tactusoft / loteriabogota

Code Issues Pull requests Actions Projects Security and quality Insi

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Commit cf81701

Carlos A Sarmiento committed 5 days ago

```
Integrar nuevo servicio de sorteo con valor del sorteo, fracciones y valor del
billete
```

master

1 parent 8e4e202 commit cf81701

3 files changed +30 -12 lines changed

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- backend/src/test/java/co/gov/loteriabogota/loteriabackend/domain/service
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3 files changed +30 -12 lines changed

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…iabackend/domain/service/AuthServiceTest.java

```
@@ -57,7 +57,7 @@ void register_newUser_succeeds() {
57  57
58  58          var command = new AuthUseCase.RegisterCommand(
59  59                  email, "password123", "Juan", null, "Perez", null,
```

```
60        -                "CC", "12345678", null, null, null, null, null, null);
      60  +                "CC", "12345678", null, null, null, null, null, null, true, true);
61    61          AuthUseCase.AuthResult result = authService.register(command);
62    62
63    63          assertThat(result.accessToken()).isEqualTo("access-token");
          @@ -73,7 +73,7 @@ void register_existingUser_throwsDomainException() {
73    73
74    74          var command = new AuthUseCase.RegisterCommand(
75    75                  email, "password123", "Juan", null, "Perez", null,
76        -                "CC", "12345678", null, null, null, null, null, null);
      76  +                "CC", "12345678", null, null, null, null, null, null, true, true);
77    77          assertThatThrownBy(() -> authService.register(command))
78    78                  .isInstanceOf(DomainException.class)
79    79                  .hasMessageContaining("Ya existe");
```

frontend/src/app/features/games/game.models.ts

```
          @@ -14,4 +14,7 @@ export interface Lottery {
14    14    horaCierre: string;
15    15    nombre: string;
16    16    numero: string;
      17  +   numFracc: string;
      18  +   valorBillete: string;
      19  +   valorBruto: string;
17    20  }
```

…c/app/features/purchase/purchase.component.ts

```
          @@ -122,12 +122,12 @@ type OtpState = 'idle' | 'sending' | 'sent' | 'verifying'
          | 'verified';
122   122                  </p>
123   123                  <p class="text-[10px]"
124   124                    [class]="selectedLottery()?.numero === lottery.numero ? 'text-
          white/60' : 'text-gray-400'">
125       -                  Fracción: {{ PRICE_PER_FRACTION | currency: 'COP' : 'symbol-
          narrow' : '1.0-0' }}
126       -                  · Billete: {{ PRICE_PER_TICKET | currency: 'COP' : 'symbol-
          narrow' : '1.0-0' }}
      125 +                  Fracción: {{ +lottery.valorBillete / +lottery.numFracc |
          currency: 'COP' : 'symbol-narrow' : '1.0-0' }}
      126 +                  · Billete: {{ +lottery.valorBillete | currency: 'COP' :
          'symbol-narrow' : '1.0-0' }}
```

```
127  127                    </p>
128  128                    <p class="text-[10px] font-semibold"
129  129                      [class]="selectedLottery()?.numero === lottery.numero ? 'text-
     loteria-gold/80' : 'text-loteria-red/60'">
130       -                    Premio Mayor: {{ PREMIO_MAYOR | currency: 'COP' : 'symbol-
     narrow' : '1.0-0' }}
          130 +                    Premio Mayor: {{ +lottery.valorBruto | currency: 'COP' :
     'symbol-narrow' : '1.0-0' }}
131  131                    </p>
132  132                  </div>
133  133
          @@ -516,10 +516,22 @@ export class PurchaseComponent implements OnInit {
516  516    private readonly router = inject(Router);
517  517    readonly auth = inject(AuthService);
518  518
519       -  readonly PRICE_PER_FRACTION = 7000;
520       -  readonly PRICE_PER_TICKET = 28000; // 4 fracciones
521       -  readonly PREMIO_MAYOR = 12000000000; // $12 mil millones
522       -  readonly TOTAL_FRACTIONS = 4;
          519 +  get TOTAL_FRACTIONS(): number {
          520 +    return +(this.selectedLottery()?.numFracc ?? 4);
          521 +  }
          522 +
          523 +  get PRICE_PER_TICKET(): number {
          524 +    return +(this.selectedLottery()?.valorBillete ?? 0);
          525 +  }
          526 +
          527 +  get PRICE_PER_FRACTION(): number {
          528 +    const fracs = this.TOTAL_FRACTIONS;
          529 +    return fracs > 0 ? this.PRICE_PER_TICKET / fracs : 0;
          530 +  }
          531 +
          532 +  get PREMIO_MAYOR(): number {
          533 +    return +(this.selectedLottery()?.valorBruto ?? 0);
          534 +  }
523  535
524  536    readonly selectedLottery = signal<Lottery | null>(null);
525  537
          @@ -537,14 +549,17 @@ export class PurchaseComponent implements OnInit {
537  549            map((res) => {
538  550              const data = res.data ?? [];
```

```
539  551
540       -            const elementoQuemado = {
     552  +            const elementoQuemado: Lottery = {
541  553                 fecha: '2026-04-14Z',
542  554                 fechaDisponibilidad: '2026-03-13Z',
543  555                 horaCierre: '20:00',
544  556                 nombre: 'Sorteo No. 2820',
545       -             numero: '2820'
     557  +             numero: '2820',
     558  +             numFracc: '2',
     559  +             valorBillete: '5000',
     560  +             valorBruto: '1250000000'
546  561               };
547       -
     562  +
548  563               return [...data, elementoQuemado];
549  564             })
550  565           ),
```

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