Introduction

This document describes the process of testing application ChatClick. The goal of the project is to identify application errors and correct operation. The project ChatClick based on the release on the chat in one click, which can be used by the audience in different ages

1. Test Items

The purpose of this project was to create a simple, official and anonymous chat for communication, negotiation. The main advantage of the application is completely anonymous. After the closer of chat, your correspondence will remain and will be automatically erased from the memory of the application. But, if you want save any message, you can doing a screenshot.

Components:
Text box for typing messages is client/server.
The field screen of the output messages.
Sending messages – press "Enter".

Quality attributes:
Easy
Anonymity
Reliability

2. Risk Issues
Risk can be a lack of server, because he the main for connection.

3. Features to be Tested
Functional requirements
-One of the user's must be server's for connection. Other users start to program and have access to chat
-PC
-Server
-100 MB of RAM

4. Non-Functional requirements
The application converts the number of the other variables:
   1. Reliability:
      This application should not cause any errors.
   2. Friendly interface and easy:
      Easy to use interface.

5. Test Approach
The testing other application must have:
   a. Minimal function requirements;
   b. Simple realization for users;
   c. Rate the whole work of project.

6. Pass / Fail Criteria

ID	Description	Action	Expected Result
1	Waiting server	1. Start application. 2. Read a warning. 3. If have error – wait a server.	Server ready to connection. Client can start application and connect to server.
2	Connection	1. Start application. 2. Check a connection.	Check a connection when server exist.
3	Input message	1. Start application. 2. Check your keyboard. 3. Find a text field. 4. Input a message. 5. Press "enter".	The message is send. In text field you can entry message and click on "Enter". My congratulations! Your message is send!
4	Output message	1. Start application. 2. Have a message in text-field. 3. Ask other users.	The message is get. If user chatting with you, in field with messages you can see a message for you and ask him.
5	Close project	1. Start application. 2. Chatting with users. 3. Close your project.	The project is close. For delete all information in chat you can just closed your program and start again.
6	Checking Non-functional requirements	1. Run the application. 2. Ready to connect. 3. Chatting with users.	It should display a message about the impossibility of entering letter. Prevent entering letters.
7	Check application interface with other devices	1. Run the application	The application should be displayed correctly, and perform all the functions.

7. Conclusion

The results of testing should be complete confirmation of all the functions presented in the table above.