**The list of the bugs:**

* Server accepts client even that the username **or** password is incorrect – high priority
* Server doesn’t reject a client after a lot of wrong attempts - high priority
* The server provides the username and password in the warn "wrong login" – high priority
* The server returns status code 418, when the client tries to access an invalid page (for example page 0), instead of status code 404- "page not fount" – low priority
* The server returns status code 200 when the client tries to access "not supported" methods like delete or post, instead of 405 or 406. – medium priority
* Some IDs have no value in name field.
* The data from the server is changed for each get – high priority
* each page is missing the last player
* In page 17 all the data is "Null".
* From page 18, all the data is the same in every page, maybe because it is a development environment and not a real database.
* The server crashes when it receives several "get" requests at the same time – Hight priority.
* Mem Error after ~30000 get requests. -
* When I run get requests in a loop, CPU is high but maybe it's because of the loop from the client and not a server bug.
* The protocol of the server is HTTP and not HTTPS - may because it's a development environment and not production environment.

**Repro steps for each bug.**

Server accepts client even that the username **or** password is incorrect – high priority

**Scenario**:

Open browser or another client in:

localhost:8000/players?page=2

enter username and empty\incorrect password

**Expected results:**

No connection to the server

**Actual result:**

Connection to the server establish

Server doesn’t reject a client after a lot of wrong attempts

**Scenario:**

Try to connect to the server with wrong username and password.

**Expected result:**

After 5 (or TBD) times server rejects this client,

**Actual result:**

Server doesn’t reject a client after a lot of wrong attempts.

The server provides the username and password in the warn "wrong login"

**Scenario:**

Try to connect to the server with wrong username\password.

**Expected result:**

Client doesn’t connect to the server, and server doesn’t provide user name\password

**Actual result:**

The server provides the username and password in the warn "wrong login" is it not safely

The server returns status code 418, when the client tries to access an invalid page (for example page 0), instead of status code 404- "page not found"

**Scenario:**

Try to access invalid page for example page 0,

**Expected result:**

The server returns status code 404 – page not found

**Actual result:**

The server returns wrong status code 418.

The server returns status code 200 when the client tries to access "not allowed" methods like delete or post, instead of 405 or 406.

**Scenario:**

Try to send delete or post to the server

**Expected result:**

The server returns status code 405 or 406 (error status code)

**Actual result:**

The server returns Stats code 200 – ok status code.

Some Names field have no value.

**Scenario:**

Send get to the server.

Read the json from the server,

Tested if all the ID field have value, and all Name field have value.

**Expected result:**

All the name and id have value.

**Actual result:**

Some Names field have no value.

The data from the server is changed for each get – high priority

**Scenario:**

Send get from the server.

Save the data, and send another get from server.

Compare between 2 gets.

**Expected result:**

The data is the same in 2 gets.

**Actual result:**

The data is changed between 2 gets.

Each page is missing the last player

**Scenario:**

Read from 3 pages and save the data,

**Expected result:**

Tests if the first id in the next page in only one more that the last id from the previous page.

**Actual result:**

first id in the next page is two more that the last id from the previous page

In page 17 all the data is "Null".

From page 18, all the data is the same in every page, maybe because it is a development environment and not a real database.

**Scenario:**

Send get to the server page 17,18,19,20.

Read the json from the server,

Actual result:

In page 17 all the data is "Null".

From page 18, all the data is the same in every page, maybe because it is a development environment and not a real database.

The server crashes when it receives several "get" requests at the same time.

**Scenario:**

Send get request from some clients at the same time.

**Expected result:**

Server responses to all the clients.

Actual result:

The server crashes.