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| Register | | |
| # | STEP | EXPECTED RESULT |
| 1 | Start program | The LOIN screen pops up |
| 2 | Press the Register Button | A third input-field “repeat password” appears |
| 3 | Enter a Username | The user input is visible in clear text |
| 4 | Enter Password | The password is shown in \*\*\*\*\*\* |
| 5 | Enter Password again | The password is also shown in the third box |
| 6 | Klick Register | The main window appears |
| **Error Register** | | |
| # | STEP | EXPECTED RESULT |
| 1 | Start program | The LOIN screen pops up |
| 2 | Press the Register Button | A third input-field “repeat password” appears |
| 3 | Enter a Username | The user input is visible in clear text |
| 4 | Enter Password | The password is shown in \*\*\*\*\*\* |
| 5 | Enter Password wrong again | The password is also shown in the third box |
| 6 | Klick Register | An error message appears |
| 7 |  |  |

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| **Log In** | | |
| # | STEP | EXPECTED RESULT |
| 1 | Start program | The LOIN screen pops up |
| 2 | Enter a registered username | The user input is visible in clear text |
| 3 | Enter the right password | The password is shown in \*\*\*\*\*\* |
| 4 | Klick Log in | If the password is correct the main window opens |

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| **Error Log In** | | |
| # | STEP | EXPECTED RESULT |
| 1 | Start program | The LOIN screen pops up |
| 2 | Enter a registered username | The user input is visible in clear text |
| 3 | Enter the wrong password | The password is shown in \*\*\*\*\*\* |
| 4 | Klick Log in | An error message appears |

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| **Add a friend** | | |
| # | STEP | EXPECTED RESULT |
| 1 | Press the Add Friends button | A small window with an input field for the ID appears |
| 2 | Insert the Tag of a registered friend | The tag is shown in clear text |
| 3 | Klick the send button | The window closes |

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| **Error Add a friend** | | |
| # | STEP | EXPECTED RESULT |
| 1 | Press the Add Friends button | A small window with an input field for the ID appears |
| 2 | Insert an invalid tag | The tag is shown in clear text |
| 3 | Klick the send button | An error message appears |

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| **Remove a friend** | | |
| # | STEP | EXPECTED RESULT |
| 1 | Select a friend | The chat with the selected friend is shown in the middle |
| 2 | Press the remove button | The user disappears |

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| **Send a message** | | |
| # | STEP | EXPECTED RESULT |
| 1 | Select a friend | The chat with the selected friend is shown in the middle |
| 2 | Type in a message | The message should be displayed in the box |
| 3 | Press enter or the send button | The message is displayed in the big box with the time, also the selected friend gets the message too |

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| **Call a friend** | | |
| # | STEP | EXPECTED RESULT |
| 1 | Select a friend | The chat with the selected friend is shown in the middle |
| 2 | Press the call button | A call menu appears, also the friend gets a call request |
| 3 | The friend accepts the call | A connection is established and the two can talk to each other |
| 4 | Press the dismiss button | The call is stopped and the connection is canceled |

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| **See Statistics** | | |
| # | STEP | EXPECTED RESULT |
| 1 | Select a friend | The chat with the selected friend is shown in the middle |
| 2 | Klick the Stats button | The middle changes to a diagram and the stats |

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| **See Status** | | |
| # | STEP | EXPECTED RESULT |
| 1 | Select a friend | The chat with the selected friend is shown in the middle |
| 2 |  | Under the username the Status of the user is shown |

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| **Change color** | | |
| # | STEP | EXPECTED RESULT |
| 1 | Press the settings button | The settings window appears |
| 2 | Press the button with the right color | The user interface changes to the selected color |

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| **Change PB** | | |
| # | STEP | EXPECTED RESULT |

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| **Change** **Volume** | | |
| # | STEP | EXPECTED RESULT |
| 1 | Press the settings button | The settings window appears |
| 2 | Set the audio controller | The sound gets louder or quitter |