

The screenshot shows the Visual Studio Code interface with a Python file named `#test_project.py` open. The file contains a `unittest` test class `Home` with a test method `test_getuser`. The terminal output shows the execution of the test, which passed successfully. The output includes information about the Kivy version (v2.1.0.dev0), the Python version (v3.9.5), and the location of the Python interpreter. A notification to restart Visual Studio Code to apply the latest update is visible in the bottom right corner.

```
1 #test_project.py
2 # test_mainproject.py
3
4 from kivy.ui.screenmanager import ScreenManager, Screen
5 from logging import CRITICAL, critical
6 from sqlite3.dbapi2 import connect
7 import unittest
8
9
10
11 class Home(unittest.TestCase):
12     # test function to test equality of two value
13     def test_getuser(self):
14         name = "self.ids.name.text"
15         email = "self.ids.name.text"
16
17         message = "name and email not equal to self.ids.name.text!"
18         # assertEquals() to check equality of first & second value
19         self.assertEqual(name,email, message)
20
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE Python Debug Console

```
[INFO ] [Kivy ] v2.1.0.dev0
[INFO ] [Kivy ] Installed at "c:\users\zahed\kivy\kivy\_init_.py"
[INFO ] [Python] v3.9.5 (tags/v3.9.5:0a7debd, May 3 2021, 17:13:28) [MSC v.1928 32 bit (Intel)]
[INFO ] [Python] Interpreter at "C:\Users\zahed\AppData\Local\Programs\Python\Python39-32\python.exe"
[INFO ] [Logger] Purge log fired. Processing...
[INFO ] [Logger] Purge finished!
[INFO ] [Factory] 189 symbols loaded
[INFO ] [Image] Providers: img_tex, img_dds, img_sdl2, img_pil (img_ffpyplayer ignored)
...
Ran 1 test in 0.000s

OK
PS C:\Users\zahed\Documents\mainprojectpython> c:\cd 'c:\Users\zahed\Documents\mainprojectpython'; & 'C:\Users\zahed\AppData\Local\ode\extensions\ms-python.python-2021.7.1060902895\pythonFiles\lib\python\debugpy\launcher' '58671' '--' 'c:\Users\zahed\Documents\ma
[INFO ] [Logger] Record log in C:\Users\zahed\kivy\logs\kivy_21-07-27_22.txt
[INFO ] [deps] Successfully imported "kivy_deps.gstreamer_dev" 0.3.2
```

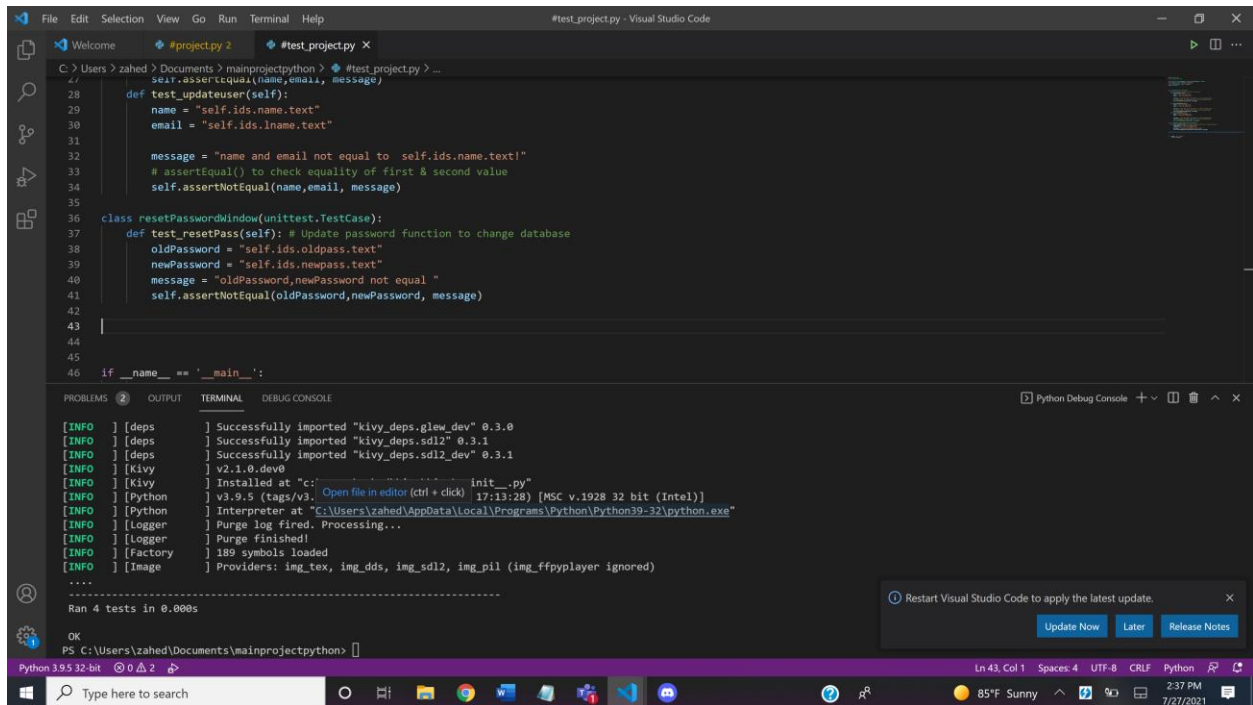
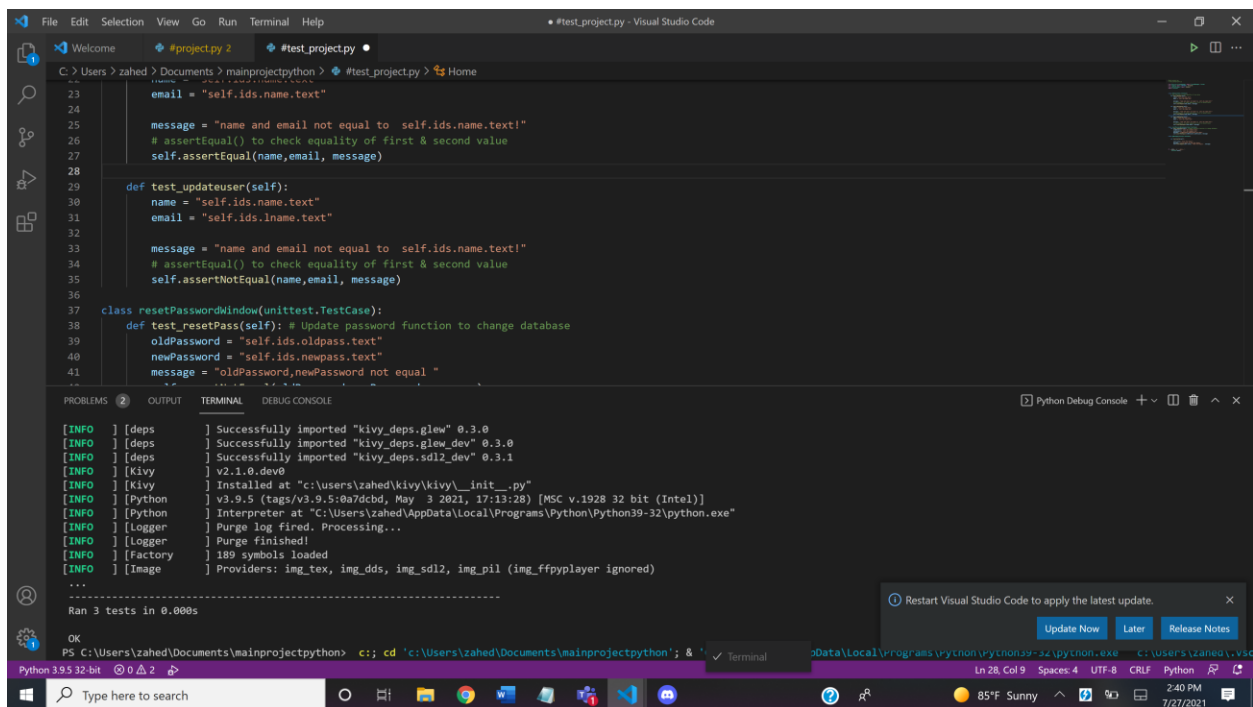
The screenshot shows the Visual Studio Code interface with a Python file named `#test_project.py` open. The file contains a `unittest` test class `Home` with two test methods: `test_getuser` and `test_deleteuser`. The terminal output shows the execution of the tests, which passed successfully. The output includes information about the Kivy version (v2.1.0.dev0), the Python version (v3.9.5), and the location of the Python interpreter. A notification to restart Visual Studio Code to apply the latest update is visible in the bottom right corner.

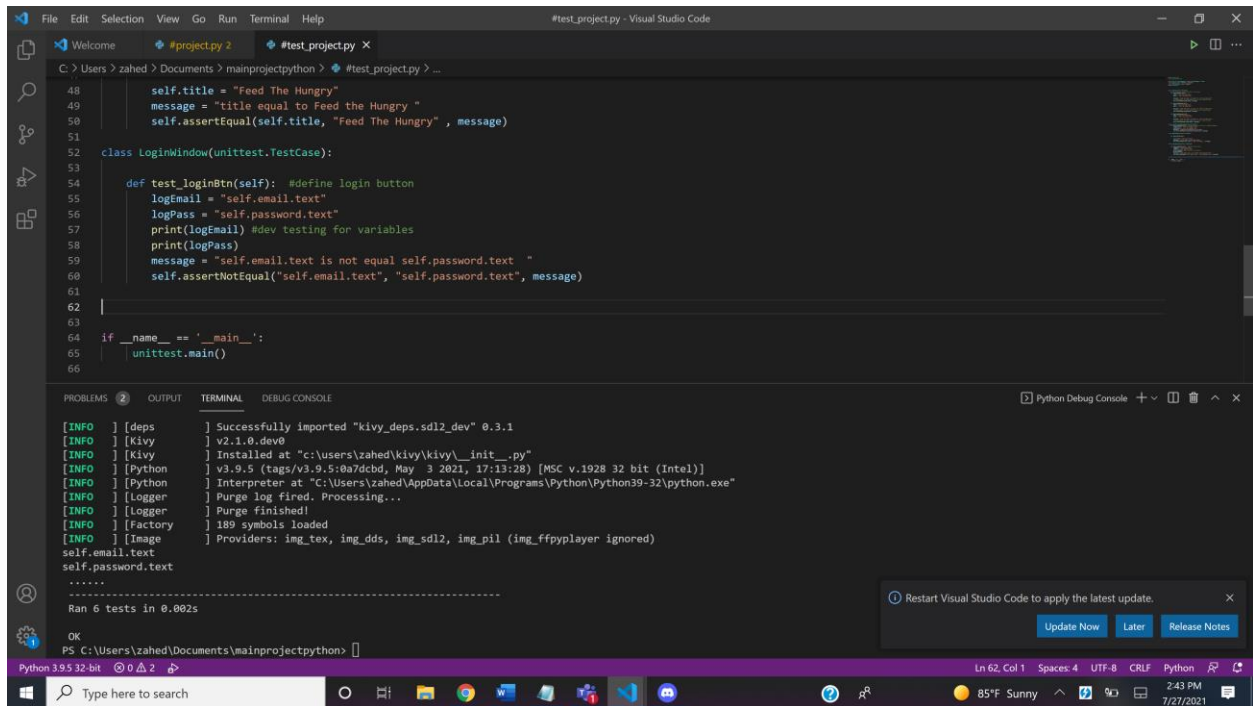
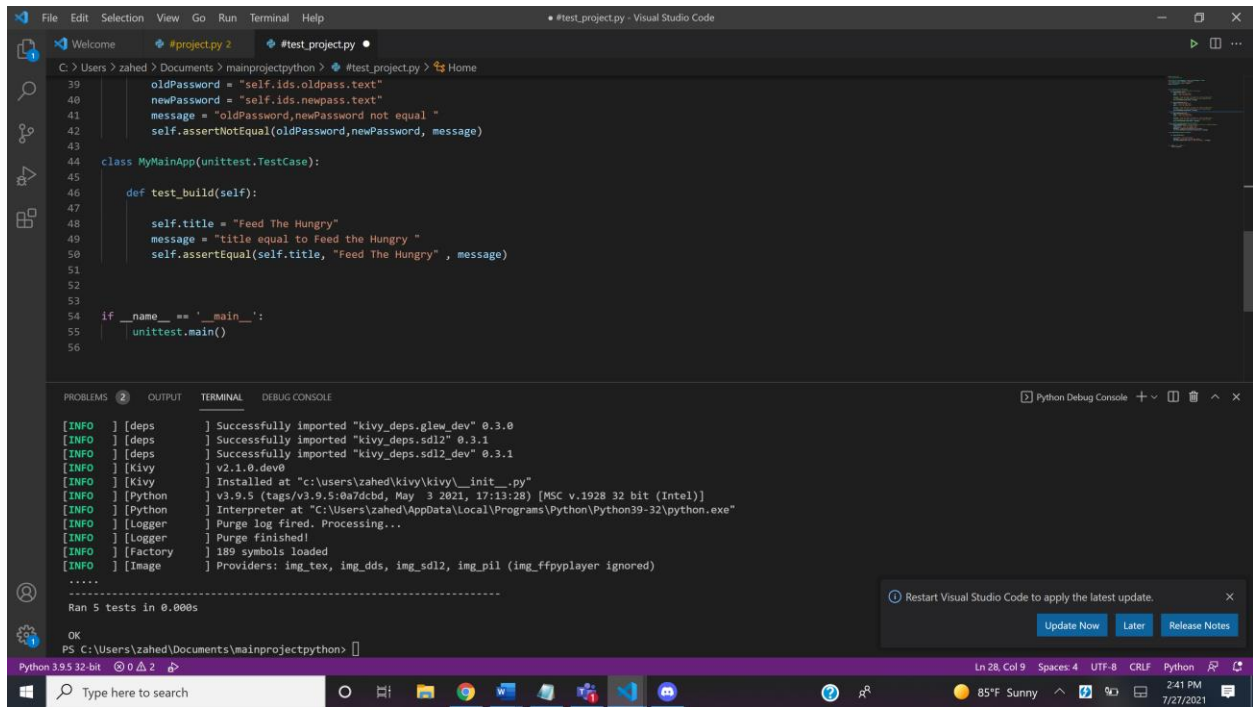
```
10
11 class Home(unittest.TestCase):
12     # test function to test equality of two value
13     def test_getuser(self):
14         name = "self.ids.name.text"
15         email = "self.ids.name.text"
16
17         message = "name and email not equal to self.ids.name.text!"
18         # assertEquals() to check equality of first & second value
19         self.assertEqual(name,email, message)
20
21     def test_deleteuser(self):
22         name = "self.ids.name.text"
23         email = "self.ids.name.text"
24
25         message = "name and email not equal to self.ids.name.text!"
26         # assertEquals() to check equality of first & second value
27         self.assertEqual(name,email, message)
28
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE Python Debug Console

```
[INFO ] [deps] Successfully imported "kivy_deps.glew_dev" 0.3.0
[INFO ] [deps] Successfully imported "kivy_deps.sdl2_dev" 0.3.1
[INFO ] [Kivy ] v2.1.0.dev0
[INFO ] [Kivy ] Installed at "c:\users\zahed\kivy\kivy\_init_.py"
[INFO ] [Python] v3.9.5 (tags/v3.9.5:0a7debd, May 3 2021, 17:13:28) [MSC v.1928 32 bit (Intel)]
[INFO ] [Python] Interpreter at "C:\Users\zahed\AppData\Local\Programs\Python\Python39-32\python.exe"
[INFO ] [Logger] Purge log fired. Processing...
[INFO ] [Logger] Purge finished!
[INFO ] [Factory] 189 symbols loaded
[INFO ] [Image] Providers: img_tex, img_dds, img_sdl2, img_pil (img_ffpyplayer ignored)
...
Ran 2 tests in 0.000s

OK
PS C:\Users\zahed\Documents\mainprojectpython> c:\cd 'c:\Users\zahed\Documents\mainprojectpython'; & 'C:\Users\zahed\AppData\Local\ode\extensions\ms-python.python-2021.7.1060902895\pythonFiles\lib\python\debugpy\launcher' '58681' '--' 'c:\Users\zahed\Documents\mainprojectpython\test_project.py
```





The screenshot shows the Visual Studio Code interface with the file `test_project.py` open. The code defines a `MainWindow` class with a `test_logout` method. The terminal output shows the test runner successfully imported the Kivy dependencies and executed 7 tests in 0.0025 seconds. A notification to restart Visual Studio Code is visible in the bottom right.

```
C:\Users\zahed> Documents\mainprojectpython> #test_project.py > ...
56 logPass = self.password.text
57 print(logEmail) #dev testing for variables
58 print(logPass)
59 message = "self.email.text is not equal self.password.text "
60 self.assertNotEqual("self.email.text", "self.password.text", message)
61
62 class MainWindow(unittest.TestCase): #Define Main Window
63
64
65 def test_logout(self):
66     sm=ScreenManager
67     sm.current = "login"
68     message = " sm.current is equal to login"
69     self.assertEqual(sm.current, "login", message)
70
71
72
73
74
75 if __name__ == '__main__':

```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE Python Debug Console

```
[INFO ] [deps ] Successfully imported "kivy_deps.sdl2_dev" 0.3.1
[INFO ] [Kivy ] v2.1.0.dev0
[INFO ] [Kivy ] Installed at "c:\Users\zahed\kivy\kivy\_init_.py"
[INFO ] [Python] v3.9.5 (tags/v3.9.5:0a7dcb0, May 3 2021, 17:13:28) [MSC v.1928 32 bit (Intel)]
[INFO ] [Python] Interpreter at "C:\Users\zahed\AppData\Local\Programs\Python\Python39-32\python.exe"
[INFO ] [Logger] Purge log fired. Processing...
[INFO ] [Logger] Purge finished!
[INFO ] [Factory] 189 symbols loaded
[INFO ] [Image ] Providers: img_tex, img_dds, img_sdl2, img_pil (img_ffpyplayer ignored)
self.email.text
self.password.text
.....
Ran 7 tests in 0.0025
OK
PS C:\Users\zahed\Documents\mainprojectpython>

```

The screenshot shows the Visual Studio Code interface with the file `test_mainproject.py` open. The code defines a `TestWindow` class with a `test_testbtn` method and a `ShowOrderWindow` class with a `test_get_data` method. The terminal output shows a `AttributeError` in the `test_testbtn` method, indicating that the `TestWindow` object has no attribute `reset`. The test run failed with 2 errors.

```
C:\Users\zahed> Documents\mainprojectpython> #test_mainproject.py > ShowOrderWindow
74 print(logPass)
75 message = "self.email.text is not equal self.password.text "
76 self.assertNotEqual("self.email.text", "self.password.text", message)
77
78 class TestWindow(unittest.TestCase): #Define Test Window
79 def test_testbtn(self):
80     self.reset()
81     self.assertEqual(self.reset())
82
83 class ShowOrderWindow(unittest.TestCase): #Show Order Screen
84
85 def test_get_data(self):
86     with connect:
87         critical.execute("SELECT * FROM orders")
88         self.rows = CRITICAL.fetchall()
89         print(self.rows)
90
91
92
93

```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE Python Python Deb...

```
File "c:\Users\zahed\Documents\mainprojectpython\# test_mainproject.py", line 86, in test_get_data
with connect:
AttributeError: __enter__
=====
ERROR: test_testbtn (__main__.TestWindow)
-----
Traceback (most recent call last):
File "c:\Users\zahed\Documents\mainprojectpython\# test_mainproject.py", line 80, in test_testbtn
self.reset()
AttributeError: 'TestWindow' object has no attribute 'reset'
-----
Ran 8 tests in 0.004s
FAILED (errors=2)
PS C:\Users\zahed\Documents\mainprojectpython>

```

```
File Edit Selection View Go Run Terminal Help
#test_project.py - Visual Studio Code

Welcome
#project.py 2 #test_project.py X

C:\Users\zahed\Documents\mainprojectpython> #test_project.py > ShowOrderWindow
88 self.assertEqual(sm.current, "login", message)
89
90 class ShowOrderWindow(unittest.TestCase): #Show Order Screen
91
92 def test_get_data(self):
93     self.rows = "create_handler.fetchall()"
94     print(self.rows)
95     self.assertEqual(self.rows, "create_handler.fetchall()")
96
97
98
99 if __name__ == '__main__':
100     unittest.main()
101
```

PROBLEMS 2 OUTPUT TERMINAL DEBUG CONSOLE Python Debug Console

```
[INFO ] [GL] OpenGL vendor <b'Intel'>
[INFO ] [GL] OpenGL renderer <b'Intel(R) UHD Graphics 620'>
[INFO ] [GL] OpenGL parsed version: 4, 6
[INFO ] [GL] Shading version <b'4.60 - Build 26.20.100.7927'>
[INFO ] [GL] Texture max size <16384>
[INFO ] [GL] Texture max units <32>
[INFO ] [Window] auto add sdl2 input provider
[INFO ] [Window] virtual keyboard not allowed, single mode, not docked
self.email.text
self.password.text
create_handler.fetchall()
.....
Ran 8 tests in 0.003s
```

Restart Visual Studio Code to apply the latest update.

Update Now Later Release Notes

Python 3.9.5 32-bit 0 2

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Ln 92, Col 5 Spaces 4 UTF-8 CRLF Python 2:56 PM 7/27/2021

```
File Edit Selection View Go Run Terminal Help
#test_project.py - Visual Studio Code

Welcome
#project.py 2 #test_project.py X

C:\Users\zahed\Documents\mainprojectpython> #test_project.py > CreateAccountWindow > test_login
93 def test_get_data(self):
94     self.rows = "create_handler.fetchall()"
95     print(self.rows)
96     self.assertEqual(self.rows, "create_handler.fetchall()")
97
98 class CreateAccountWindow(unittest.TestCase):
99
100 def test_login(self):
101     sm=ScreenManager
102     sm.current = "login"
103     self.assertEqual(sm.current, "login")
104
105
106
107 if __name__ == '__main__':
108     unittest.main()
109
```

PROBLEMS 2 OUTPUT TERMINAL DEBUG CONSOLE Python Debug Console

```
[INFO ] [GL] OpenGL vendor <b'Intel'>
[INFO ] [GL] OpenGL renderer <b'Intel(R) UHD Graphics 620'>
[INFO ] [GL] OpenGL parsed version: 4, 6
[INFO ] [GL] Shading version <b'4.60 - Build 26.20.100.7927'>
[INFO ] [GL] Texture max size <16384>
[INFO ] [GL] Texture max units <32>
[INFO ] [Window] auto add sdl2 input provider
[INFO ] [Window] virtual keyboard not allowed, single mode, not docked
self.email.text
self.password.text
create_handler.fetchall()
.....
Ran 9 tests in 0.003s
```

Restart Visual Studio Code to apply the latest update.

Update Now Later Release Notes

Python 3.9.5 32-bit 0 2

Type here to search

Ln 101, Col 25 Spaces 4 UTF-8 CRLF Python 2:59 PM 7/27/2021

The screenshot shows the Visual Studio Code interface with a Python file named `#test_project.py` open. The code defines a `CreateAccountWindow` class and includes test functions `test_login` and `test_termsPage`. The terminal output shows the execution of the tests, including OpenGL and window-related information, and a message indicating that 10 tests ran successfully in 0.079s. A notification to restart Visual Studio Code is also visible.

```
#test_project.py
# test_mainproject.py

from kivy.uix.screenmanager import ScreenManager, Screen
from logging import CRITICAL, critical
from sqlite3.dbapi2 import connect
import unittest

class Home(unittest.TestCase):
    # test function to test equality of two value
    def test_getuser(self):
```

Terminal Output:

```
[INFO ] [GL]      ] OpenGL vendor <b'Intel'>
[INFO ] [GL]      ] OpenGL renderer <b'Intel(R) UHD Graphics 620'>
[INFO ] [GL]      ] OpenGL parsed version: 4, 6
[INFO ] [GL]      ] Shading version <b'4.60 - Build 26.20.100.7927'>
[INFO ] [GL]      ] Texture max size <16384>
[INFO ] [GL]      ] Texture max units <32>
[INFO ] [Window]  ] auto add sdl2 input provider
[INFO ] [Window]  ] virtual keyboard not allowed, single mode, not docked
self.email.text
self.password.text
create_handler.fetchall()
.....
Ran 10 tests in 0.079s
```

```
#test_project.py
# test_mainproject.py

from kivy.uix.screenmanager import ScreenManager, Screen
from logging import CRITICAL, critical
from sqlite3.dbapi2 import connect
import unittest

class Home(unittest.TestCase):
    # test function to test equality of two value
    def test_getuser(self):
```

```

        name = "self.ids.name.text"
        email = "self.ids.name.text"

        message = "name and email not equal to self.ids.name.text!"
        # assertEquals() to check equality of first & second value
        self.assertEqual(name,email, message)

def test_deleteuser(self):
    name = "self.ids.name.text"
    email = "self.ids.name.text"

    message = "name and email not equal to self.ids.name.text!"
    # assertEquals() to check equality of first & second value
    self.assertEqual(name,email, message)

def test_updateuser(self):
    name = "self.ids.name.text"
    email = "self.ids.lname.text"

    message = "name and email not equal to self.ids.name.text!"
    # assertEquals() to check equality of first & second value
    self.assertNotEqual(name,email, message)

class resetPasswordWindow(unittest.TestCase):
    def test_resetPass(self): # Update password function to change database
        oldPassword = "self.ids.oldpass.text"
        newPassword = "self.ids.newpass.text"
        message = "oldPassword,newPassword not equal "
        self.assertNotEqual(oldPassword,newPassword, message)

class MyMainApp(unittest.TestCase):

    def test_build(self):

        self.title = "Feed The Hungry"
        message = "title equal to Feed the Hungry "
        self.assertEqual(self.title, "Feed The Hungry" , message)

```

```

class MyMainApp(unittest.TestCase):

    def test_build(self):

        self.title = "Feed The Hungry"
        message = "title equal to Feed the Hungry "
        self.assertEqual(self.title, "Feed The Hungry" , message)

class LoginWindow(unittest.TestCase):

    def test_loginBtn(self): #define login button
        logEmail = "self.email.text"
        logPass = "self.password.text"
        print(logEmail) #dev testing for variables
        print(logPass)
        message = "self.email.text is not equal self.password.text "
        self.assertNotEqual("self.email.text", "self.password.text", message)


class ShowOrderWindow(unittest.TestCase):
    def test_get_data(self):
        self.rows = CRITICAL.fetchall()
        message = "self.rows is equal CRITICAL.fetchall() "
        self.assertEqual(self.rows, CRITICAL.fetchall(), message)


class MainWindow(unittest.TestCase): #Define Main Window

    def test_logOut(self):
        sm=ScreenManager
        sm.current = "login"
        message = " sm.current is equal to login"
        self.assertEqual(sm.current, "login", message)

class LoginWindow(unittest.TestCase): #Define Login Window

    def test_loginBtn(self):

```



```
        sm=ScreenManager #define login button
        logEmail = self.email.text
        logPass = self.password.text
        self.assertNotEqual(sm.current, "login")

if __name__ == '__main__':
    unittest.main()
```