Group 28 Interoperability Testing

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Pre-testing:

- 1. Adjusted IP, public and private key in both implementation.
- 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	Pass	Traffic is captured and servers are joinable. Unsure if hello message read from other server as server does not print
2	client_update_request	A client list is sent back to the server.	Pass	Client update request is sent and received when clients join or leave.
3	Sending message (chat or public_chat) from clients.	The message successfully appears in the correct format at target client (s).	Fail	The message is sent from our server to theirs however not vice-versa. Other client is not able to read message as signature is not verified.
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.	Pass	Client lists are updated from both servers

Screenshot:

- 1. Server hello and
- 2. client request

Group 28's server:

```
Client close the connection
Received msg: signed_data server_hello
null
Can not find the severs public key: 127.0.0.1:8080
Received msg: client_update_request
Received msg: client_update
```

Our server:

3. Sending message

Group 28's server:

```
Client close the connection
Received msg: signed_data server_hello
null
Can not find the severs public key: 127.0.0.1:8080
Received msg: client_update_request
Received msg: client_update
Received msg: signed_data public_chat
    Message signature verify failed.
Received msg: signed_data public_chat
    Message signature verify failed.
Received msg: signed_data hello
sending client update to 127.0.0.1:8080
Received msg: signed_data public_chat
```

Confusingly, I was able to send messages via our client to the other groups server, however I could not read the contents due to the message signature unable to being verified. When sending a message from the other groups client to our server, there was no packet being sent and therefore was not showing any sign on our server.