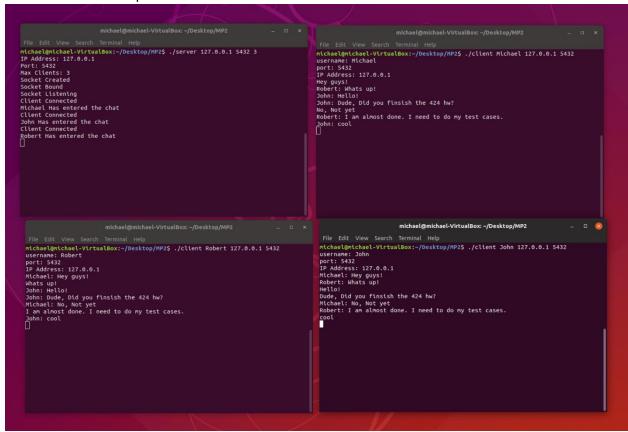
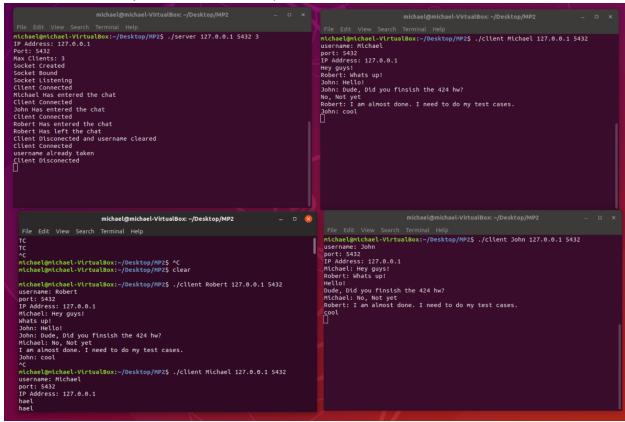
## 424 MP2 Report

Test Case 1: normal operation of the chat client with three clients connected

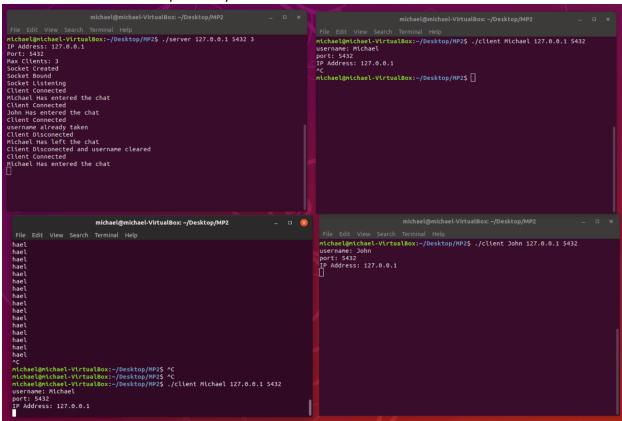


Test Case 2: server rejects a client with a duplicate username



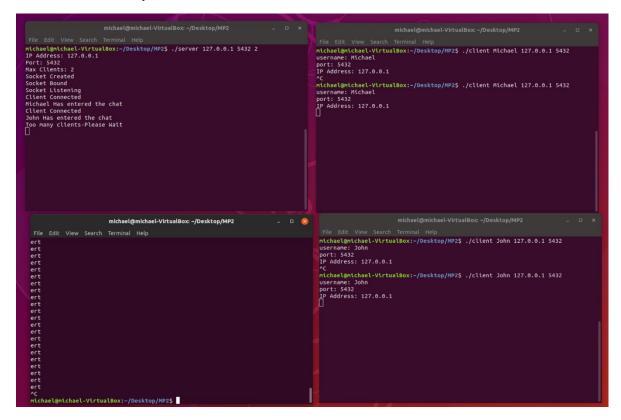
Note: If you look at the server log it detects that the username "Michael" is already taken and closes the connection to that client.

Test Case 3: Server allows a previously used username to be reused



Note: Michael (Client 1 (top right)) and John (Client 3 (bottom right)) join the server first. Client 2 (bottom left) tried to join as Michael but the server rejected him. Client 1 left the server and the user name "Michael" became available again thus letting Client 2 connect as Michael.

Test case 4: Server rejects the client because it exceeds the maximum # of clients



Note: The max number of clients set by the server is 2. Client 1 and Client 3 both join the server thus maxing out the number of clients on the server. When Client 2 tries to connect it is rejected since the server is already full.