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| Test Name | Description | Expected Result | Actual Result |
| Can\_a\_Client\_connect | Check wheter its possible to connect to the Server | Connected property is Set to True |  |
| Can\_a\_Client\_connect\_disconnect\_and\_connect\_again | Check whether its possible to connect multiple times | Connected property is Set to true then false and then true again |  |
| Message\_Send\_Empty\_Message | Sends a message and Checks whether the Bytes that are Send is bigger than zero | Number of bytes send is bigger than zero |  |
| Is\_Send\_Message\_Coming\_Through\_To\_The\_Server | Send a message and check whether the message is appearing on the Console screen of the backend | Message is properly send and Received |  |
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