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## **Pre-testing:**

- 1. Set up connection so that your server can connect to the target server
- 2. Run 2 servers
- 3. Run 2 clients (one on each server)

## Testing:

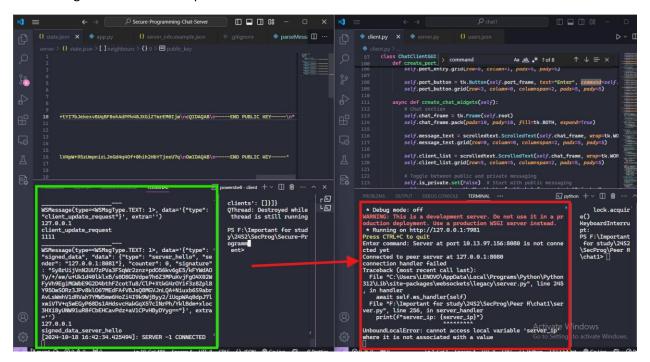
	Process	Expected behavior	Result (Pass / Fail / Unsure)	Comment
1	server_hello	The traffic is captured at the server	Unsure	The traffic is capture but: - If our server runs later, exception is raised on the other group's server. But, a server_hello message is received later on our end, which mean the connection between 2 servers are established When Group 12's server connect to ours,
2	client_update_request	A client list is sent back to the server.	Fail	Our server receives nothing after sending a client_update_request.
3	Sending message (chat or public_chat) from clients.	The message successfully appears in the correct format at target client (s).	Fail	- Due to the difference in the way to create signature and fingerprint, although public_chat is received at both ends, it is not validated As online clients from our server is not shown in Group 12's client's UI, I cannot choose a client to send message to. On the other hand, when our client send a private message to that server, "Unable to load PEM file" error is raised.
4	Updated online users	When a new user connects or a user disconnect in the distant server, the clients list on left-hand side menu is updated.	Unsure	<ul> <li>The expected behavior only happens on our end, when a user on the other side goes online.</li> <li>When a client on the other server goes offline, the client list is received at</li> </ul>

	our	r client but is not
	pro	perly handled. This
	ma	ke the offline user
	ren	nain online on our end.
	- It	does not work the
	oth	ner way (no update on
	Gro	oup 12's clients).

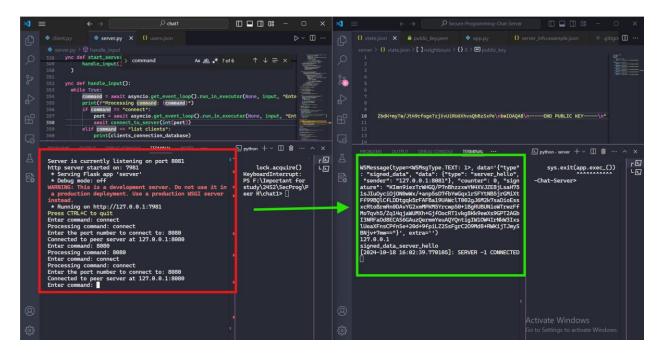
#### **Screenshots:**

1.

Connecting our server to Group 12's

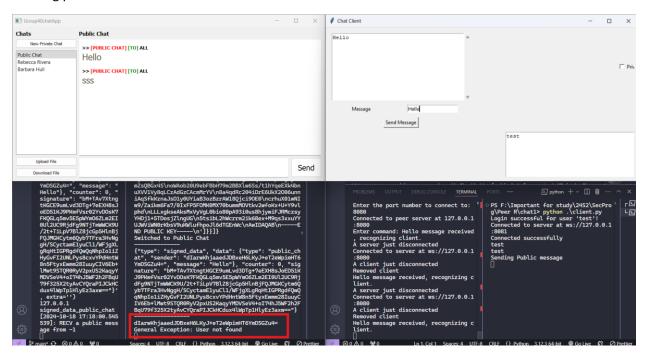


Connecting Group 12's server to ours

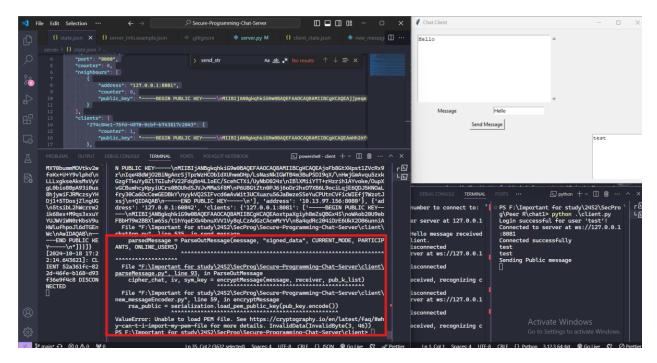


### 3. Sending messages

### Sending public chat:



Sending private chat:



#### 4. Online user update

(Inside red squares are the same entity)

