*Test Report*

**Distributed Systems Application**

***Team members:***

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***Date: 03/07/2015***

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# ***Introduction***

Test plan document is the document that is going to have the structure of our testing to the functionality. This plan will help our group to make sure that we have reached the goal of our product.

# ***What to test?***

This session list the functionalities to be tested. They are:

## Hybrid Application

1. Logging in;
2. Sending a public message;
3. Connecting to a user that sent a public message;
4. Sending a private message;
5. Connecting to a user that is disconnected;
6. Sending a public message after a user is disconnected;
7. Sending a private message to a user that is disconnected;
8. Closing the application;

## Peer-toPeer Application

1. Logging in;
2. Sending a public message;
3. Sending a private message;
4. Disconnecting from the other users;
5. Reconnecting to the other users;
6. Closing the application;
7. Sending a public message after a user closed his client;

## Hybrid Application:

### Logging in

Open Client.

1) Insert a username in the textbox and click the Login button. The application should load, and show the state 2.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Number | Expected Result | Result | Pass / Fail | Remark |
| 1 | State 2 reached | Expected | Pass |  |

### Sending a public message

Continuation from state 2.

1. The user types a message in the textbox and clicks send.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Number | Expected Result | Result | Pass / Fail | Remark |
| 2 | Other users get the message | Expected | Pass |  |

### Connecting to a user that sent a public message

Continuation from state 2 after receiving a message.

1. The user double clicks on the message sent by another user.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Number | Expected Result | Result | Pass / Fail | Remark |
| 3 | State 4 is reached | Expected | Pass |  |

### Sending a private message

Continuation from state 4 after connecting to a user that sent a public message.

1. The user types a message in the textbox and clicks send.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Number | Expected Result | Result | Pass / Fail | Remark |
| 4 | Other user receives the message | Expected | Pass |  |

### Connecting to a user that is disconnected

Continuation from state 2 after a user sent a public message and was disconnected.

1. The user double clicks the message sent by the user.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Number | Expected Result | Result | Pass / Fail | Remark |
| 5 | Nothing happens | Expected | Pass |  |

### Sending a public message after a user is disconnected

Continuation from state 2 after a user sent a public message and was disconnected.

1. The user types a message in the textbox and clicks send.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Number | Expected Result | Result | Pass / Fail | Remark |
| 15 | The message is received for all the users that are still connected | Expected | Pass |  |

### Sending a private message to a user that is disconnected

Continuation from state 4 after connecting to a user that is disconnected.

1. The user types a message in the textbox and clicks send.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Number | Expected Result | Result | Pass / Fail | Remark |
| 6 | Nothing happens | Message was sent, but not received | Fail | User should have been unable to send the message |

### Closing the application

Continuation from states 2, 3 or 4.

1) The user clicks on the “X” button.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Number | Expected Result | Result | Pass / Fail | Remark |
| 7 | Client is closed and unsubscribed from server | Expected\* | Pass | \*Unable to unsubscribe when disconnected |

## Peer-to-peer Application:

### Logging in

Open Client.

1) Insert a username in the textbox and click the Login button. The application should load, and show the state 2.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Number | Expected Result | Result | Pass / Fail | Remark |
| 1 | State 2 reached | Expected | Pass |  |

### Sending a public message

Continuation from state 2.

1. The user types a message in the textbox and clicks send.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Number | Expected Result | Result | Pass / Fail | Remark |
| 2 | Other users get the message | Expected | Pass |  |

### Sending a private message

Continuation from state 4 after connecting to a user that sent a public message.

1. The user types a message in the textbox and clicks send.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Number | Expected Result | Result | Pass / Fail | Remark |
| 4 | Other user receives the message | Expected | Pass |  |

### Disconnecting from the others

Continuation from states 2, 3 or 4.

1. The user interrupts his connection with the other users

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Number | Expected Result | Result | Pass / Fail | Remark |
| 27 | All other users appear offline to the actor, and the actor appears offline to all the other users | Expected | Pass |  |

### Reconnecting to the other users

Continuation from states 2, 3 or 4 after disconnecting.

1. The user recuperates his connection with the other users

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Number | Expected Result | Result | Pass / Fail | Remark |
| 27 | User sees who he is connected to as online, and all see him as online |  |  |  |

### Closing the application

Continuation from states 2, 3 or 4.

1) The user clicks on the “X” button.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Number | Expected Result | Result | Pass / Fail | Remark |
| 7 | Client is closed | Expected | Pass |  |