**Test Cases**

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| **#** | **Test Case** | **Pass/Fail** | **Info** |
| **1** | Multiple Customer Purchasing Tickets | Pass |  |
| **2** | Ticket Pool Reaching Maximum Capacity | Pass |  |
| **3** | User Attempts to Buy More Tickets Than Available | Pass |  |
| **4** | Ticket Pool Reaches Zero | Pass |  |
| **5** | Concurrency Handling for Ticket Purchases | Pass |  |
| **6** | Handling Invalid Ticket Purchase Requests |  |  |
| **7** | Viewing Available Tickets | Pass |  |
| **8** | Successful Login | Pass |  |
| **9** | Failed Login | Pass |  |
| **10** | Display Ticket Count in Real Time | Pass |  |
| **11** | Purchasing a Ticket | Pass |  |
| **12** | Purchasing a Ticket with No Availability | Fail |  |
| **13** | Displaying Error Messages | Fail |  |
| **14** | Concurrency Handling on the Client | Pass |  |
| **15** | Form Submission without Changes | Fail |  |
| **16** | Client-Side Validation for Username and Password |  |  |
| **17** | WebSocket Reconnection | Pass |  |
| **18** | Page Refresh | Pass |  |