## PLUG AND PLAY TEST RESULTS

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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	
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.	$\begin{array}{c} \text{SST } (0) \rightarrow 0.0 \\ \text{SST } (1) \rightarrow 5.0 \end{array}$	PASS
BasicOperation2	Remove a plug and play device that has gone off-line.	$\begin{array}{c} \mathrm{SST}\;(0) \to 0.0 \\ \mathrm{SST}\;(1) \to 5.0 \\ \mathrm{SST}\;(0) \to 0.0 \end{array}$	PASS

Test Prefix	Description	Expected Result	Result
BasicOperation3	Change the value of a plug and play device at run time.	$\begin{array}{c} {\rm SST}\;(0) \to 0.0 \\ {\rm SST}\;(1) \to 5.0 \\ {\rm SST}\;(1) \to 10.0 \end{array}$	PASS
BasicOperation4	Detect two devices of the same type with the correct $\rightarrow$ value.	$\begin{array}{c} \text{SST } (0) \rightarrow 0.0 \\ \text{SST } (2) \rightarrow 12.0 \end{array}$	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.	$\begin{array}{c} \text{SST } (0) \to 0.0 \\ \text{SST } (2) \to 12.0 \\ \text{SST } (1) \to 7.0 \end{array}$	PASS
BasicOperation7	Remove the second of two SST devices.	$\begin{array}{c} \text{SST } (0) \to 0.0 \\ \text{SST } (2) \to 12.0 \\ \text{SST } (1) \to 5.0 \end{array}$	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 the 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) $\rightarrow$ 0.0; DESD (0) $\rightarrow$ 0.0; LOAD (0) $\rightarrow$ 0.0; SST (0) $\rightarrow$ 0.0 DRER (2) $\rightarrow$ 39.0; DESD (1) $\rightarrow$ 10.0; LOAD (1) $\rightarrow$ 42.0; SST (1) $\rightarrow$ 5.0 DRER (2) $\rightarrow$ 49.0; DESD (1) $\rightarrow$ 10.0; LOAD (1) $\rightarrow$ 42.0; SST (1) $\rightarrow$ 10.0	
Failure1	Fail before sending the DGI device states.	Removing an adapter due to timeout	PASS
Failure2	Fail after sending the DGI device states.	$\begin{array}{c} \text{SST } (0) \to 0.0 \\ \text{SST } (1) \to 5.0 \\ \text{SST } (0) \to 0.0 \end{array}$	PASS
Failure3	Sleep after sending the device states and quickly continue.	$\begin{array}{c} \text{SST } (0) \rightarrow 0.0 \\ \text{SST } (1) \rightarrow 5.0 \end{array}$	PASS
Failure4	Sleep after sending the device states and continue after a delay.	$\begin{array}{c} {\rm SST}\;(0) \to 0.0 \\ {\rm SST}\;(1) \to 5.0 \\ {\rm SST}\;(0) \to 0.0 \\ {\rm SST}\;(1) \to 5.0 \end{array}$	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.	$\begin{array}{c} \text{SST } (0) \rightarrow 0.0 \\ \text{SST } (1) \rightarrow 5.0 \end{array}$	PASS
Failure6B	Controller loses Wi-Fi before sending states and then regains it.	$\begin{array}{c} \text{SST } (0) \rightarrow 0.0 \\ \text{SST } (1) \rightarrow 5.0 \end{array}$	PASS

Test Prefix	Description	Expected Result	Result
Failure7A	DGI loses Wi-Fi after receiving device states.	$\begin{array}{l} \mathrm{SST}\;(0) \rightarrow 0.0 \\ \mathrm{SST}\;(1) \rightarrow 5.0 \\ \mathrm{SST}\;(0) \rightarrow 0.0 \end{array}$	PASS
Failure7B	Controller loses Wi-Fi after sending the DGI device states.	$\begin{array}{l} \mathrm{SST}\;(0) \rightarrow 0.0 \\ \mathrm{SST}\;(1) \rightarrow 5.0 \\ \mathrm{SST}\;(0) \rightarrow 0.0 \end{array}$	PASS
Failure8A	DGI loses Wi-Fi after receiving device states and regains it instantly.	$\begin{array}{c} \text{SST } (0) \rightarrow 0.0 \\ \text{SST } (1) \rightarrow 5.0 \end{array}$	FAIL <sup>1</sup>
Failure8B	Controller loses Wi-Fi after sending device states and regains it instantly.	$\begin{array}{c} \text{SST } (0) \rightarrow 0.0 \\ \text{SST } (1) \rightarrow 5.0 \end{array}$	FAIL <sup>2</sup>
Failure9A	DGI loses Wi-Fi after receiving device states and regains it after a delay.	$SST (0) \rightarrow 0.0$ $SST (1) \rightarrow 5.0$ $SST (0) \rightarrow 0.0$ $SST (1) \rightarrow 5.0$	PASS
Failure9B	Controller loses Wi-Fi after sending device states and regains it after a delay.	$SST (0) \to 0.0$ $SST (1) \to 5.0$ $SST (0) \to 0.0$ $SST (1) \to 5.0$	PASS
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: scripts/UnexpectedError2:SST1 gateawy	PASS

 $<sup>^1{\</sup>rm Testcase}$  is impractical with reasonable timeout.  $^2{\rm Testcase}$  is impractical with reasonable timeout.

Test Prefix	Description	Expected Result	Result
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	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
UnexpectedError10	The DGI adapter factory receives a packet containing non- sense 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

Test Prefix	Description	Expected Result	Result
UnexpectedError12	The DGI adapter receives a packet containing a lone command with the wrong delimiter follwed 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.	$\begin{array}{c} \text{SST } (0) \rightarrow 0.0 \\ \dots \\ \text{SST } (2) \rightarrow 12.0 \end{array}$	PASS
MultipleControllers2	Have two controllers use the same device type with identical names.	$\begin{array}{c} \text{SST } (0) \rightarrow 0.0 \\ \dots \\ \text{SST } (2) \rightarrow 12.0 \end{array}$	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
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

Test Prefix	Description	Expected Result		Result
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.	$\begin{array}{c} \text{SST } (0) \rightarrow 0.0 \\ \dots \\ \text{SST } (1) \rightarrow 20.0 \end{array}$	$\begin{array}{l} \mathrm{SST}\;(0) \rightarrow 0.0 \\ \dots \\ \mathrm{SST}\;(1) \rightarrow 20.0 \end{array}$	PASS
MultipleDGI2	Have two DGI converge to a negative normal value.	$\begin{array}{c} \text{SST } (0) \rightarrow 0.0 \\ \dots \\ \text{SST } (1) \rightarrow -5.0 \end{array}$	SST $(0) \rightarrow 0.0$  SST $(1) \rightarrow -5.0$	PASS
MultipleDGI3	Have the normal value change during convergence.	$\begin{array}{c} \text{SST } (0) \rightarrow 0.0 \\ \dots \\ \text{SST } (1) \rightarrow -3.0 \\ \dots \\ \text{SST } (1) \rightarrow -6.0 \end{array}$	$\begin{array}{l} \mathrm{SST}\;(0) \rightarrow 0.0 \\ \ldots \\ \mathrm{SST}\;(1) \rightarrow -3.0 \\ \ldots \\ \mathrm{SST}\;(1) \rightarrow -6.0 \end{array}$	PASS
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 with no attached devices.	$\begin{array}{c} \text{SST } (0) \rightarrow 0.0 \\ \dots \\ \text{SST } (1) \rightarrow 10.0 \end{array}$	SST $(0) \rightarrow 0.0$	PASS