dbConnection.php

Tests that the php code successfully connects to the database. Outputs "Connection OK" if successful, otherwise "Connect Error"

dbQuery.php

Tests that code is able to successfully query the database. Queries all the rows in the user table as an example and outputs the table. If the table matches the data in the database, we know query is successful and accurate, otherwise false.

registering.php

Tests the functionality of the registration form. Inserts the data entered from the form into the database. There is a table that shows live what is in the database table. Therefore, we can verify that the registration works when the entered data is displayed in the table.

signin.php

Tests the login functionality of the website. If the entered email address and password matches an account in the database, then "Correct Password" is printed. If an incorrect password was inputted, then "Invalid Password" is printed. However, a non-existent email was entered, then it outputs that "EMAIL ID NOT FOUND. PLEASE REGISTER". Lastly, the system makes sure that both fields, email address and password, are entered in and are not blank, otherwise it won't allow for submission.

creatingLeague.php

Tests the ability to successfully create a league. Allows for submission once all fields in the form are filled to completion, otherwise rejects submission. Table below form shows all the existing leagues by querying the database. Once, the new league is created, it is inserted into database, and the live table updates to show the new league. Therefore, it tests both the insertion of the new league data into the database and the live update of the table at once.

joiningLeague.php

Tests user's ability to join an existent league. Table on top displays all the existing leagues and shows a button for each row in order to join the league. If the league is public, then a "Join" button should be shown, but if the league is private, then a "Request Invite" button is shown. Currently, the user can test to join a public league as joining a private league is not fully implemented. So once user clicks on "Join" for a specific league that the user is not already part of then they will be added to that league. This is validated by the table updating, where it shows that the number of players in that league increments by 1. In addition, the table below lists al the leagues that the current user is part of. Consequently, once the user joins a new league, that new league is displayed in the table below. If a user attempts to join a league that they are already a part of, then the number of players in the league shall not increase, and no changes are made to the table shown below. Again, these tables are a result of a query to the database and therefore reflect live changes to the database. Therefore, if these functionalities work as planned, the ability to successfully join a league can be confirmed.

home.php

This tests the ability of user to logout successfully. It simply shows the website's homepage with the navigation bar shown on top. On the top rightmost corner, a logout button is located. Once the user clicks on the button, it should take the user back to the signin page. For now, it takes the user to "signin.php" file.

NOTE:

These tests can be run similar to how the site is run. Once a local server is started, such as XAMPP. The files can be put on the server. In particular for XAMPP, the whole "testing" folder is placed in the "htdocs" folder and then opened on a browser by typing in the url "localhost/testing/name\_of\_file.php".