Test Case Specification For Team 3

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Prepared by:

David Brazzarola

Revision History

Version	Date	Name	Description
1	18/10/2019	Group 3	Initial Document
2	19/11/2019	Group 3	Updated GUI for a better navigation; added server test

Introduction

This document provides the test cases to be carried out for the Potato Chat Application. Each item to be tested is represented by an individual test case. Each case details the input and expected outputs.

Test Cases: Local Server

Test ID	2.1
Title	Correct Login
Feature	Login to the Potato Chat
Objective	Confirm that the login interface works correctly
Setup	The developer can make the test on his own machine
Test Data	Login informationAlias = test2_1Topic = #automatically set on "general"
Test Actions	1. Start Potato Chat application2. Compile the login window3. Enter login information
Expected Results	System displays a new window with the interface that allows the user to chat

Test ID	2.2
Title	Testing server response
Feature	Try to send and receive messages and analyze that
Objective	Confirm that the packages are correctly built and exchanged

Test ID	2.2
Setup	The developer can simulate both the entities on his own machine
Test Data	Send button functionalityMessage = Test message
Test Actions	1. Start Potato Chat application2. Exchange messages with the server
Expected Results	Everything works correctly

Test Cases: Remote Application

Test ID	3.1
Title	Correct Login
Feature	Login to the Potato Chat
Objective	Confirm that the user id is assigned by the server so he can use the application
Setup	The developer can make the test on his own machine
Test Data	Login informationAlias = test2_1Topic = #automatically set on "general"
Test Actions	1. Start Potato Chat application2. Compile the login window3. Enter login information
Expected Results	System displays a new window with the interface that allows the user to chat