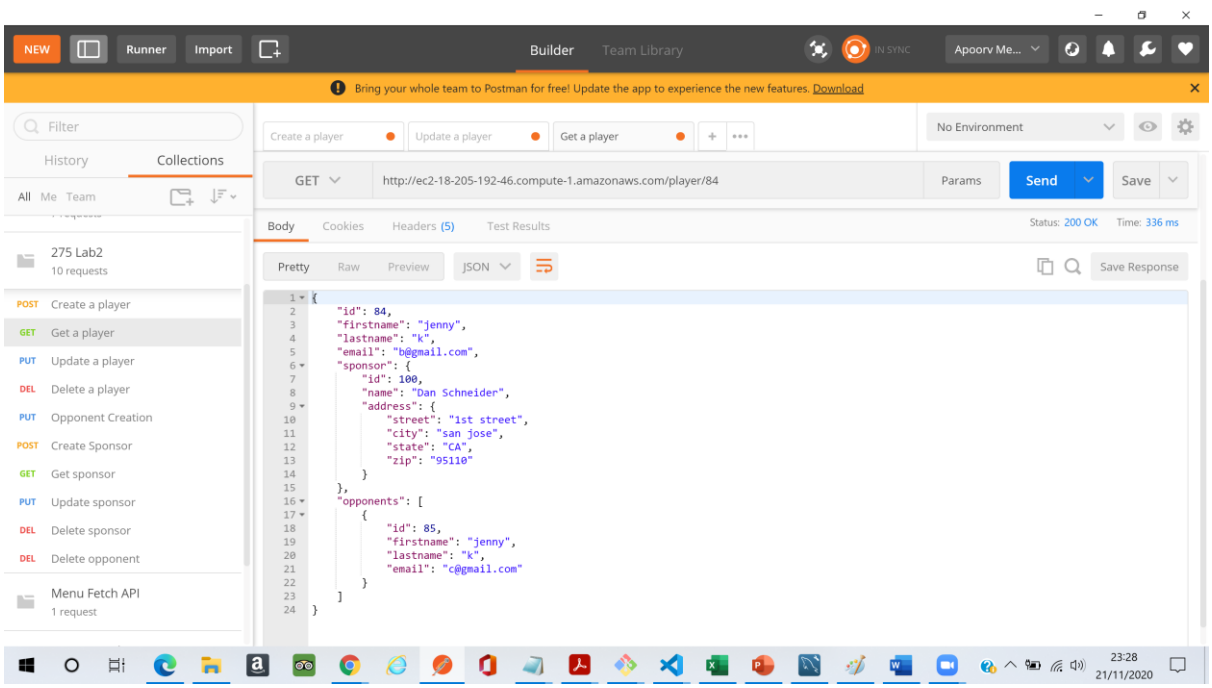


Scenario 3: Fetching a player with sponsor and opponents (200 status code and sponsor details expected)

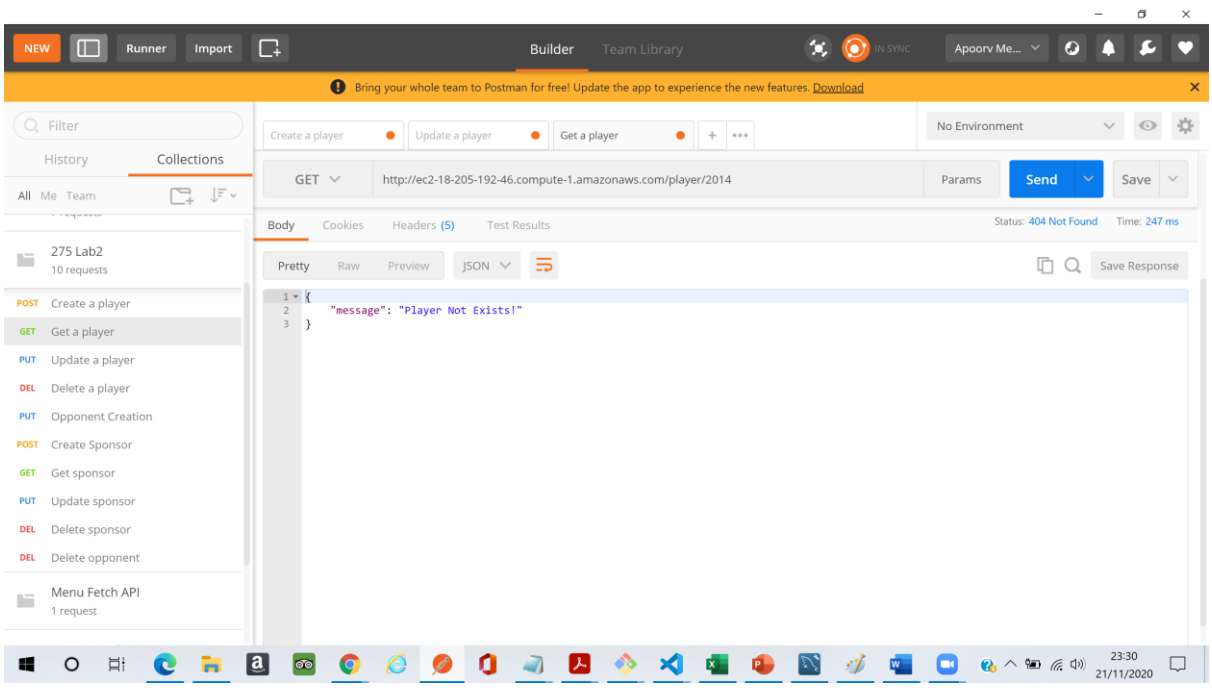
Will fetch player with id 84 and sponsor id 100 and whose opponent is with payer id 85



http://ec2-18-205-192-46.compute-1.amazonaws.com/player/84



Scenario 4: Fetching a player with invalid/non-existent Id (404 status code expected)

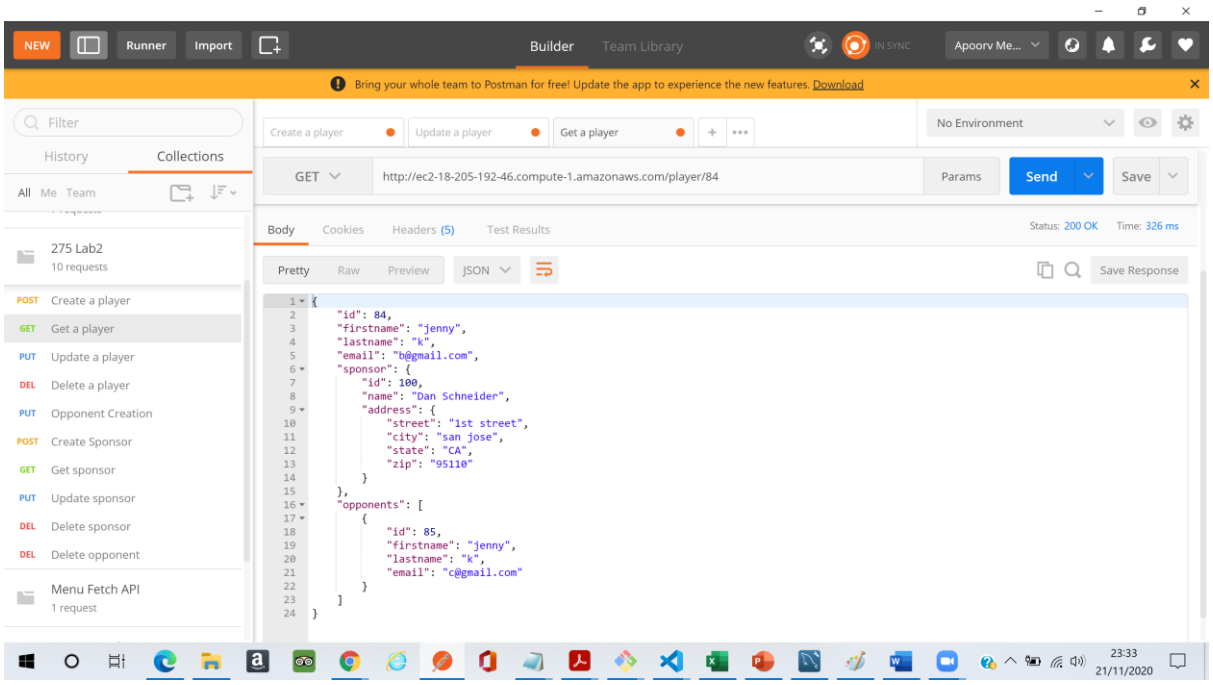


3. Update a player

Scenario 1: Updating all the attributes of player (200 status code expected, updated JSON object returned)

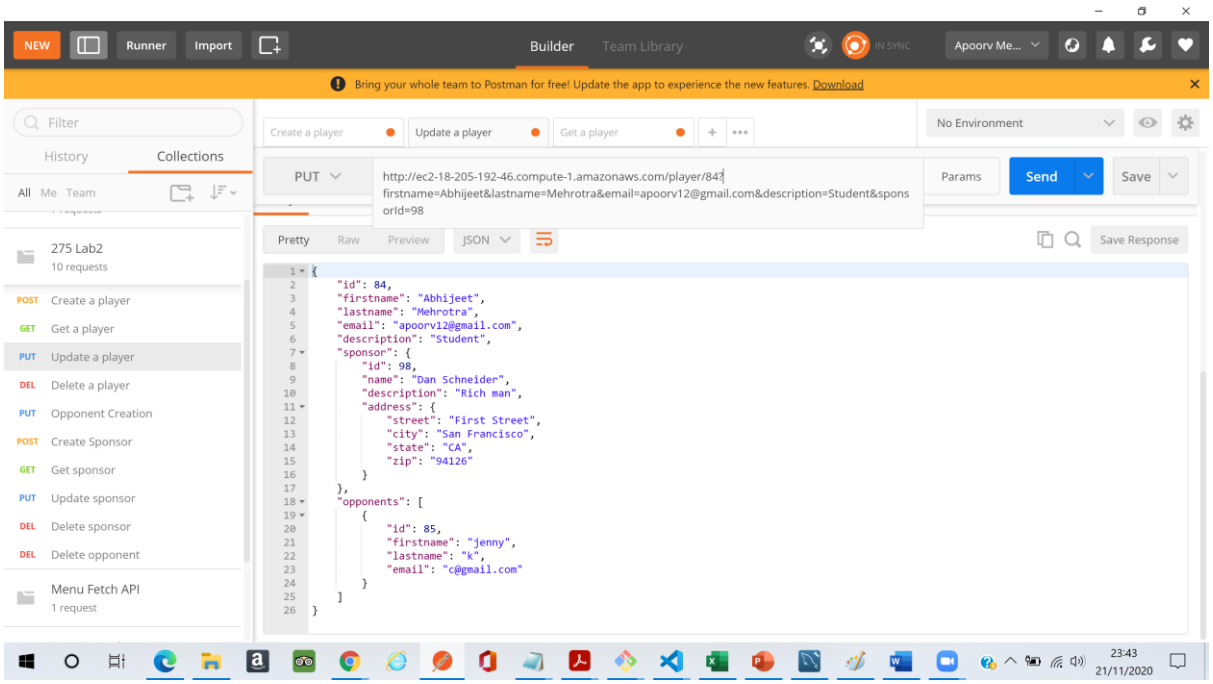
Fetching player with id 84

http://ec2-18-205-192-46.compute-1.amazonaws.com/player/84



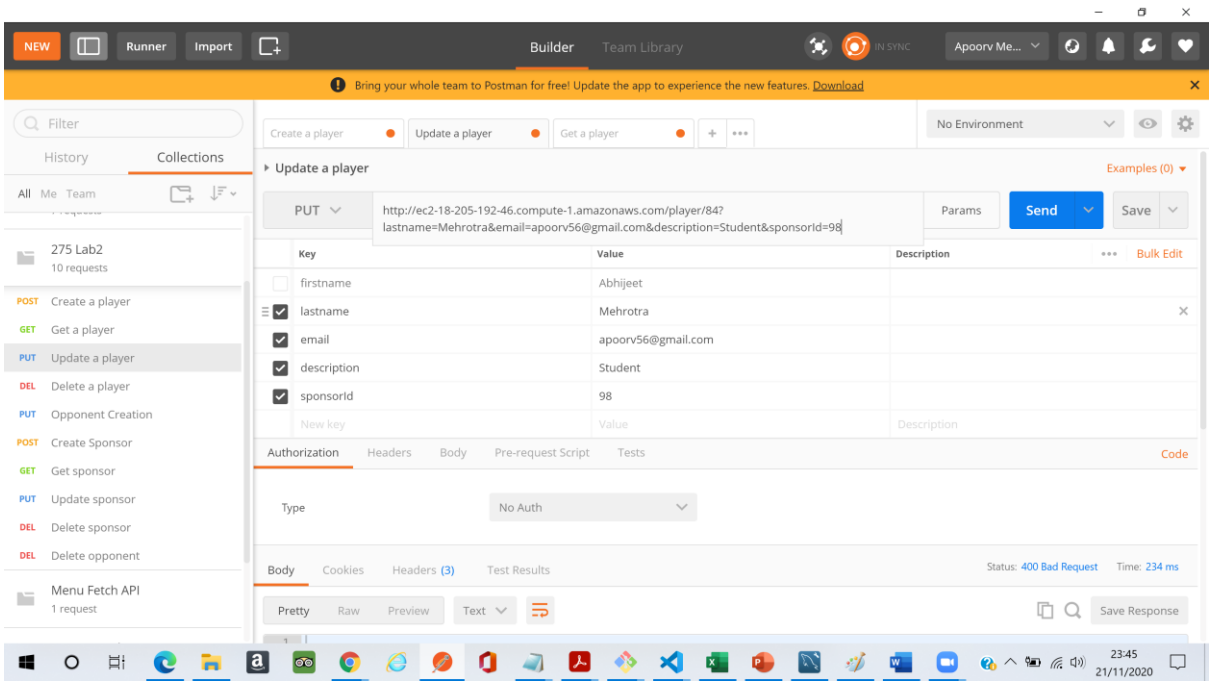
Updating player with id 84

http://ec2-18-205-192-46.compute-1.amazonaws.com/player/84?firstname=Abhijeet&lastname=Mehrotra&email=apoorv12@gmail.com&description=Student&sponsorId=98

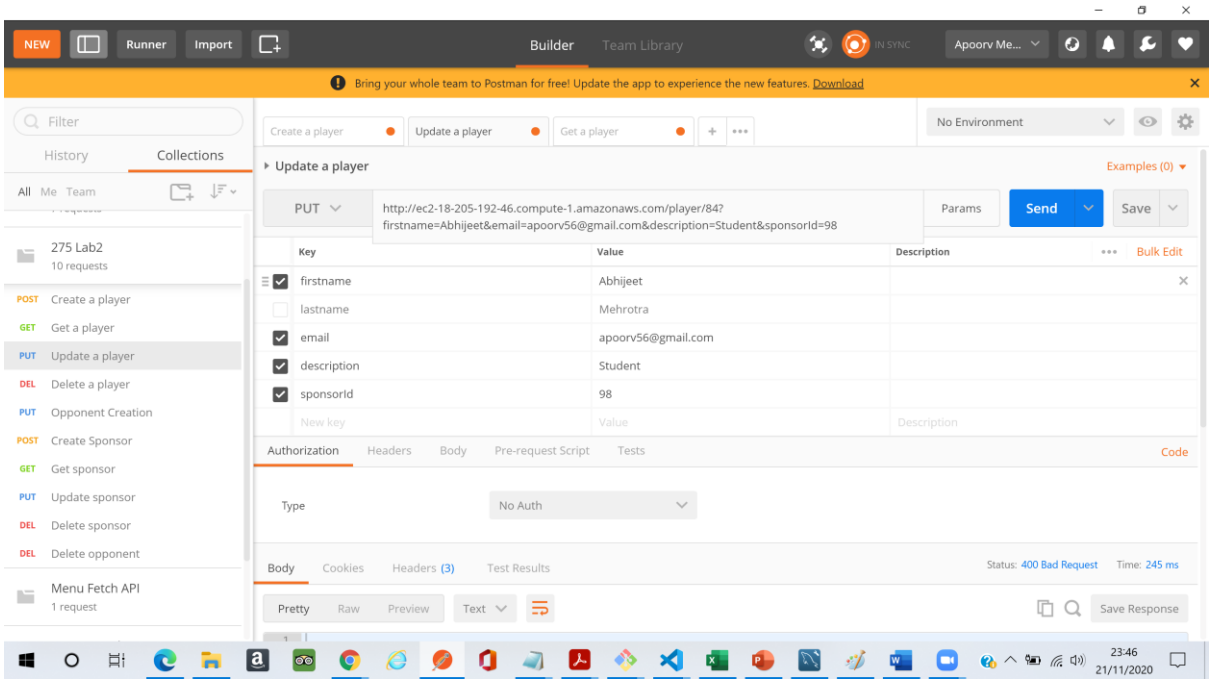


Scenario 2: Not passing required parameters (400 status code expected)

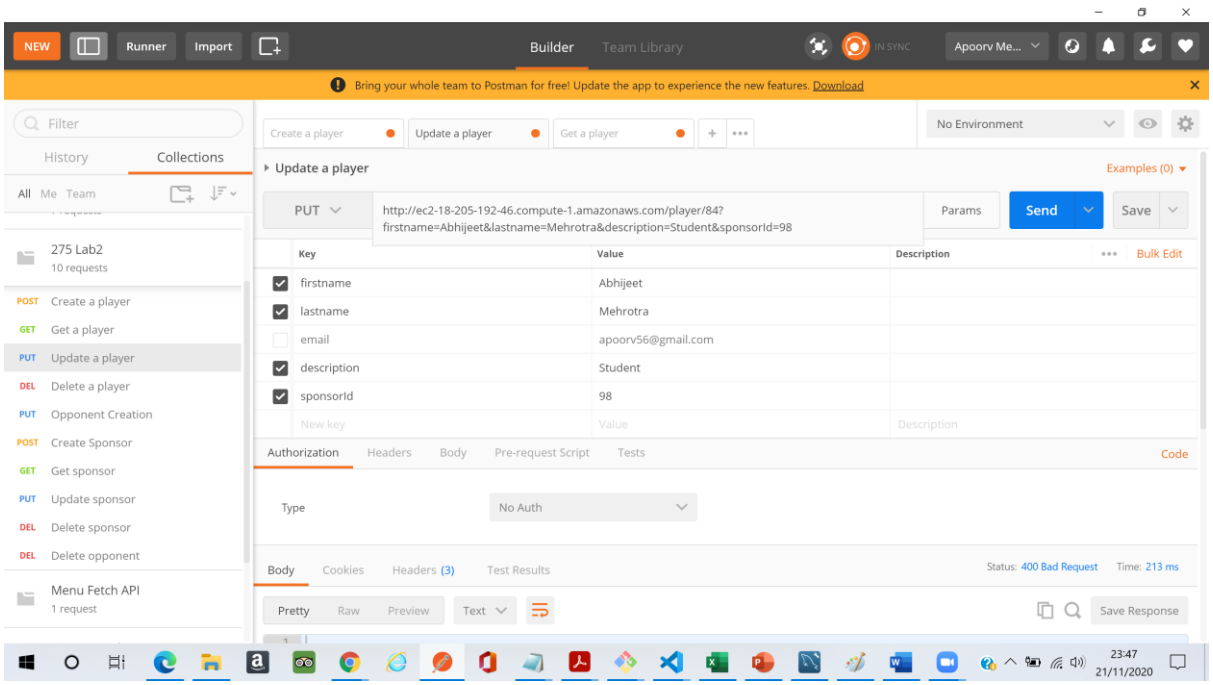
http://ec2-18-205-192-46.compute-1.amazonaws.com/player/84?lastname=Mehrotra&email=apoorv56@gmail.com&description=Student&sponsorId=98



http://ec2-18-205-192-46.compute-1.amazonaws.com/player/84?firstname=Abhijeet&email=apoorv56@gmail.com&description=Student&sponsorId=98

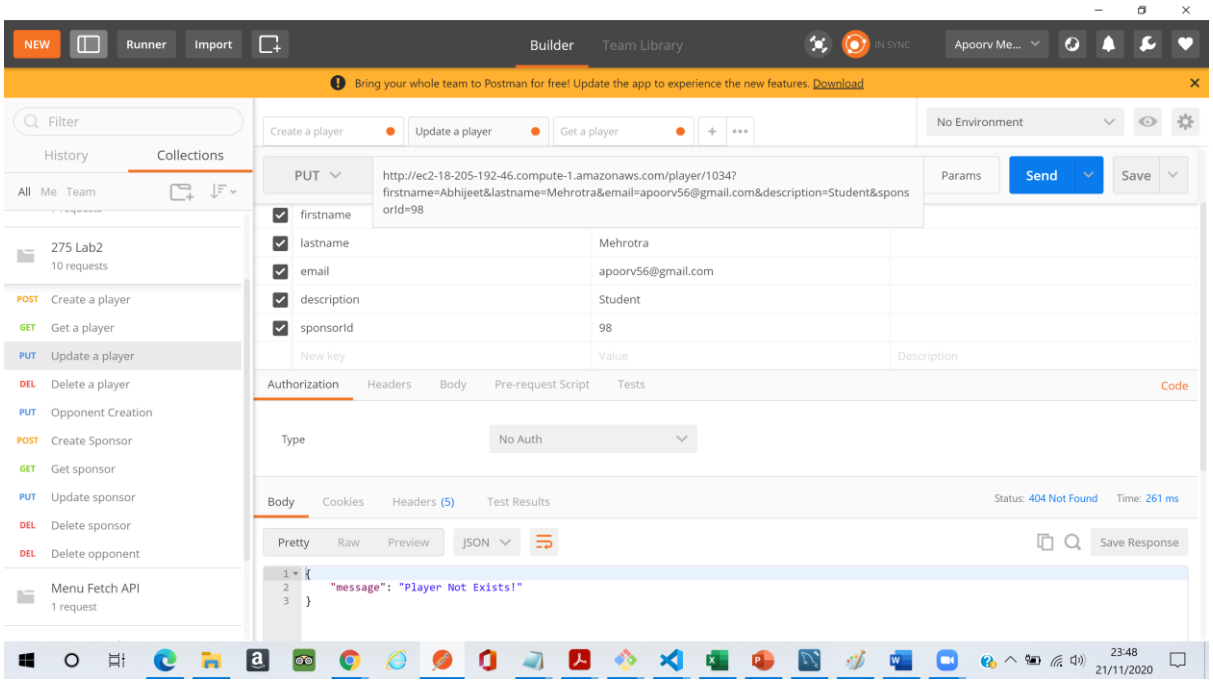


http://ec2-18-205-192-46.compute-1.amazonaws.com/player/84?firstname=Abhijeet&lastname=Mehrotra&description=Student&sponsorId=98



Scenario 3: Updating a player with invalid id (404 status code expected)

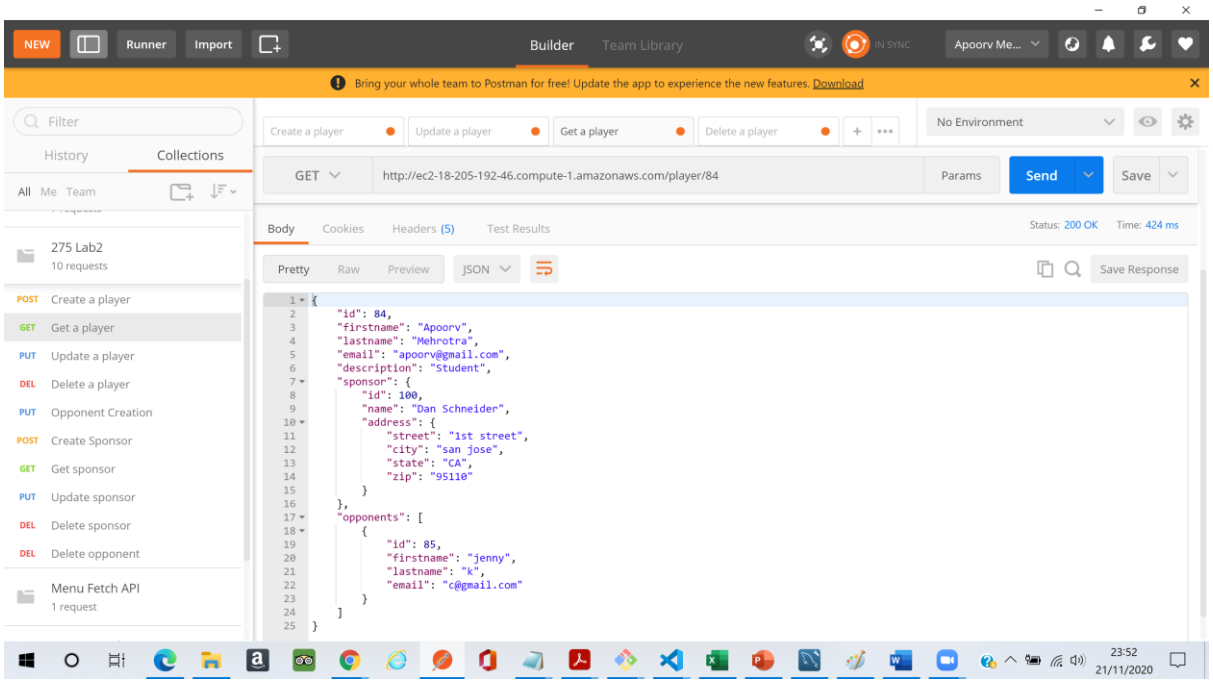
http://ec2-18-205-192-46.compute-1.amazonaws.com/player/1034?firstname=Abhijeet&lastname=Mehrotra&email=apoorv56@gmail.com&description=Student&sponsorId=98



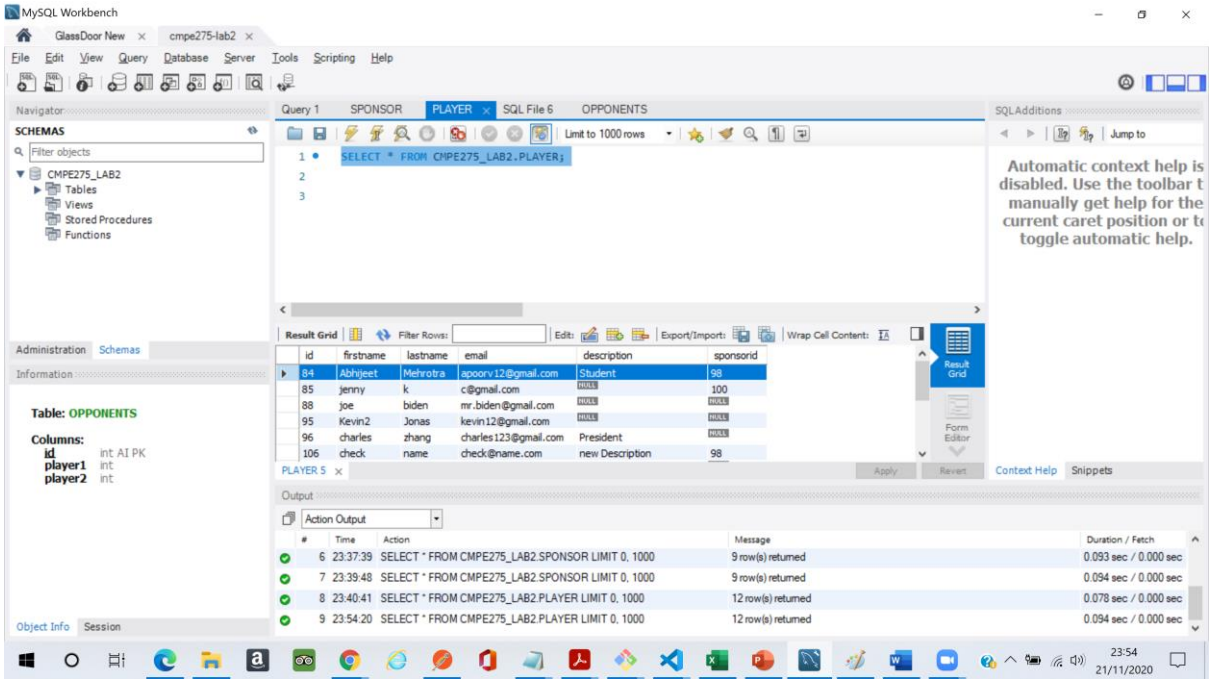
4. Delete a Player

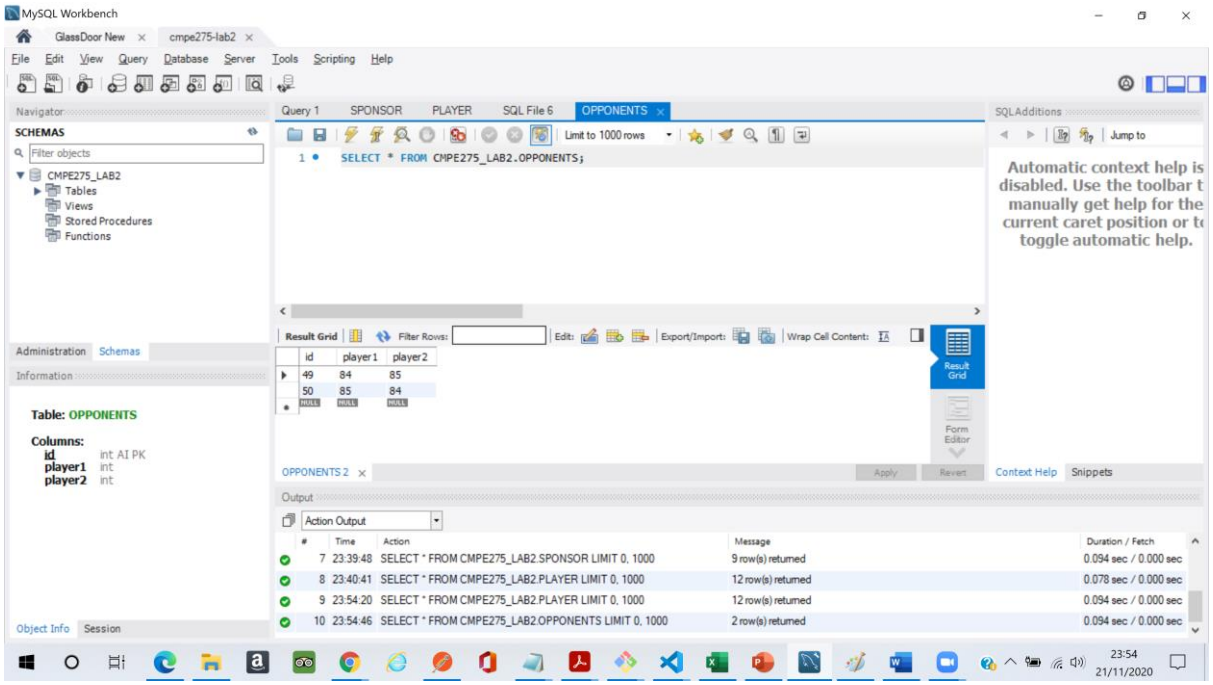
Will delete a player with id 84

Fetching it to see the results



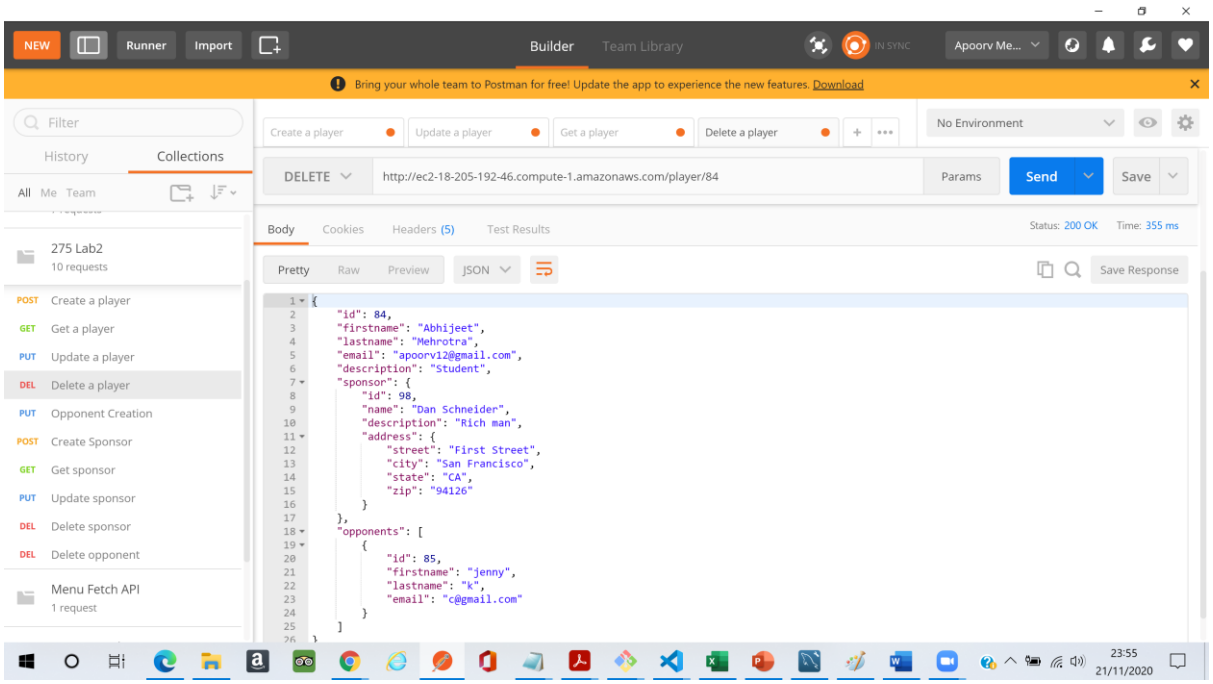
Checking the database entries before deletion



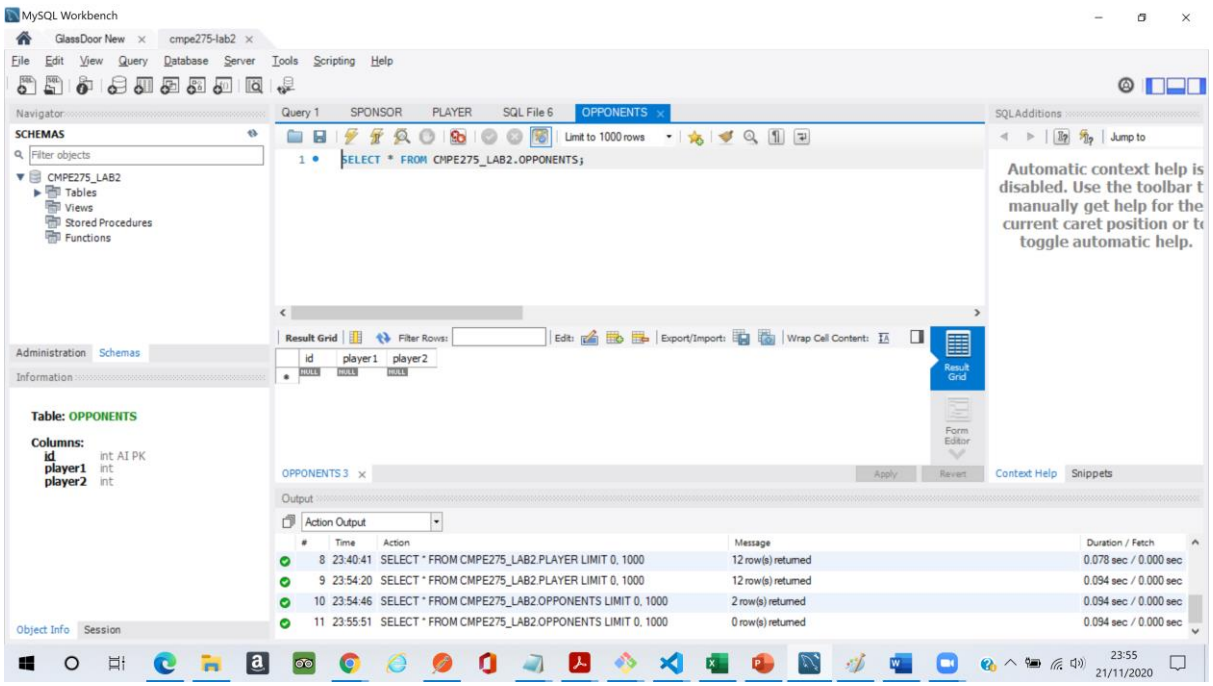


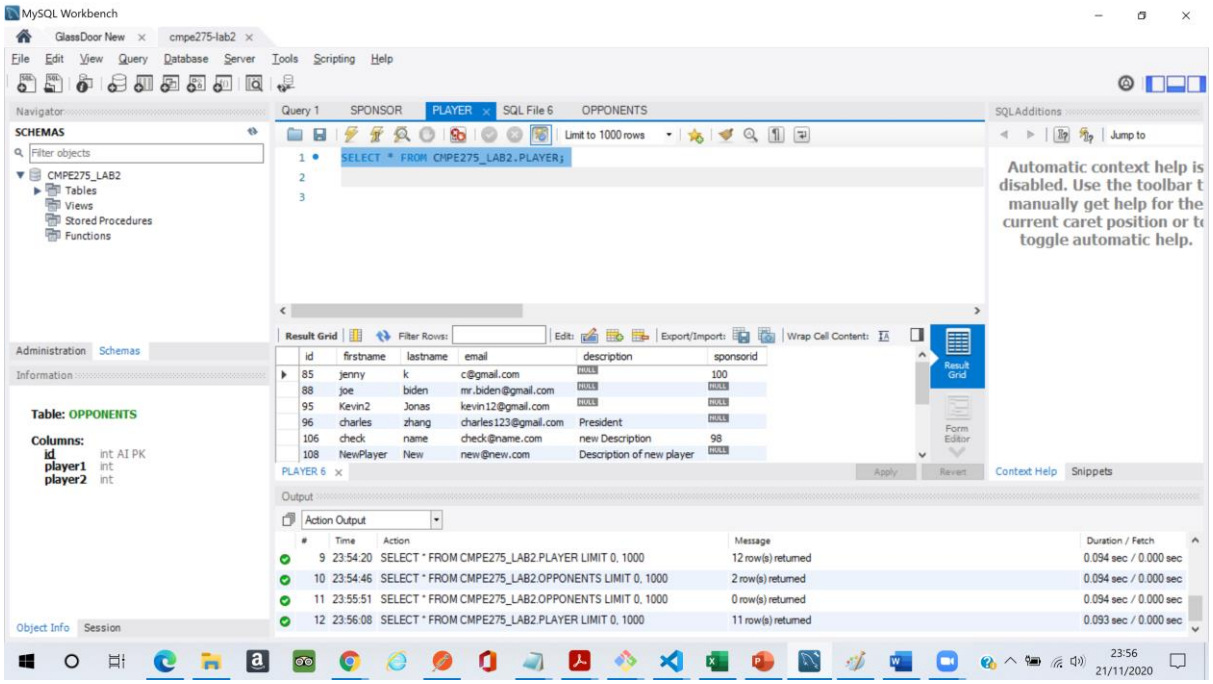
Now deleting the player

http://ec2-18-205-192-46.compute-1.amazonaws.com/player/84



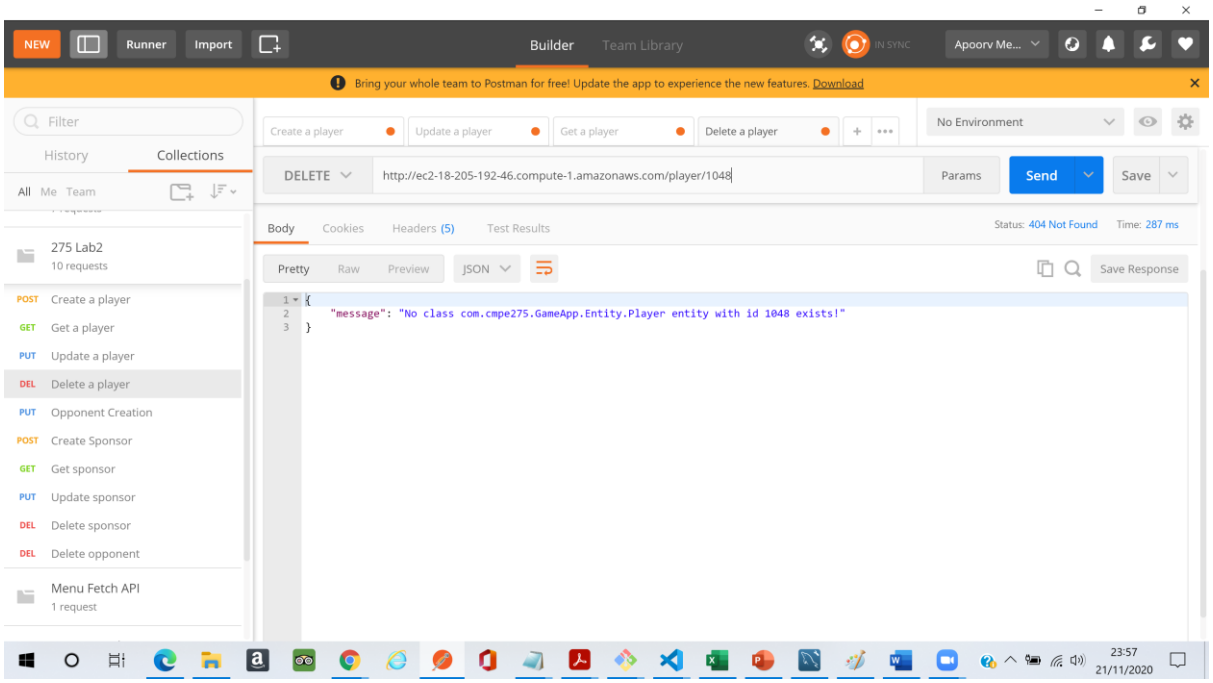
Checking the database





Scenario 2: Deleting a player with invalid id (404 status code)

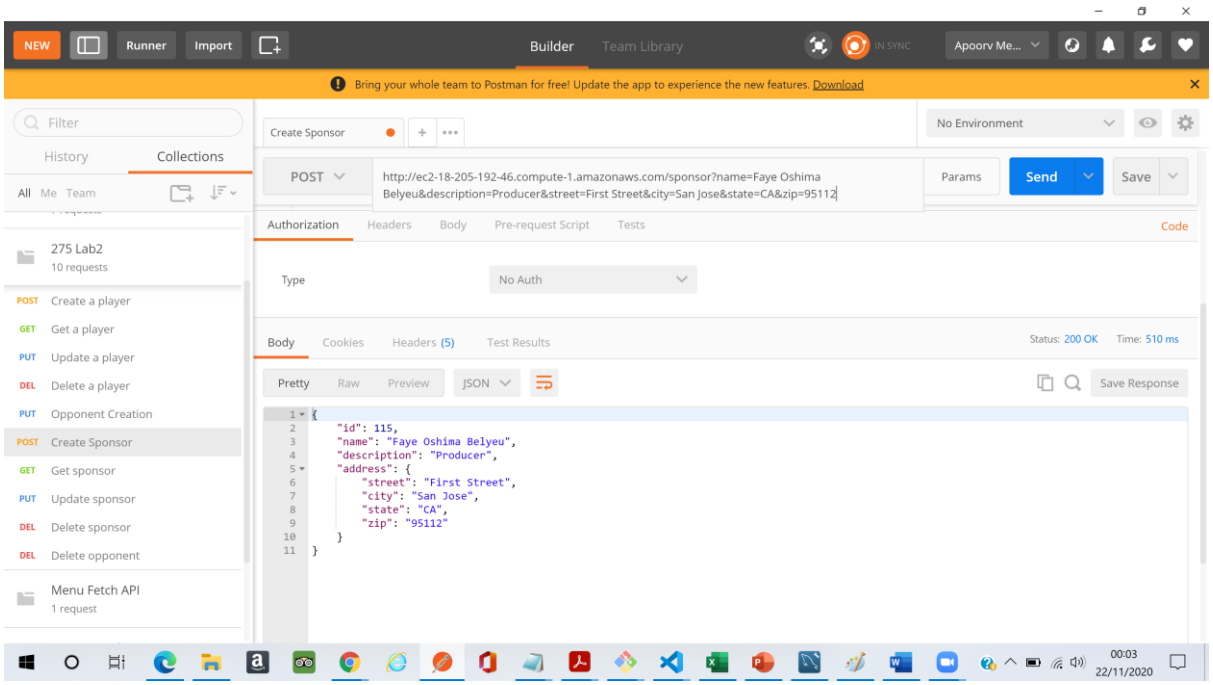
http://ec2-18-205-192-46.compute-1.amazonaws.com/player/1048

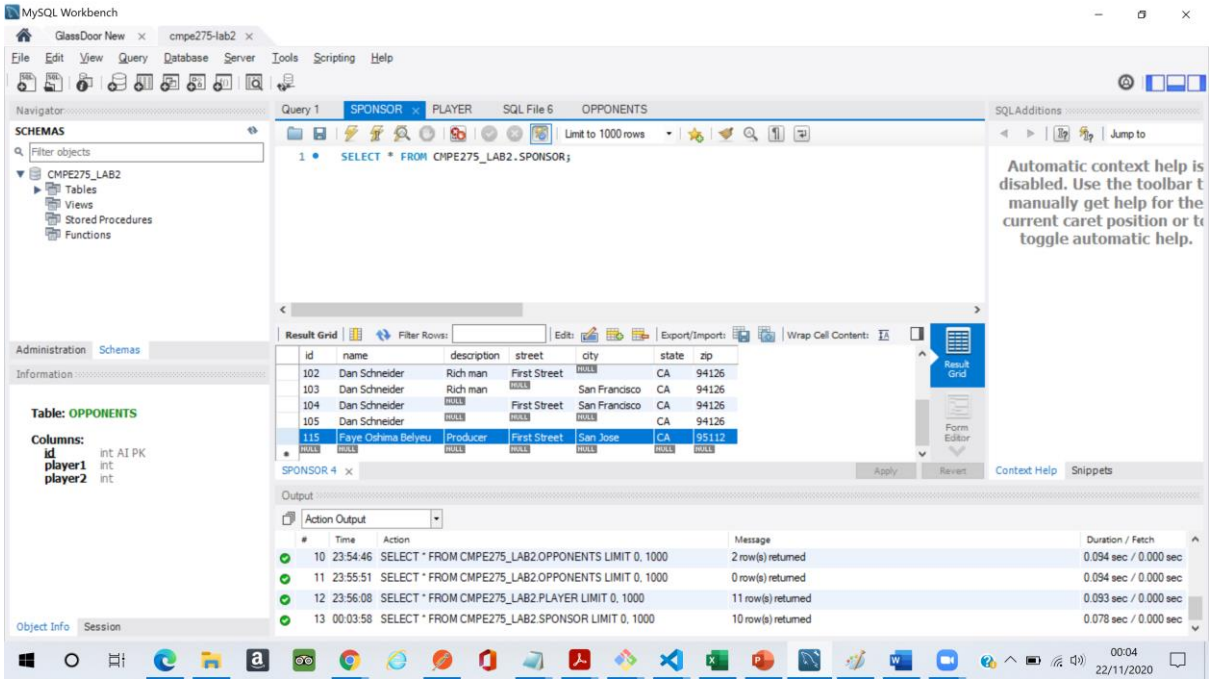


5. Create a sponsor

Scenario 1: Create a sponsor with all the information (200 status code and JSON object of sponsor)

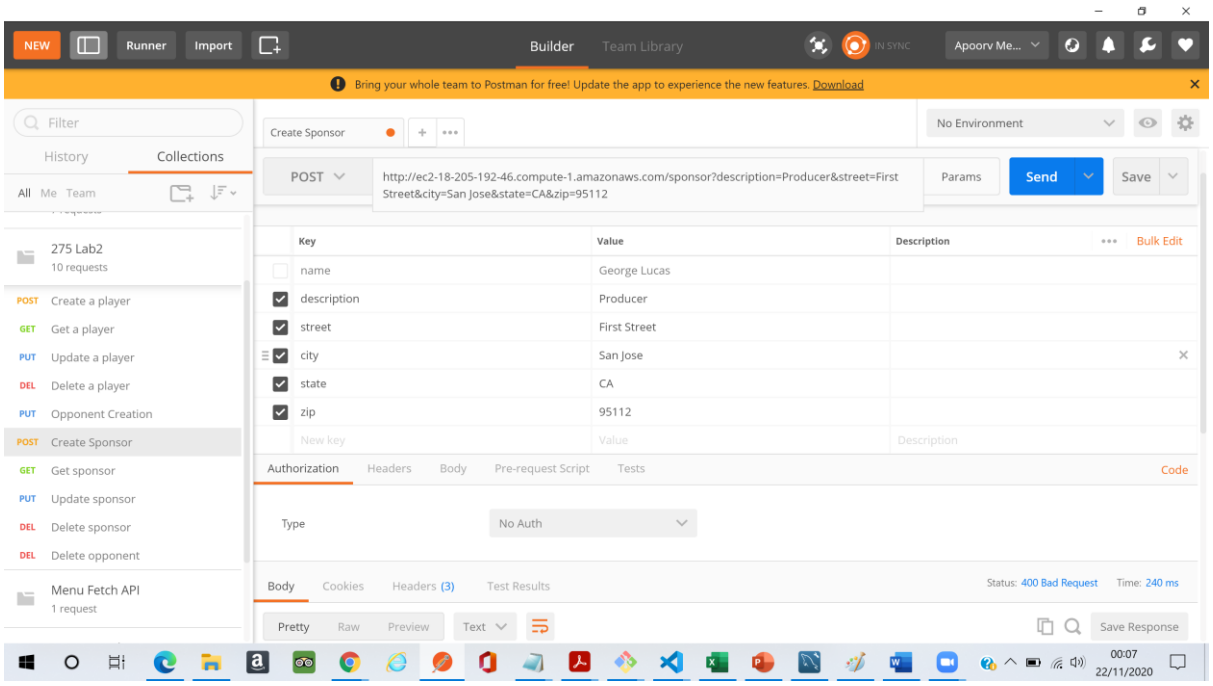
http://ec2-18-205-192-46.compute-1.amazonaws.com/sponsor?name=Faye Oshima Belyeu&description=Producer&street=First Street&city=San Jose&state=CA&zip=95112





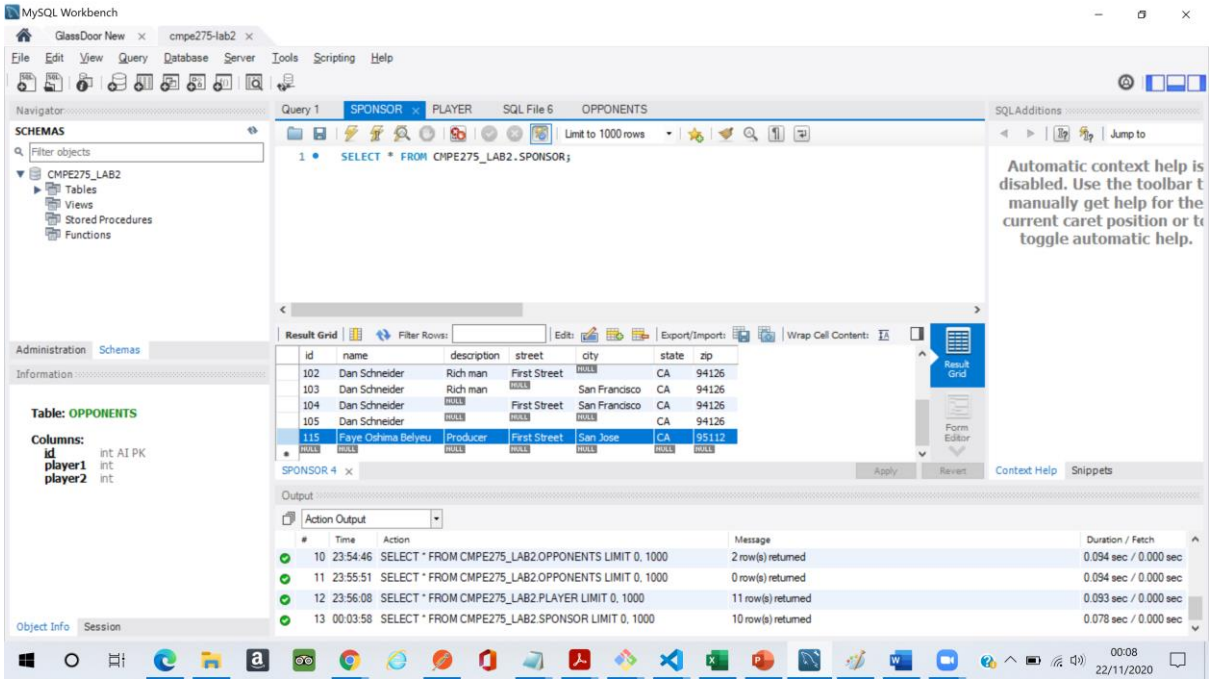
Scenario 2: Creating sponsor without required field name(400 status code)

http://ec2-18-205-192-46.compute-1.amazonaws.com/sponsor?description=Producer&street=First Street&city=San Jose&state=CA&zip=95112



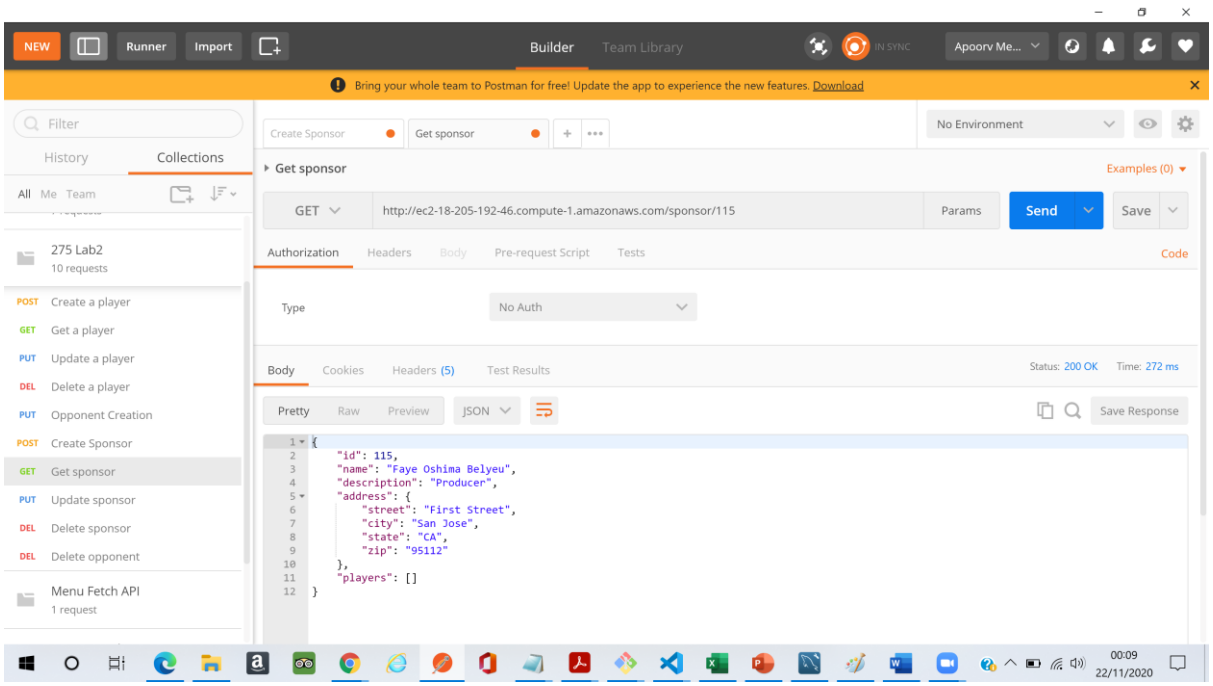
6. Get a sponsor

Scenario 1: Getting a sponsor with a valid id 115 (200 status code and JSON object of sponsor)



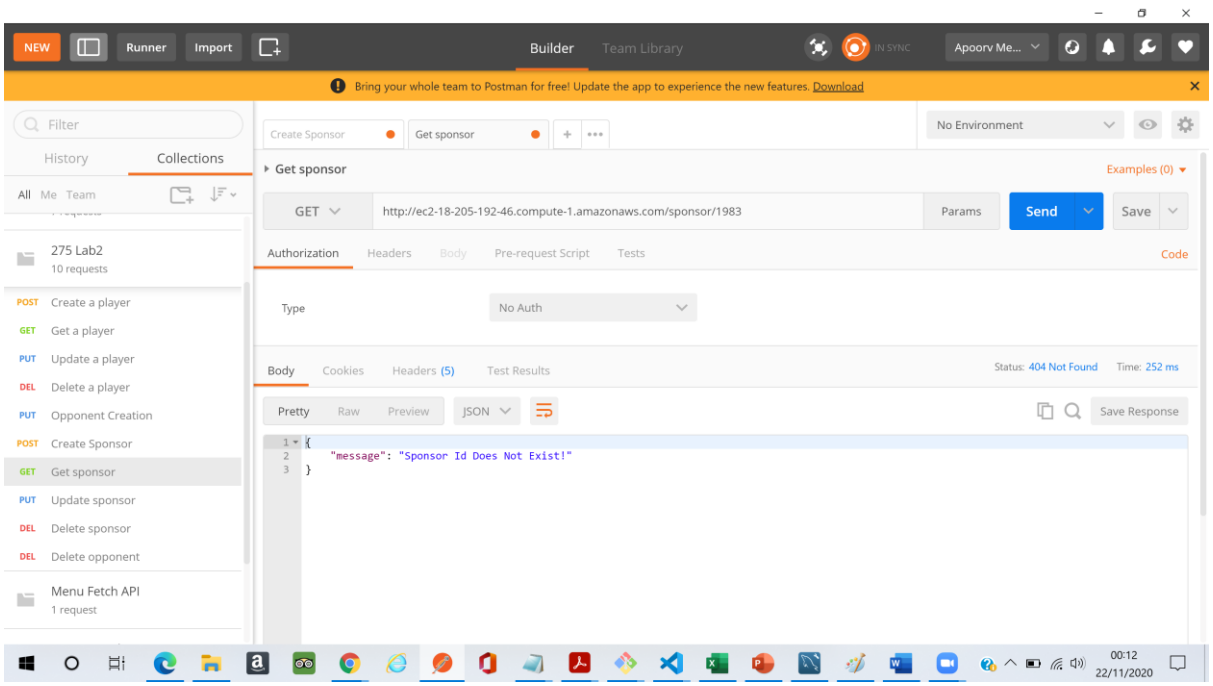
Fetching a sponsor with id as 115

http://ec2-18-205-192-46.compute-1.amazonaws.com/sponsor/115



Scenario 2: Fetching a sponsor with invalid id (404 status code)

http://ec2-18-205-192-46.compute-1.amazonaws.com/sponsor/1983

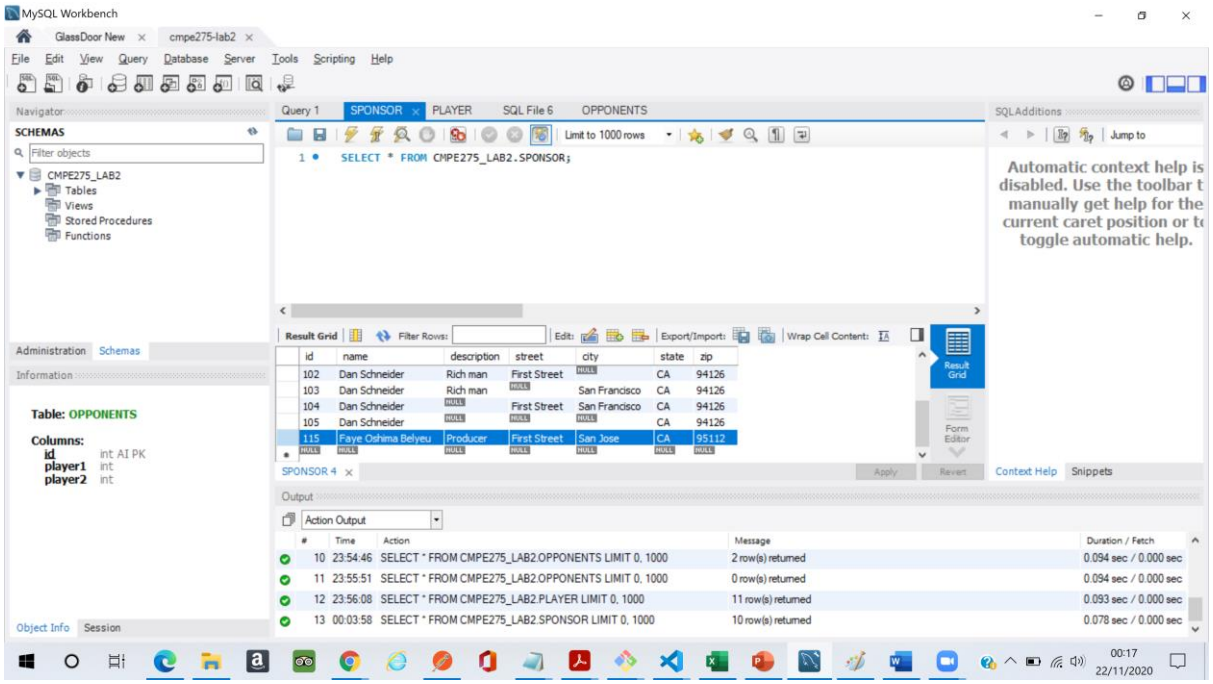


7. Update a sponsor

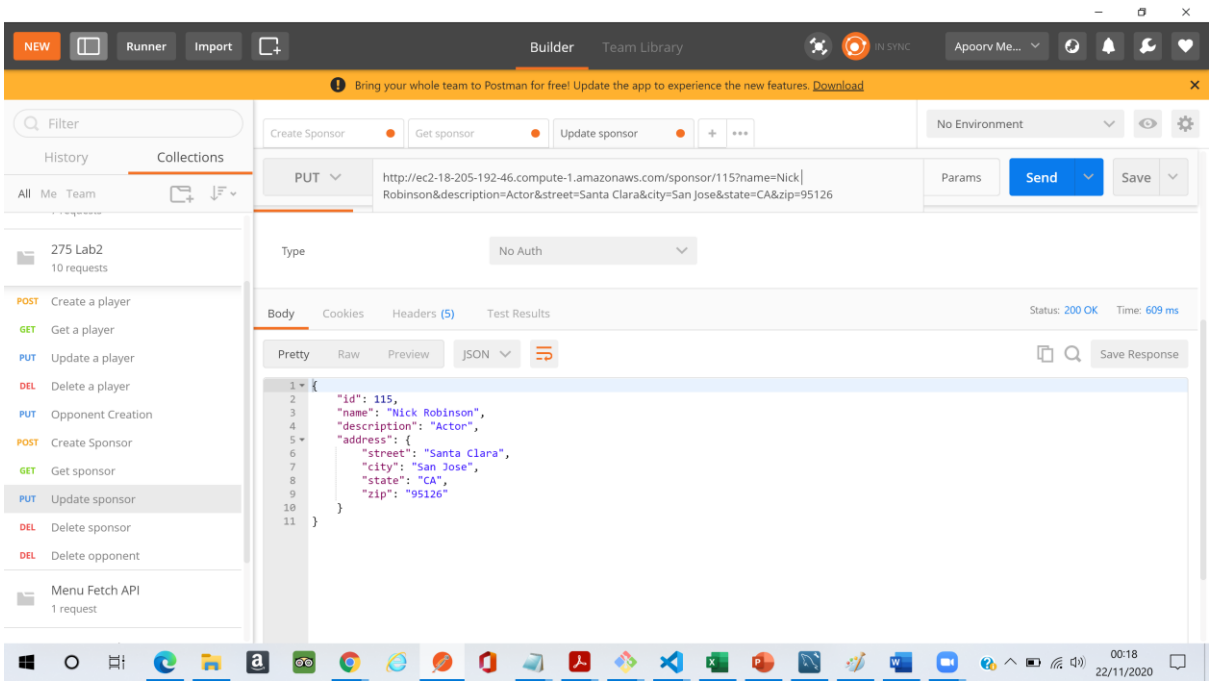
Scenario 1: Update a sponsor with all the details (200 status code and updated JSON object of sponsor)

Updating the sponsor with id 115

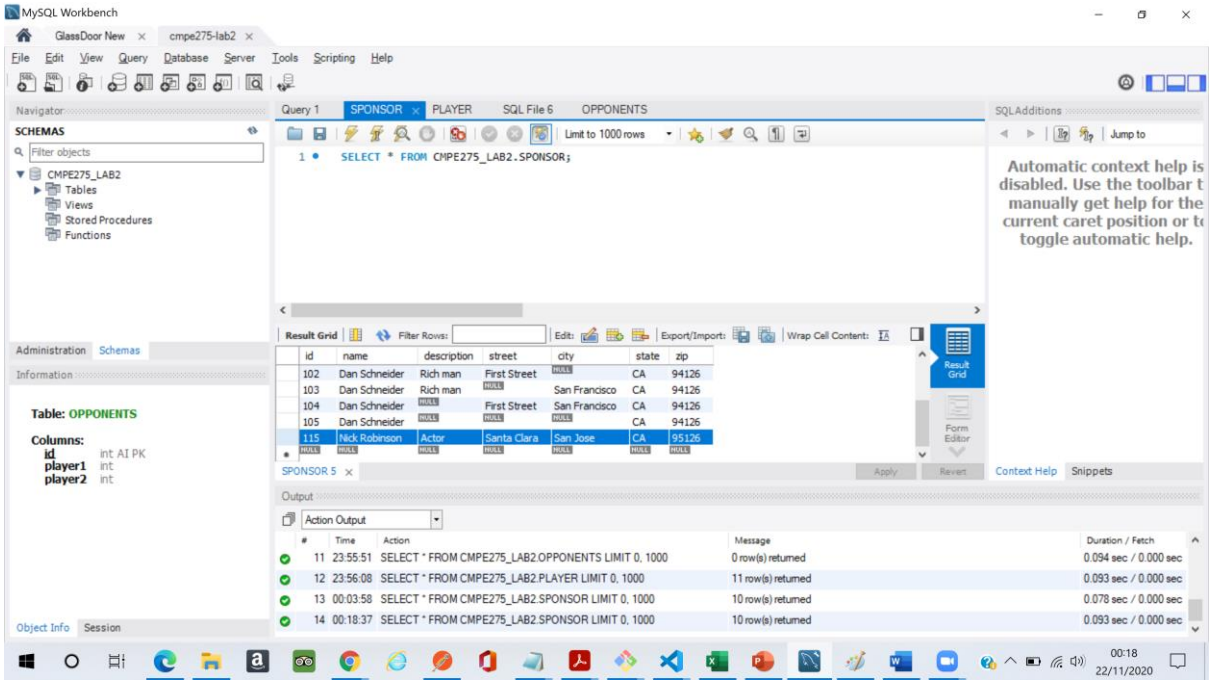
Original data



http://ec2-18-205-192-46.compute-1.amazonaws.com/sponsor/115?name=Nick Robinson&description=Actor&street=Santa Clara&city=San Jose&state=CA&zip=95126

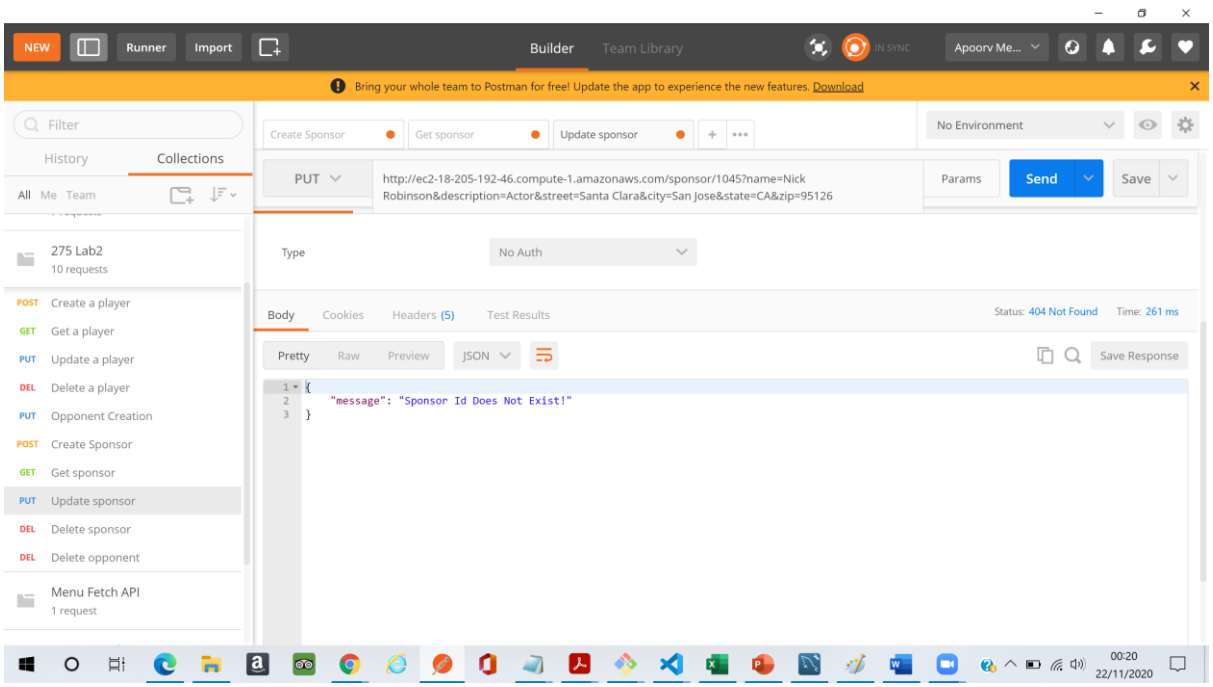


Checking the database



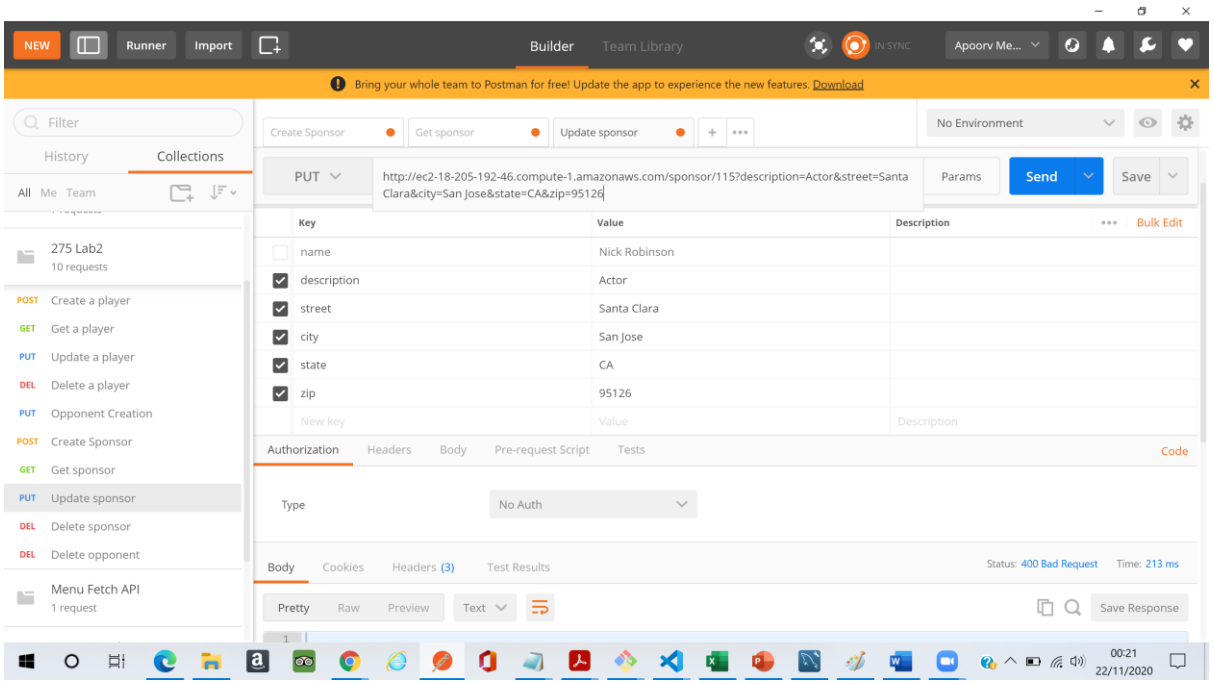
Scenario 2: Updating the sponsor with invalid/ non-existing id (404 status code)

http://ec2-18-205-192-46.compute-1.amazonaws.com/sponsor/1045?name=Nick Robinson&description=Actor&street=Santa Clara&city=San Jose&state=CA&zip=95126



Scenario 3: Updating the sponsor without required name parameter (400 status code)

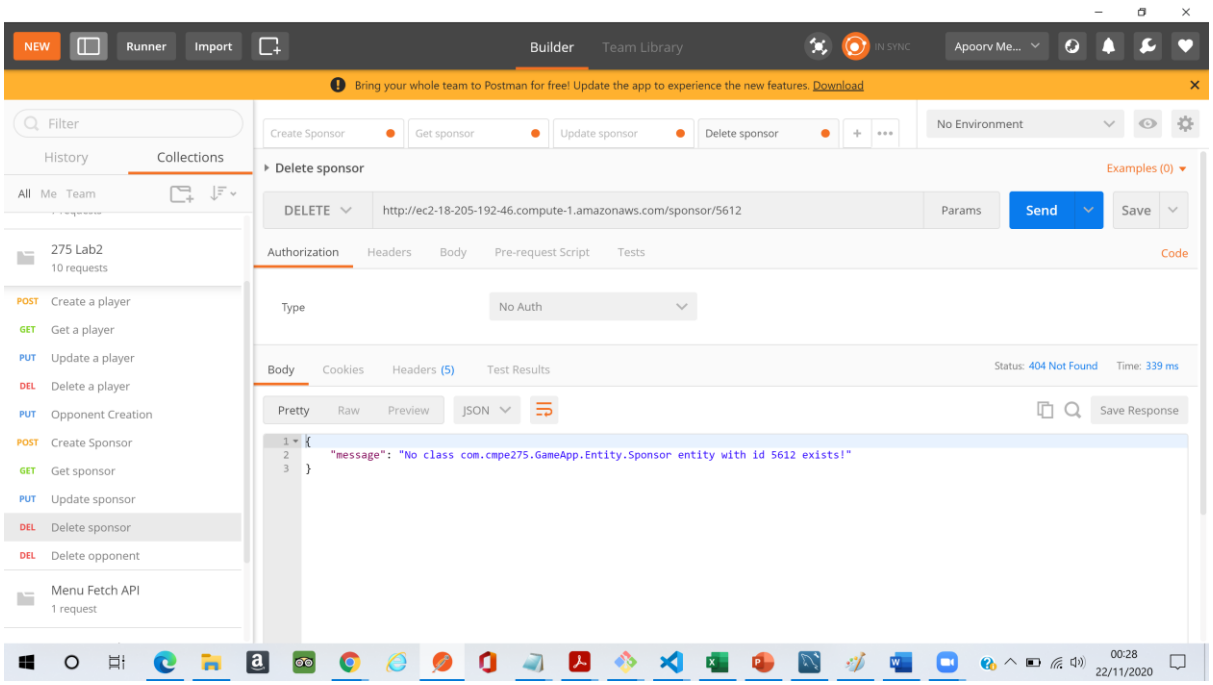
http://ec2-18-205-192-46.compute-1.amazonaws.com/sponsor/115?description=Actor&street=Santa Clara&city=San Jose&state=CA&zip=95126



8. Delete a sponsor

Scenario 1: Delete a sponsor with invalid/ non-existing id (404 status code)

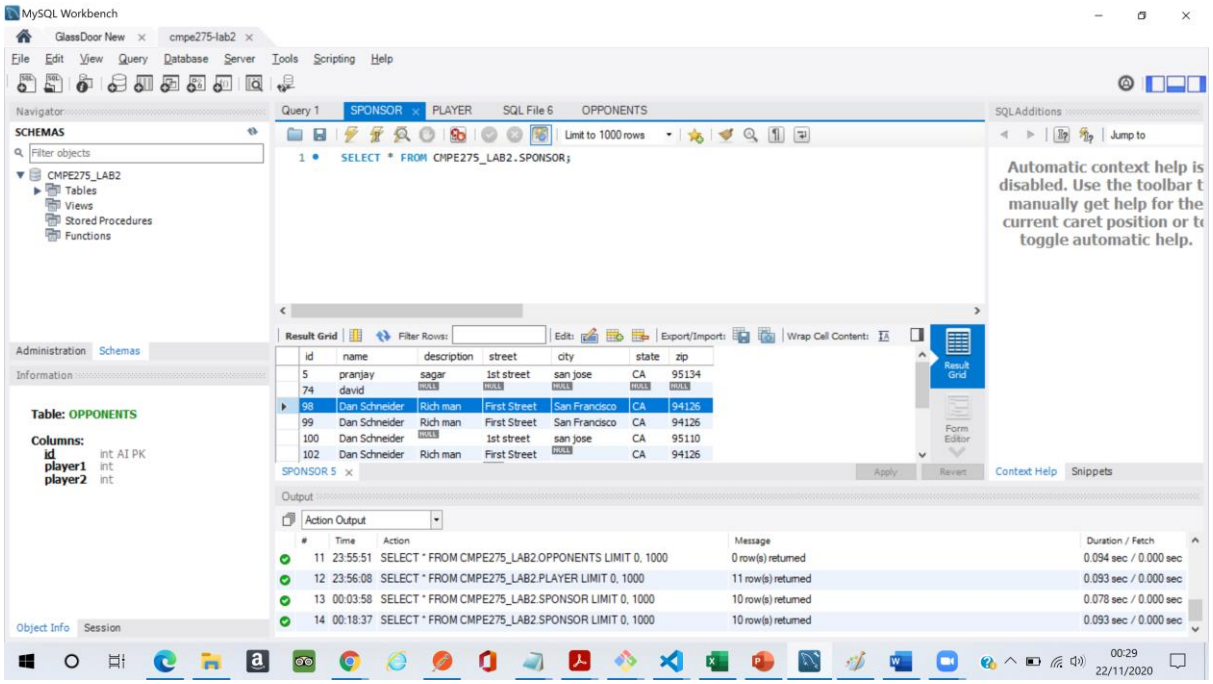
http://ec2-18-205-192-46.compute-1.amazonaws.com/sponsor/5612



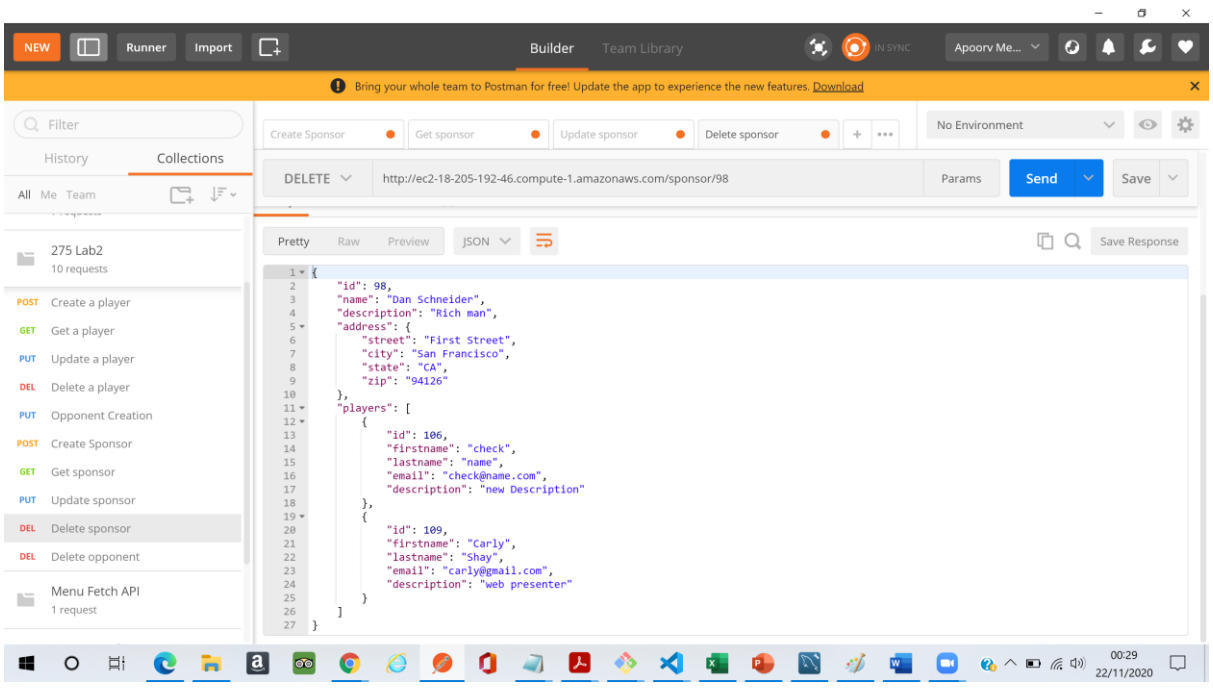
Scenario 2: Deleting a sponsor with valid id (200 status code and JSON object of deleted sponsor)

Deleting a sponsor with id 98

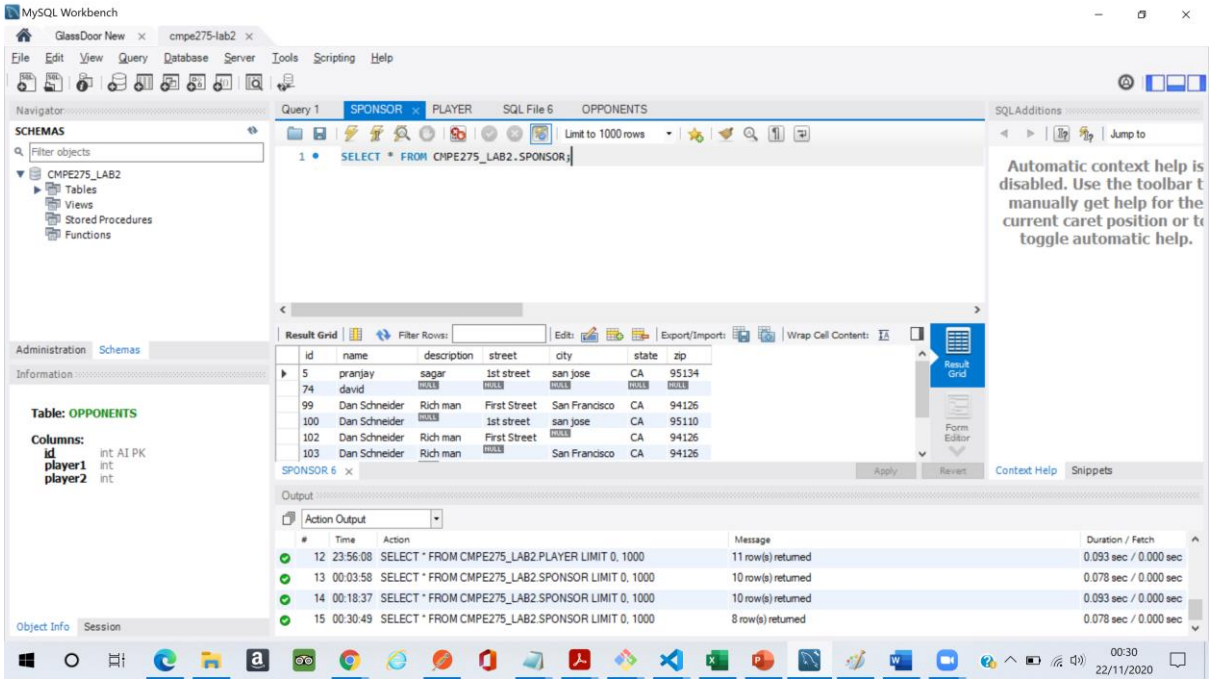
Checking the database before deletion



http://ec2-18-205-192-46.compute-1.amazonaws.com/sponsor/98



Checking the database after deletion of sponsor with id 98

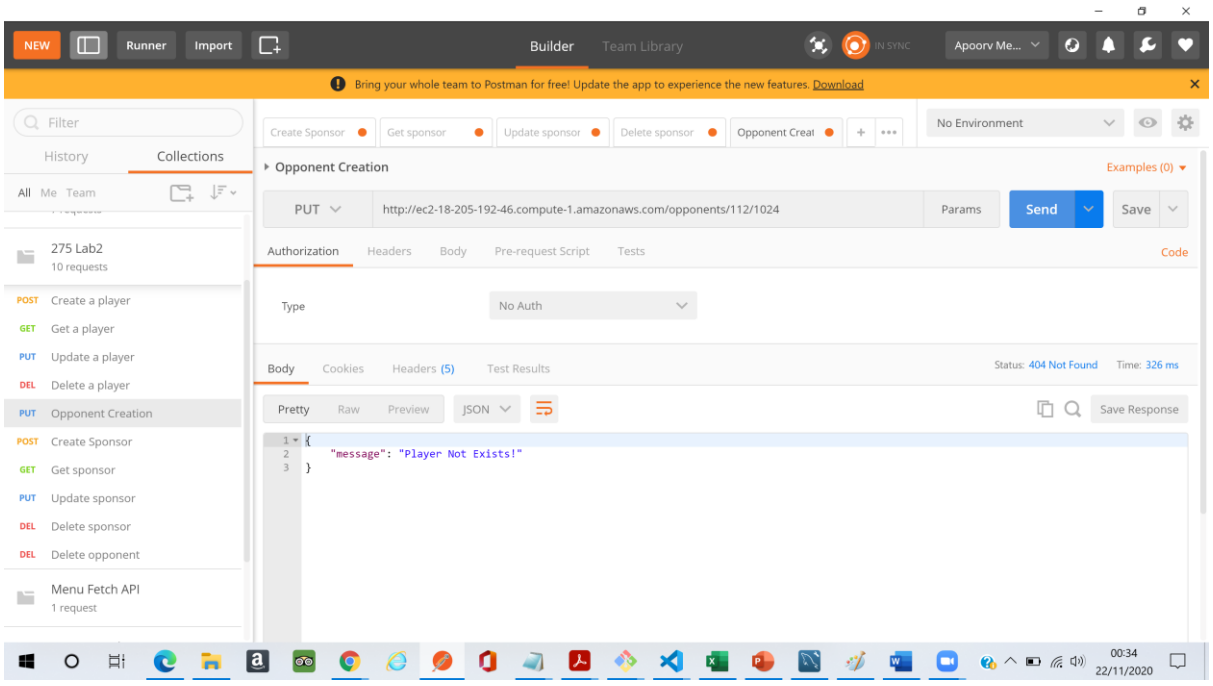


9. Add an opponent

Scenario 1: Providing invalid ids and trying to make them opponents (404 status code)

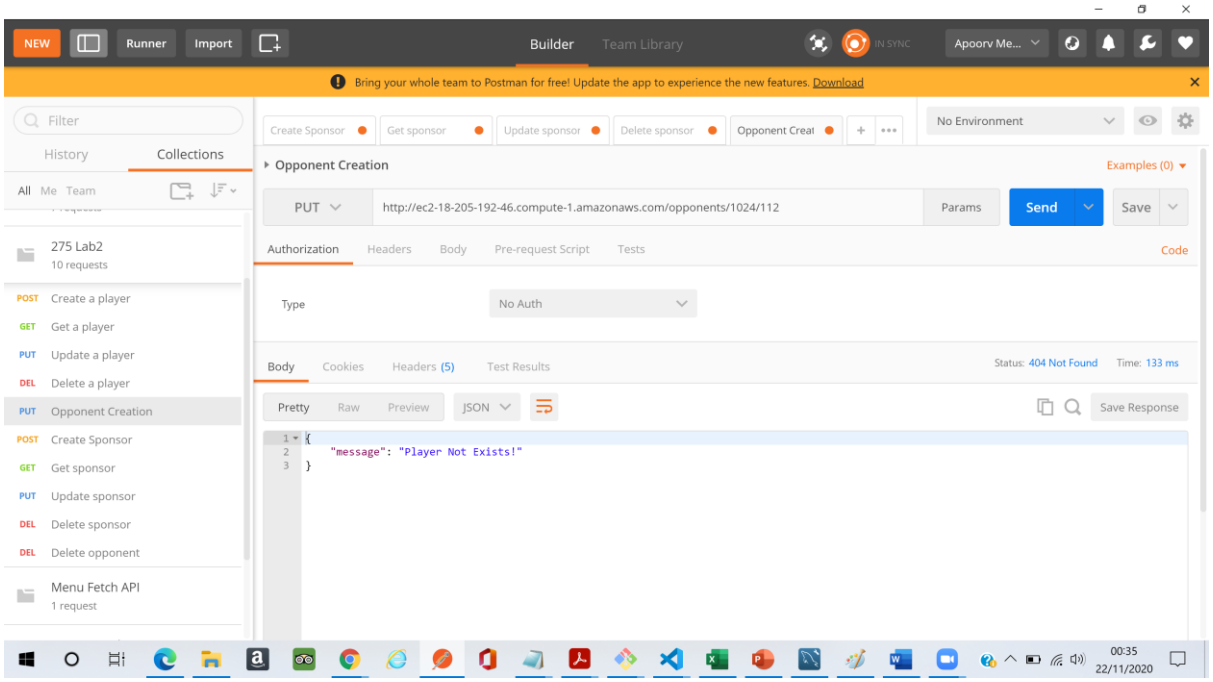
Valid id 112 and invalid id 1024

http://ec2-18-205-192-46.compute-1.amazonaws.com/opponents/112/1024



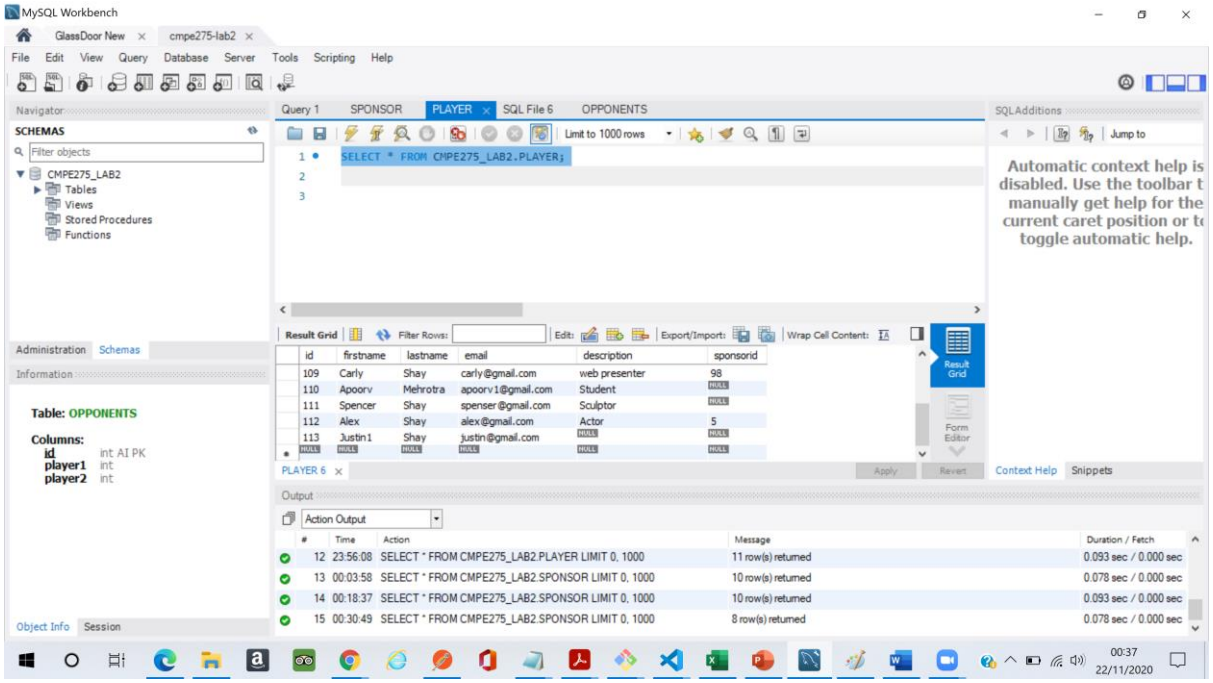
Invalid id 1024 and valid id 112

http://ec2-18-205-192-46.compute-1.amazonaws.com/opponents/1024/112

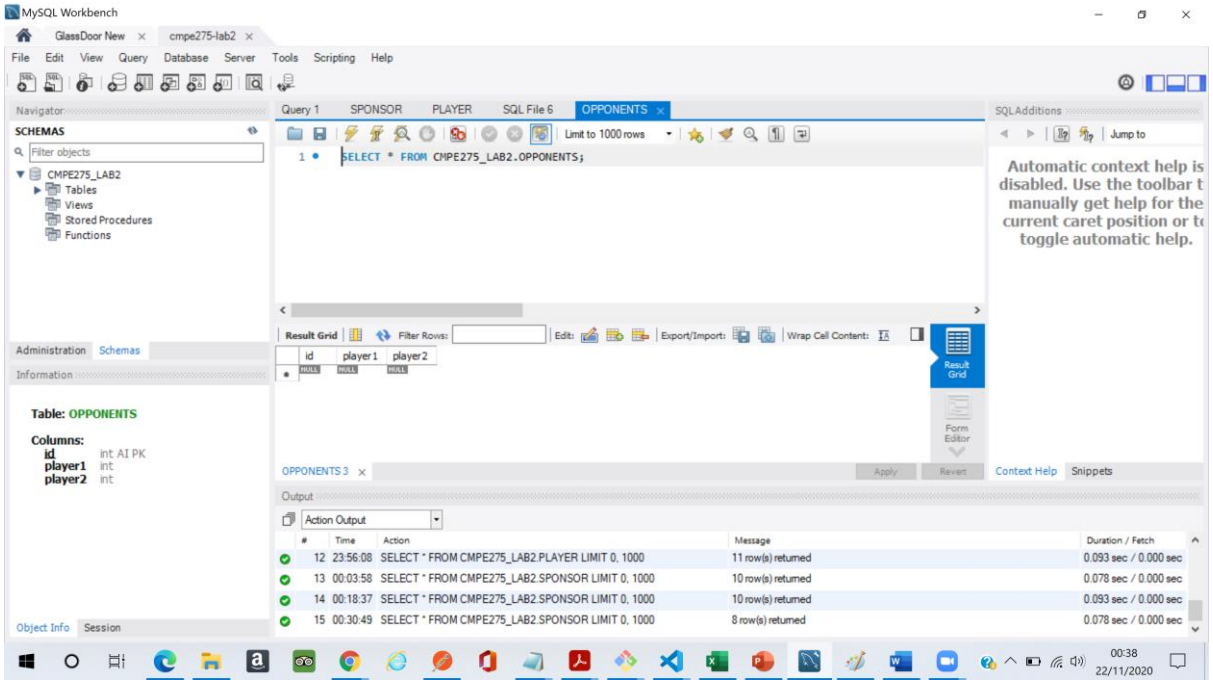


Scenario 2: Create two players as opponents of each other (200 status code and informative text message)

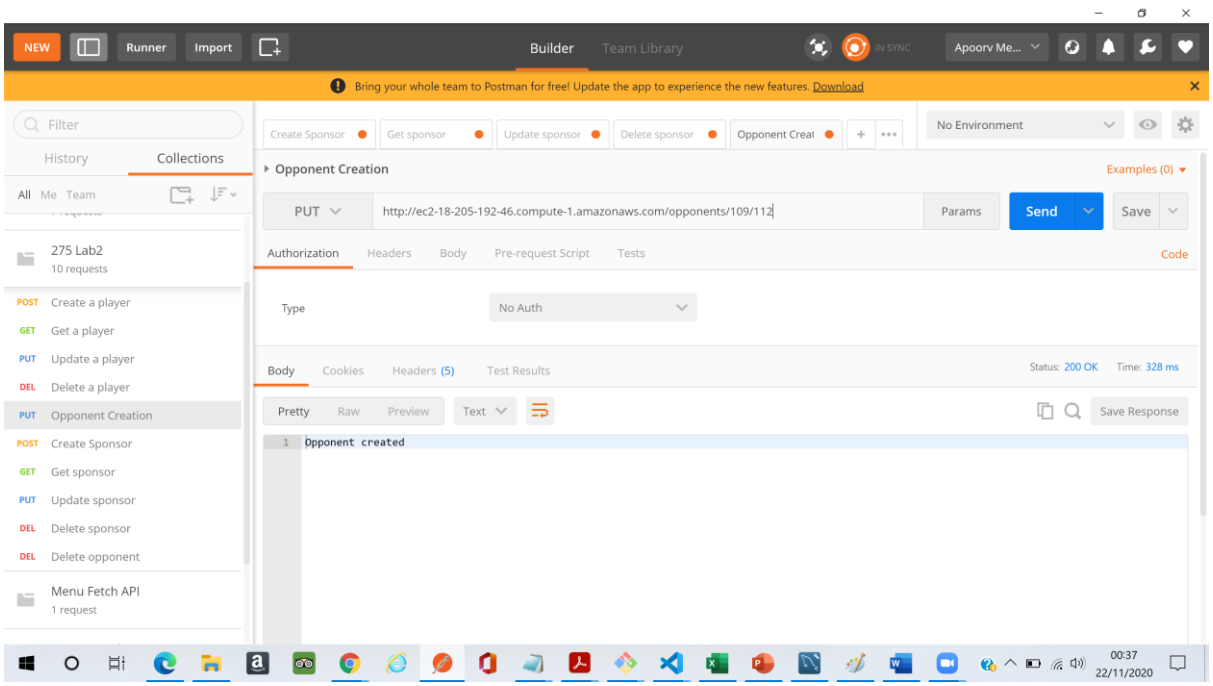
Taking players with id 109 and 112



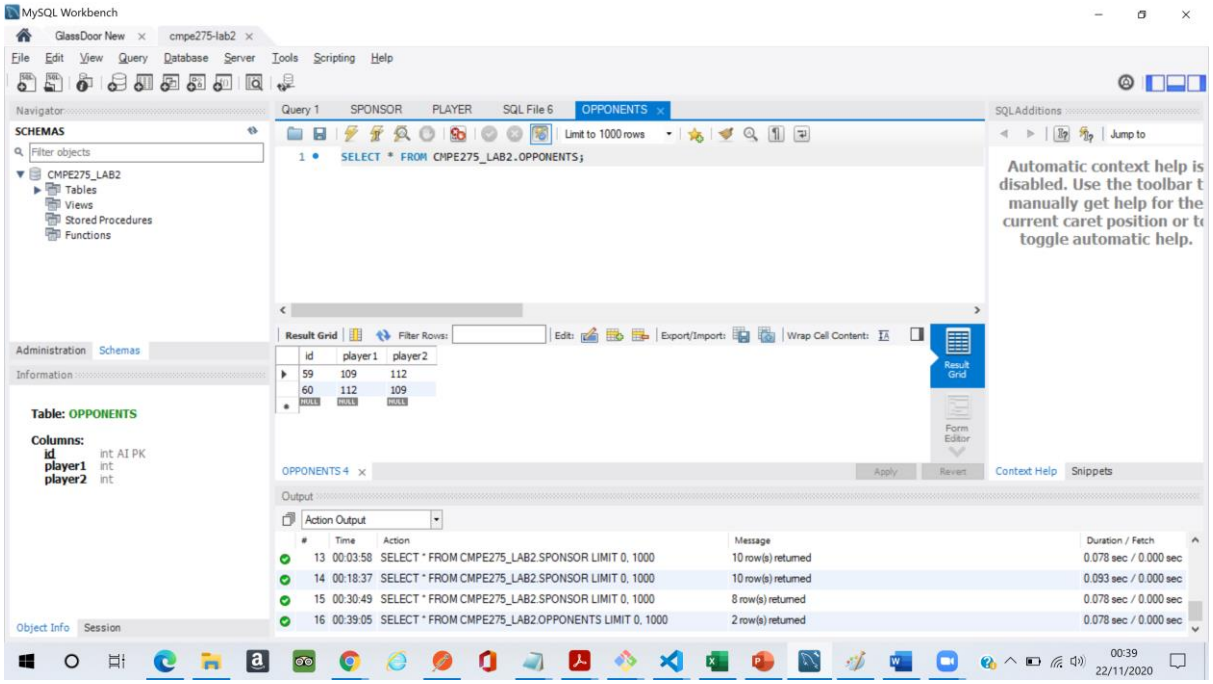
Before opponents created



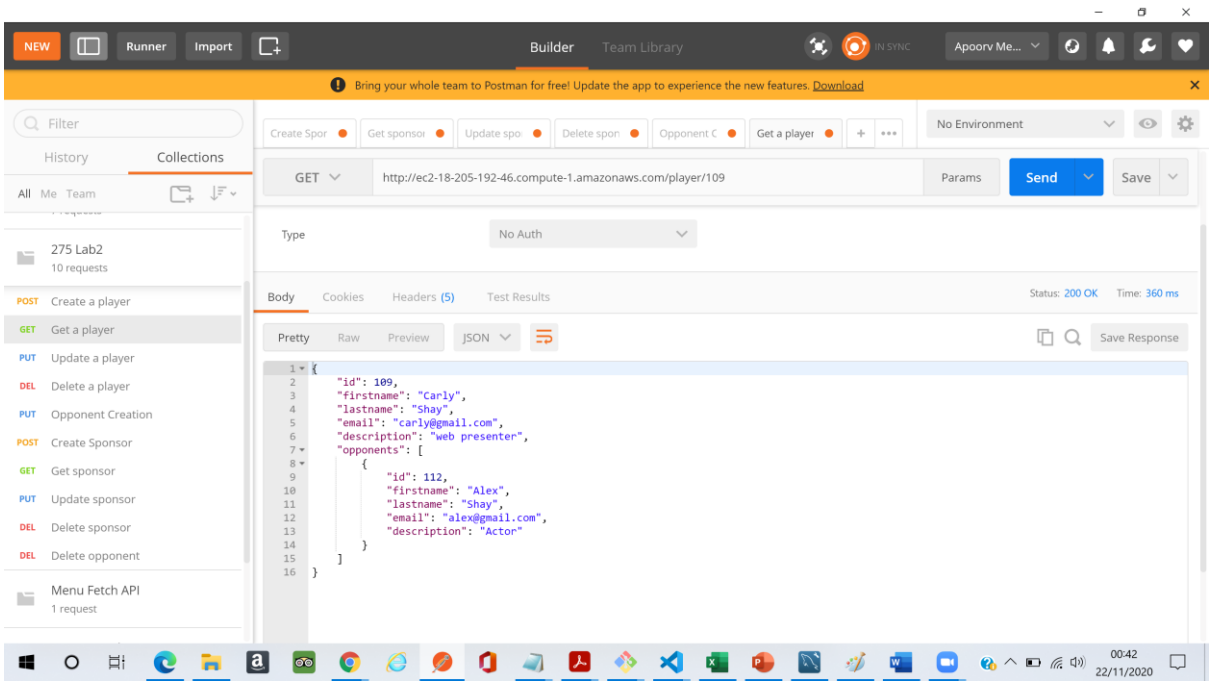
http://ec2-18-205-192-46.compute-1.amazonaws.com/opponents/109/112



Checking the database now after opponent creation

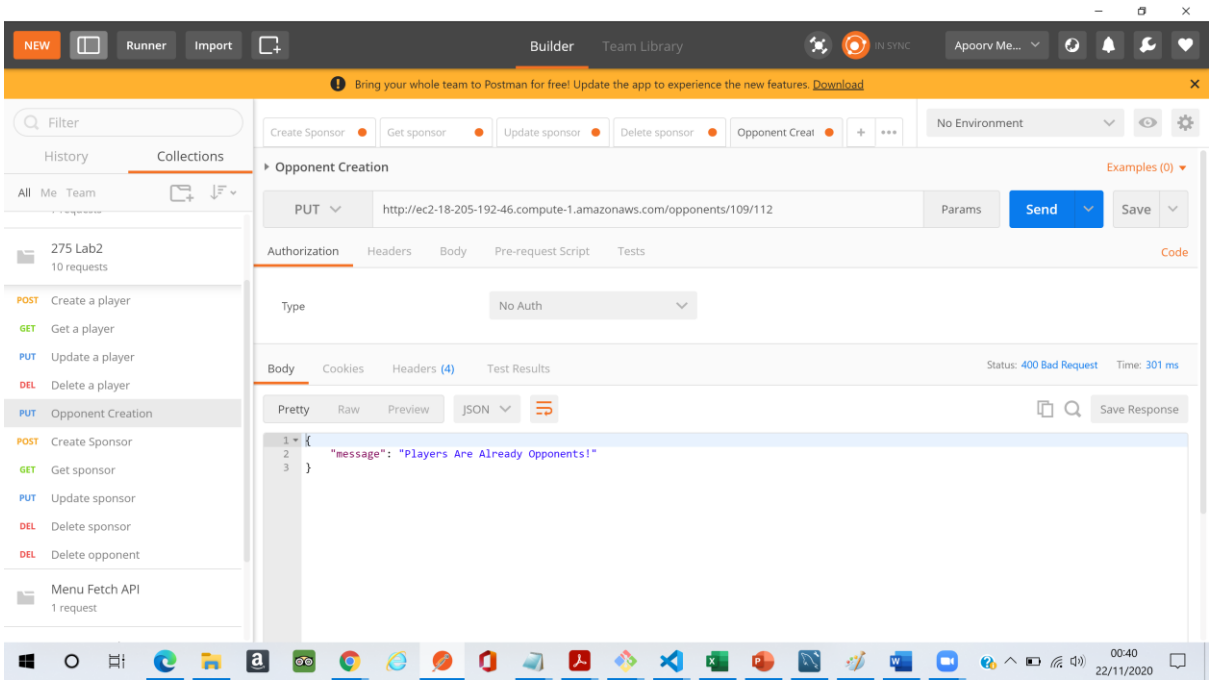


http://ec2-18-205-192-46.compute-1.amazonaws.com/player/109



Scenario 3: Making two players opponents who are already each other's opponents (400 status code)

http://ec2-18-205-192-46.compute-1.amazonaws.com/opponents/109/112

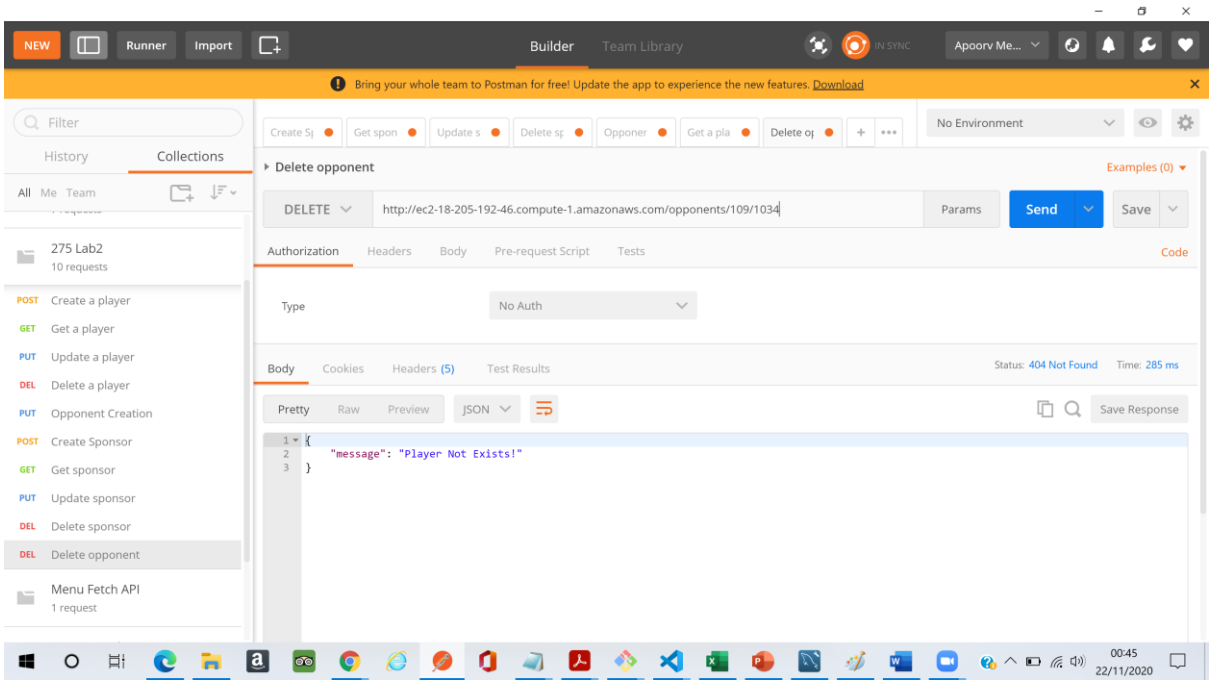


10. Remove an opponent

Scenario 1: Removing opponents with invalid ids (404 status code)

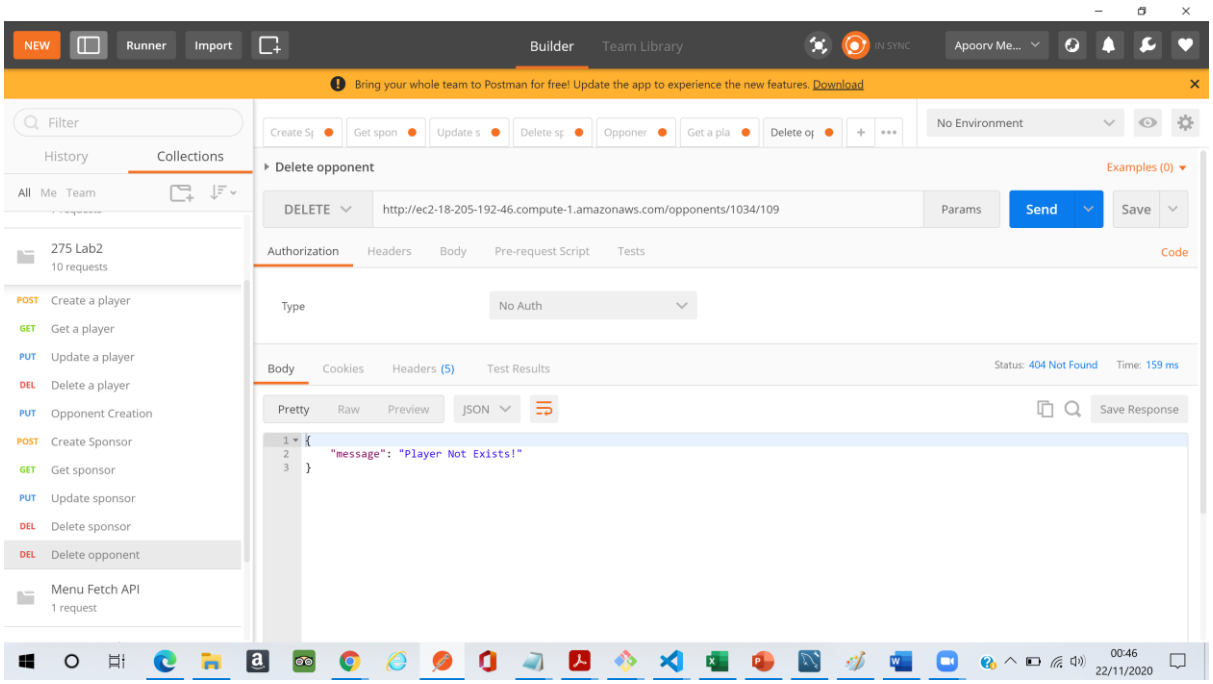
Taking valid id 109 and invalid id 1034

http://ec2-18-205-192-46.compute-1.amazonaws.com/opponents/109/1034



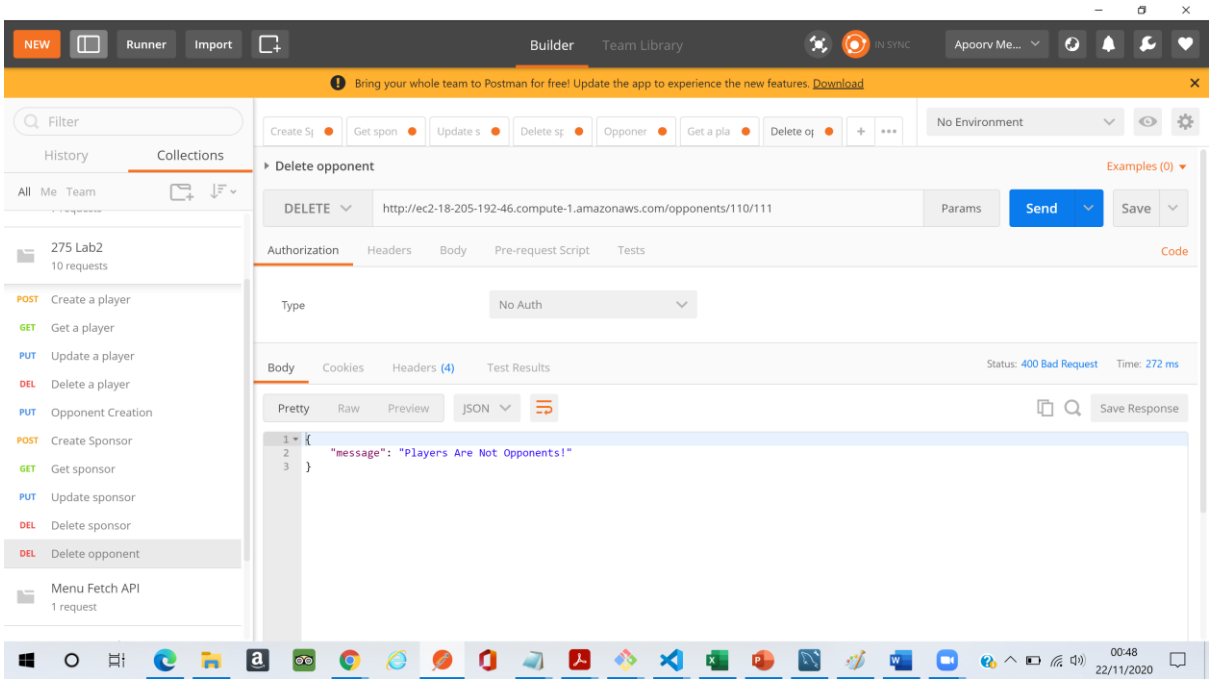
Taking invalid id 1034 and valid id 109

http://ec2-18-205-192-46.compute-1.amazonaws.com/opponents/1034/109



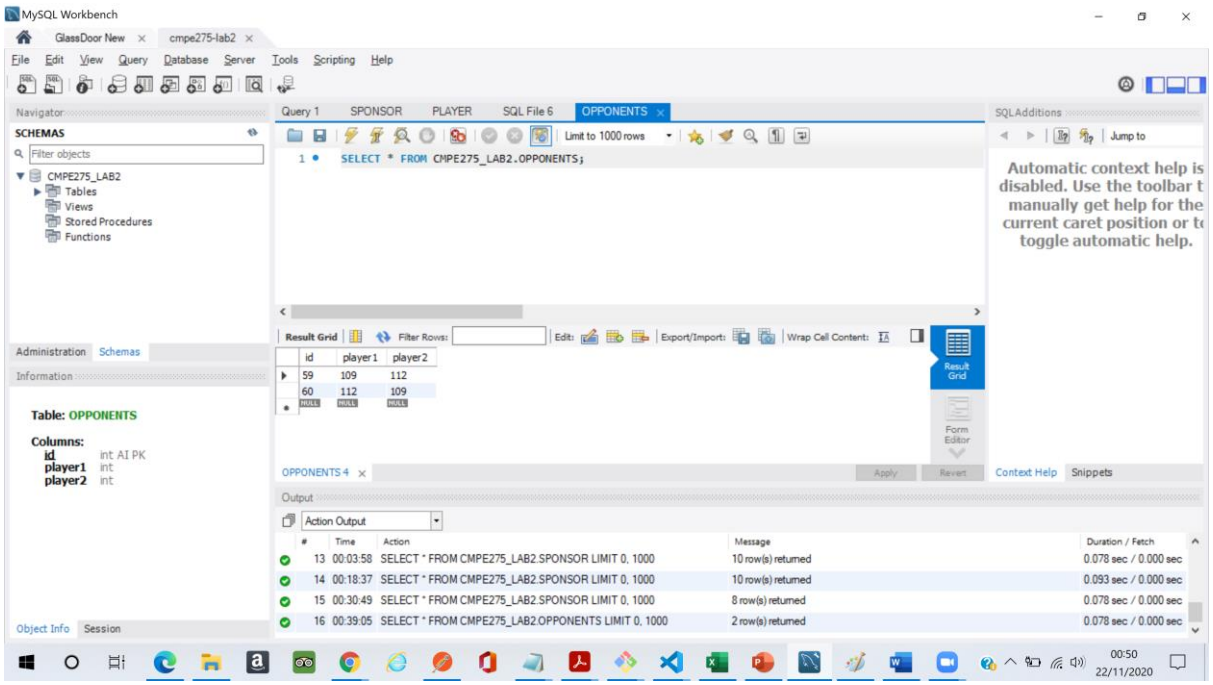
Scenario 2: Removing opponents when two players are not opponents (400 status code)

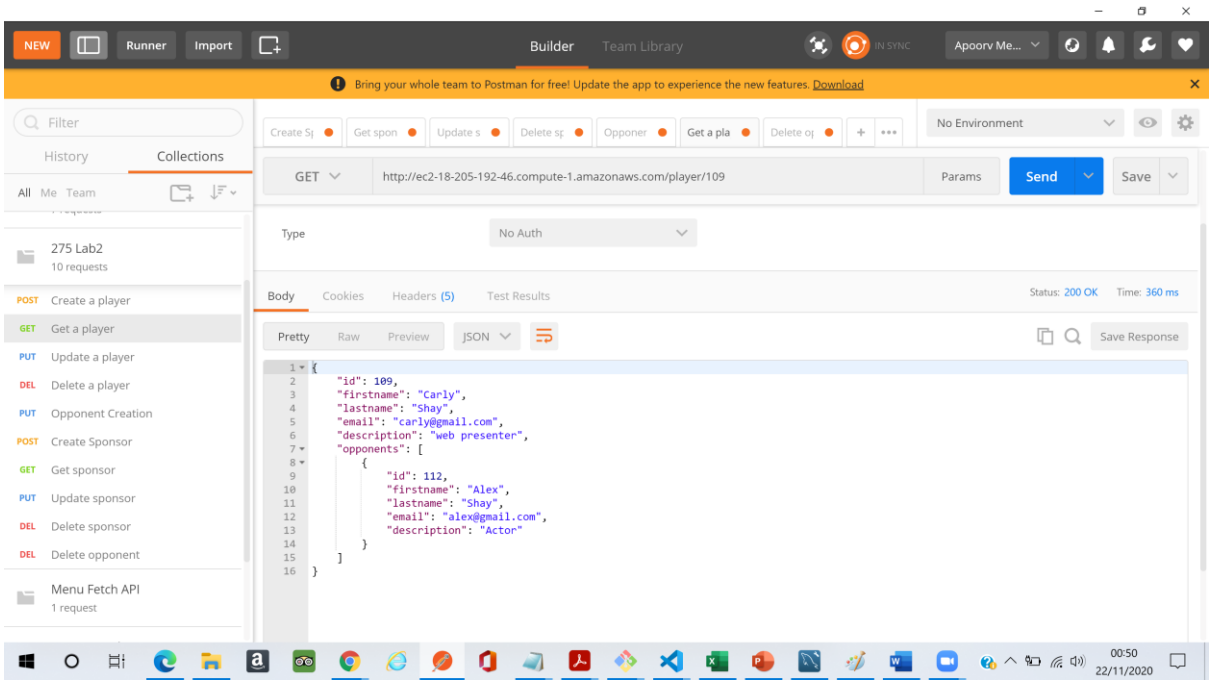
http://ec2-18-205-192-46.compute-1.amazonaws.com/opponents/110/111



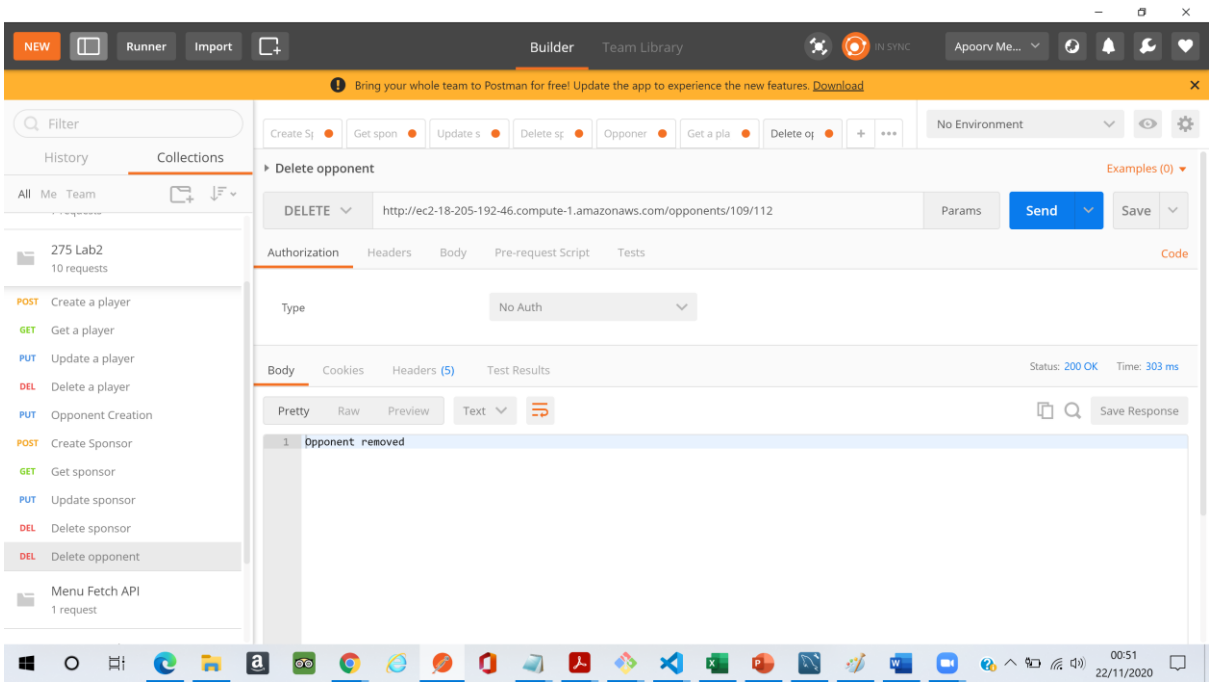
Scenario 3: Removing opponents (200 status code and a meaningful message)

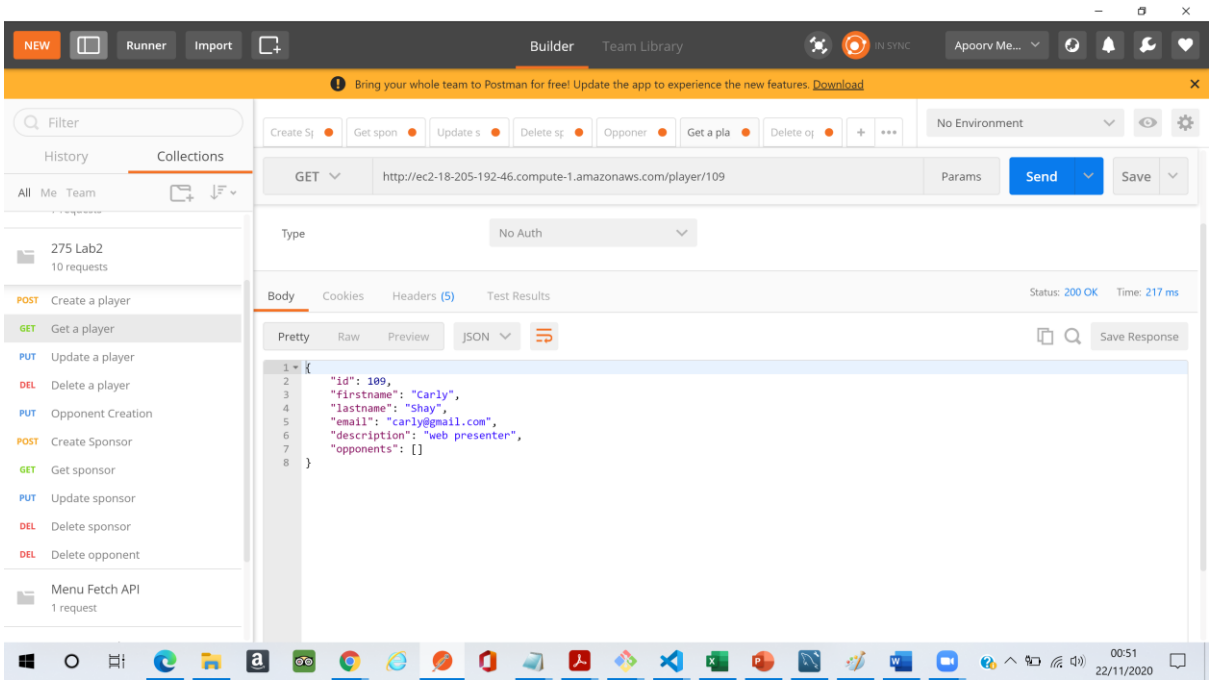
Checking the database





http://ec2-18-205-192-46.compute-1.amazonaws.com/opponents/109/112





Checking the database