

PLUG AND PLAY TEST RESULTS

Performed on January 17, 2014

Tester:
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Commit:
1.5.0

Test Prefix	Description	Expected Result	Result
Configuration1	Run the DGI using a negative session port.	Exception caught in main during start up: factory-port=-53000: invalid port number: -53000	PASS
Configuration2	Run the DGI using a reserved session port.	Exception caught in main during start up: factory-port=0: reserved port number: 0	PASS
Configuration3	Run the DGI using a session port greater than 65535.	Exception caught in main during start up: factory-port=68000: invalid port number: 68000	PASS
Configuration4	Run the DGI using a non-numeric session port.	Exception caught in main during start up: factory-port=53000wq: invalid port number: 53000wq	PASS
Configuration5	Run the DGI without the session port specified.	Plug and Play devices disabled.	PASS
BasicOperation1	Detect a single plug and play device.	SST (0) → 0.0 SST (1) → 5.0	PASS
BasicOperation2	Remove a plug and play device that has gone off-line.	SST (0) → 0.0 SST (1) → 5.0 SST (0) → 0.0	PASS

Test Prefix	Description	Expected Result	Result
BasicOperation3	Change the value of a plug and play device at run time.	SST (0) \rightarrow 0.0 SST (1) \rightarrow 5.0 SST (1) \rightarrow 10.0	PASS
BasicOperation4	Detect two devices of the same type with the correct \rightarrow value.	SST (0) \rightarrow 0.0 SST (2) \rightarrow 12.0	PASS
BasicOperation5	Detect two devices of different types with the correct values.	LOAD (0) \rightarrow 0.0 ; SST (0) \rightarrow 0.0 LOAD (1) \rightarrow 42.0 ; SST (1) \rightarrow 5.0	PASS
BasicOperation6	Remove the first of two SST devices.	SST (0) \rightarrow 0.0 SST (2) \rightarrow 12.0 SST (1) \rightarrow 7.0	PASS
BasicOperation7	Remove the second of two SST devices.	SST (0) \rightarrow 0.0 SST (2) \rightarrow 12.0 SST (1) \rightarrow 5.0	PASS
BasicOperation8	Remove a device other than the SST.	LOAD (0) \rightarrow 0.0 ; SST (0) \rightarrow 0.0 LOAD (1) \rightarrow 42.0 ; SST (1) \rightarrow 5.0 LOAD (0) \rightarrow 0.0 ; SST (1) \rightarrow 5.0	PASS
BasicOperation9	Change the value of one of several SST devices.	SST (0) \rightarrow 0.0 SST (2) \rightarrow 12.0 SST (2) \rightarrow 17.0	PASS
BasicOperation10	Change the value of a non-SST device.	LOAD (0) \rightarrow 0.0 ; SST (0) \rightarrow 0.0 LOAD (1) \rightarrow 42.0 ; SST (1) \rightarrow 5.0 LOAD (1) \rightarrow 24.0 ; SST (1) \rightarrow 5.0	PASS
BasicOperation11	Handle a large number of devices at once.	DRER (0) \rightarrow 0.0 ; DESD (0) \rightarrow 0.0 ; LOAD (0) \rightarrow 0.0 ; SST (0) \rightarrow 0.0 DRER (3) \rightarrow 111.0 ; DESD (1) \rightarrow 10.0 ; LOAD (1) \rightarrow 42.0 ; SST (2) \rightarrow 12.0	PASS

Test Prefix	Description	Expected Result	Result
BasicOperation12	Change the value of a large number of devices.	DRER (0) → 0.0 ; DESD (0) → 0.0 ; LOAD (0) → 0.0 ; SST (0) → 0.0 DRER (2) → 39.0 ; DESD (1) → 10.0 ; LOAD (1) → 42.0 ; SST (1) → 5.0 DRER (2) → 49.0 ; DESD (1) → 10.0; LOAD (1) → 42.0 ; SST (1) → 10.0	PASS
Failure1	Fail before sending the DGI device states.	Removing an adapter due to timeout	PASS
Failure2	Fail after sending the DGI device states.	SST (0) → 0.0 SST (1) → 5.0 SST (0) → 0.0	PASS
Failure3	Sleep after sending the device states and quickly continue.	SST (0) → 0.0 SST (1) → 5.0	PASS
Failure4	Sleep after sending the device states and continue after a delay.	SST (0) → 0.0 SST (1) → 5.0 SST (0) → 0.0 SST (1) → 5.0	PASS
Failure5A	DGI loses Wi-Fi before receiving device states.	Removing an adapter due to timeout	PASS
Failure5B	Controller loses Wi-Fi before sending the DGI device states.	Removing an adapter due to timeout	PASS
Failure6A	DGI loses Wi-Fi before receiving device states and then regains it.	SST (0) → 0.0 SST (1) → 5.0	PASS
Failure6B	Controller loses Wi-Fi before sending states and then regains it.	SST (0) → 0.0 SST (1) → 5.0	PASS

Test Prefix	Description	Expected Result	Result
Failure7A	DGI loses Wi-Fi after receiving device states.	SST (0) → 0.0 SST (1) → 5.0 SST (0) → 0.0	PASS
Failure7B	Controller loses Wi-Fi after sending the DGI device states.	SST (0) → 0.0 SST (1) → 5.0 SST (0) → 0.0	PASS
Failure8A	DGI loses Wi-Fi after receiving device states and regains it after a delay.	SST (0) → 0.0 SST (1) → 5.0 SST (0) → 0.0 SST (1) → 5.0	PASS
Failure8B	Controller loses Wi-Fi after sending device states and regains it after a delay.	SST (0) → 0.0 SST (1) → 5.0 SST (0) → 0.0 SST (1) → 5.0	PASS
Failure9A	DGI leaves range of Wi-Fi after receiving device states.	SST (0) → 0.0 SST (1) → 5.0 SST (0) → 0.0	PASS
Failure9B	Controller leaves range of Wi-Fi after sending device states.	SST (0) → 0.0 SST (1) → 5.0 SST (0) → 0.0	PASS
Failure10A	DGI leaves range of Wi-Fi after receiving device states, then returns within range after a delay.	SST (0) → 0.0 SST (1) → 5.0 SST (0) → 0.0 SST (1) → 5.0	PASS
Failure10B	Controller leaves range of Wi-Fi after sending device states, then returns within range after a delay.	SST (0) → 0.0 SST (1) → 5.0 SST (0) → 0.0 SST (1) → 5.0	PASS

Test Prefix	Description	Expected Result	Result
UnexpectedError1	Send an unrecognized device type to the DGI.	Rejected client: Unknown device type: SST	PASS
UnexpectedError2	Send an unrecognized signal type to the DGI.	Unknown device signal: TestController:SST1 gateway	PASS
UnexpectedError3	Send a corrupt state value to the DGI.	Corrupt state: received non-numeric value	PASS
UnexpectedError4	Have the same controller specify the same device twice.	Duplicate device ID: VeryUnfortunateController:Sst1 or The device signal (VeryUnfortunateController:Sst1,gateway) is already registered as state information.	PASS
UnexpectedError5	Have the same controller start two simultaneous sessions.	Rejected client: Duplicate session for TestController	PASS
UnexpectedError6	The DGI adapter factory receives a packet with a header it does not recognize	Expected 'Hello' message: BadPacket	PASS
UnexpectedError7	The DGI adapter receives a packet with a header it does not recognize	Unknown header: BadPacket	PASS
UnexpectedError8	The DGI adapter factory receives a packet containing a lone Hello command with the wrong delimiter	Connection closed due to timeout.	PASS
UnexpectedError9	The DGI adapter factory receives a packet containing a lone Hello command followed by nonsense data	Connection closed due to timeout.	PASS

Test Prefix	Description	Expected Result	Result
UnexpectedError10	The DGI adapter factory receives a packet containing nonsense data	Connection closed due to timeout.	PASS
UnexpectedError11	The DGI adapter receives a packet containing a lone command with the wrong delimiter	Connection closed due to timeout.	PASS
UnexpectedError12	The DGI adapter receives a packet containing a lone command with the wrong delimiter followed by nonsense data	Connection closed due to timeout.	PASS
UnexpectedError13	The DGI adapter receives a packet containing a series of commands with the wrong delimiters	Connection closed due to timeout.	PASS
UnexpectedError14	The DGI adapter receives a packet containing nonsense data	Connection closed due to timeout.	PASS
MultipleControllers1	Have two controllers use the same device type with different names.	SST (0) \rightarrow 0.0 ... SST (2) \rightarrow 12.0	PASS
MultipleControllers2	Have two controllers use the same device type with identical names.	SST (0) \rightarrow 0.0 ... SST (2) \rightarrow 12.0	PASS
MultipleControllers3	Have two controllers use different device types.	LOAD (0) \rightarrow 0.0 ; SST (0) \rightarrow 0.0 ... LOAD (1) \rightarrow 42.0 ; SST (1) \rightarrow 5.0	PASS

Test Prefix	Description	Expected Result	Result
MultipleControllers4	Remove the first of two controllers connected to the DGI.	LOAD (0) \rightarrow 0.0 ; SST (0) \rightarrow 0.0 ... LOAD (1) \rightarrow 42.0 ; SST (1) \rightarrow 5.0 LOAD (1) \rightarrow 42.0 ; SST (0) \rightarrow 0.0	PASS
MultipleControllers5	Remove the second of two controllers connected to the DGI.	LOAD (0) ; SST (0) \rightarrow 0.0 \rightarrow 0.0 ... LOAD (1) \rightarrow 42.0 ; SST (1) \rightarrow 5.0 LOAD (0) \rightarrow 0.0 ; SST (1) \rightarrow 5.0	PASS
MultipleControllers6	Change the device value of a controller connected to the DGI.	SST (0) \rightarrow 0.0 ... SST (2) \rightarrow 12.0 SST (2) \rightarrow 17.0	PASS
MultipleControllers7	Use a large number of controllers to connect at once.	DRER (0) \rightarrow 0.0 ; DESD (0) \rightarrow 0.0 ; LOAD (0) \rightarrow 0.0 ; SST (0) \rightarrow 0.0 ... DRER (3) \rightarrow 111.0 ; DESD (1) \rightarrow 10.0 ; LOAD (1) \rightarrow 42.0 ; SST (2) \rightarrow 12.0 ... DRER (3) \rightarrow 121.0 ; DESD (1) \rightarrow 10.0 ; LOAD (1) \rightarrow 42.0 ; SST (2) \rightarrow 17.0	PASS
MultipleDGI1	Have two DGI converge to a positive normal value.	SST (0) \rightarrow 0.0 ... SST (1) \rightarrow 20.0	PASS
MultipleDGI2	Have two DGI converge to a negative normal value.	SST (0) \rightarrow 0.0 ... SST (1) \rightarrow -5.0	PASS
MultipleDGI3	Have the normal value change during convergence.	SST (0) \rightarrow 0.0 ... SST (1) \rightarrow -3.0 ... SST (1) \rightarrow -6.0	PASS

Test Prefix	Description	Expected Result		Result
MultipleDGI4	Have one DGI lose its devices during convergence.	SST (0) \rightarrow 0.0 ... SST (1) < 250.0	SST (0) \rightarrow 0.0 ... SST (0) \rightarrow 0.0	PASS
MultipleDGI5	Have one DGI lose one device during convergence.	SST (0) \rightarrow 0.0 ... SST (1) \rightarrow 0 ... SST (1) > 1	SST (0) \rightarrow 0.0 ... SST (2) \rightarrow 9250.1 ... SST (1) < 250.0	FAIL ¹
MultipleDGI6	Have one DGI with no attached devices.	SST (0) \rightarrow 0.0 ... SST (1) \rightarrow 10.0	SST (0) \rightarrow 0.0	PASS

¹The gateway of the remaining SST on the DGI that loses one SST spontaneously takes on a value double that of the SST that was disabled.