3-Buttons Validation

Successful operation of all buttons (Same as 4-Buttons' Validation but Step 1 and 2 of 4-Buttons' Validation are combined)

Step	Action	Expected Behaviour
0	Start both Server and Client not connected	
1	Start the server and the client	The client must open a connection to the server and a window with the **3** button options available must be displayed once the connection is established successfully Client sends SETUP to server. The server must respond with OK if the request is successful and send the RTSP session ID in the response. The correct CSeq header and transport header must be sent by the client
2	User clicks on the PLAY button	Client sends PLAY to server. The server must read one frame at a time, create an RTP-encapsulation of the frame and send it to the client over UDP. The correct CSeq header and session ID must be seen in the client's request and the server's response.
3	User clicks on the PAUSE button	Client sends PAUSE to server. The server must stop sending any frames to the client but the connection must be open and the file should pause after the most recent frame was recent. The correct CSeq header and session ID must be seen in the client's request and the server's response.
4	User clicks on the PLAY button after the PAUSE button	Client sends PLAY to server. The server must resume reading frames from where it was paused earlier and start sending one frame at a time with the encapsulation of each frame. The correct CSeq header and session ID must be seen in the client's request and the server's response.
5	User clicks on TEARDOWN button after PAUSE/PLAY	Client sends TEARDOWN to server. The server must close the connection to the client immediately upon receiving this request.

Error Scenarios (Same as 4-Buttons' Error Scenarios)

Step	Action	Expected Behaviour
0	Start with steps 0 to 1 of the successful scenario but with a different executable server (Build another version of the executable with a hard coded incorrect file name) The server should not be able to find the file requested, and hence will send back an error message with code 404 to the client and the client should then display this to the user.	The server should not be able to find the file requested, and hence will send back an error message with code 404 to the client and the client should then display this to the user.