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| Test Case | Expected | Actual | Pass/Fail |
| List when no room created | No rooms are created yet. | No rooms are created yet. | Pass |
| Joining Room which is not created yet | No such room is available | No such room is available | Pass |
| Entering a username which already exists | Username already exists. Prompt for entering again | Username already exists. Prompt for entering again | Pass |
| Leave room which not created | No such room is available yet | No such room is available yet | Pass |
| Send message to room which is not created yet | Room has not been created yet | Room has not been created yet | Pass |
| Create a room with room name that has already been created | Room already exists | Room already exists | Pass |
| Send message to room the user is not a part of | Cannot send a message you are not a part of room | Cannot send a message you are not a part of room | Pass |
| Leave room which user is not a part of | You are not a member of room to exit | You are not a member of room to exit | Pass |
| Exit the room where only that user was a part of. | Should quit the room and room will still exist | Will quit the room and room will still exist | Pass |
| 5 User in a room and 6th user try to join | Room is full | Room is full | Pass |
| If user leaves the chatsapp | Should be removed from all rooms and appropriate message should go to all room members | Message sent to room members and room left and app left server message | Pass |
| When the only active user leaves the app | Server should keep running | Server keeps running and accepts new client | Pass |
| Send empty message to room | Ask for message of length more than 1 | Asked for message with length greater than equal to 1 | Pass |
| Any invalid command | Enter a valid command | Enter a valid command | Pass |
| If server gets shutdown | Client shuts down too | Client shuts down | Pass |