**Prompt for User Story-1:**

**1.**Create a Chat.js component inside the Testing Engine module that renders a chat interface with a scrollable conversation area and a text input for user messages. Use local state to store the chat history and dynamically render new messages.”

**2.**“Below the chat interface, add a ‘Testing Button’ labeled ‘Run Test’. On click, it should trigger a placeholder function (e.g., handleRunTest()) that currently just logs a message or updates state to simulate a test action.”

**3.**“Implement a minimal user flow: when the user types a message and presses enter, append the new message to the chat array. Auto-scroll the conversation container to ensure the newest message is visible without manual scrolling.”

**4.**“Use either basic CSS or a library like styled-components to style the chat messages distinctly (user vs. system messages). For the ‘Testing Button’, ensure it has a clear primary style (e.g., a bright color) and intuitive hover/focus states.”

**5.**“Integrate this Chat.js component (with the ‘Testing Button’) into the main Testing Engine UI route (e.g., /testing). Verify that the chat remains functional and the button reliably triggers the placeholder test logic without errors.”

**Prompt for User Story-2:**

1.“Add a ‘Testing Button’ to the main Testing Engine UI. Label it clearly, for instance ‘Run Test’, so users easily recognize its purpose.”

2.“When the button is clicked, open a pop-up or modal that will display the test execution details—such as which test is running, steps being executed, or any live logs.”

3.“Within this pop-up, implement a real-time (or near-real-time) console log display that updates as the test proceeds, providing status messages or progress indicators.”

4.“After the test completes, show a final test result (e.g., ‘Test Passed’ or ‘Test Failed’) in a dedicated section of the same pop-up, possibly with summary metrics like time taken or errors encountered.”

5.“Include a clear button or control in the pop-up to allow users to dismiss it once they have reviewed the console logs and final result, returning them to the main Testing Engine UI.”