School of Computing

Bachelor of Science in Computing.
Programme Code: DT211/3
2012 – 2016
Networking Programming

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Assignment Number: 3
Assignment Title: Game Protocol
Date Due For Return: 27/3/2015

Exit Codes

Python Exit Code	Meaning
0	Program exited successfully
-1	Error converting the host name into an IP
-2	Error creating the Socket
-3	Error connecting to the Server

Java Exit Code	Meaning
0	An error has occurred, see the terminal for more information
1	Program exited successfully
-1	An error has occurred communicating with the client
-2	No port was supplied to the server

Tests Conducted

What is being Tested: Connecting the server to the client whilst the server is active
Input: None
Expected Result: Successful Connection
Actual Result: Successful connection

What is being Tested: Connecting the server to the client whilst the server is not active
Input: None
Expected Result: Failed Connection Exit code -3
Actual Result: Failed connection Exit code -3

What is being Tested: Not supplying a port
Input: None
Expected Result: Failed starting of the server Exit code -2
Actual Result: Failed starting of the server Exit code -2

What is being Tested: Checking if the port is the right type
Input: "Port"
Expected Result: Failed starting of the server Exit code 0
Actual Result: Failed starting of the server Exit code 0

What is being Tested: The Buttons work
Input: Press Button 1
Expected Result: The server will print out the letter A
Actual Result: The server will print out the letter A

What is being Tested: Both the server and Client will close when told to
Input: Press the Close Button
Expected Result: Both client and server will close. Client will close on a 0 Server will close on a 1
Actual Result: Both client and server will close. Client will close on a 0 Server will close on a 1

Current Problems

There is no checking of whether the server is still running, so the client should still keep sending messages regardless of what happens.