Comp 4981 - Assignment 3

Testing Documentation

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Steps For Testing/Running the Program

- 1. Open terminal
- 2. Run make
- 3. Run the server executable and client executable

```
./server_<Optional: port> Default is port 7000
./client_<your ip address>_<Optional: port> Default is port 7000
```

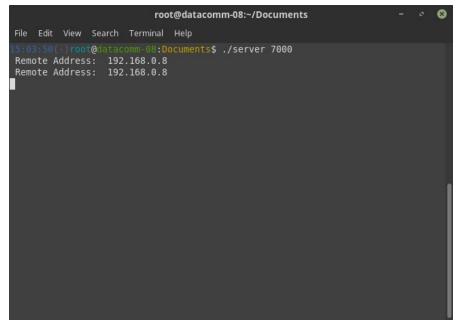
- 4. Wait for another client to be connected
- 5. Type in data that you want to send. Press the **Enter** key to send the data to the server.

Note: If you want to disconnect from the server, type in **-q**; If you want to save a chat log, type in **-s**

Testing Diagrams

Test 1

Attempting to form a connection from the server side. In this example we opened a server and allowed for a connection. We specified a port for the connection to form on.



Test 2

Sending a message through the server to another client. Here we connected two clients and sent a message through the server and see it received by another client.

```
root@datacomm-08:-/Documents - © File Edit View Search Terminal Help

15:03:44 (-)root@datacomm-08:0bcuments$ ./client 192.168.0.8 7000

Connected: Server Name: 192.168.0.8

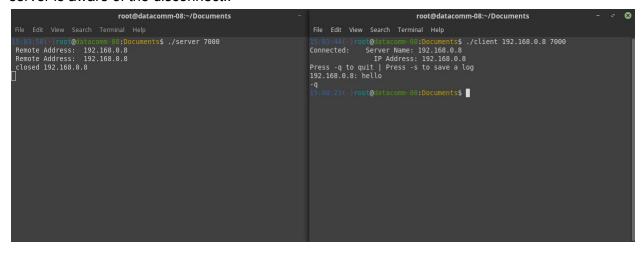
IP Address: 192.168.0.8

Press -q to quit | Press -s to save a log

192.168.0.8: hello
```

Test 3

Disconnecting a client. Here we close the connection from the client side and see that the server is aware of the disconnect..



Test 4

Saving a log. Here we used the programmed save flag to save the comm log. Once a short communication has been relayed between two clients we call the save flag and the log is saved.

```
root@datacomm-08:~/Documents

File Edit View Search Terminal Help

15:11:23(-)root@datacomm-08:Documents$ ./client 192.168.0.8 7000

Connected: Server Name: 192.168.0.8

IP Address: 192.168.0.8

Press -q to quit | Press -s to save a log
192.168.0.8: hello
hi
192.168.0.8: I'm bored
-s
saved log
```

Here you can see that the log has been successfully saved.

