Testing Server Components

Testing each method - Create a Server object to test the following:

loadInUsers – Sets the user vector to the contents of a given file.

loadInChatRooms - sets the chatroom vector to the contents of a given file.

getListUsers – Set the users and check using the get method.

getChatrooms - Set the Chatroom and check using the get method.

getUserChatrooms – Given a String get the chatrooms that the user is in

isITUser - Checks to see if a user has a UserType IT in its object

UserAuthentication – checks a given password and user is a matching pair in the directory

getTerminalLogger – Gets the logging object.

updateNewMessage – updates the right chatroom with a new message – Check if vectory is updated

updateUserStatus – updates user’s UserStatus – ONLINE OR OFFLINE – Check if status really changes

1. Testing in loadInUsers

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ID | Input | Expected Result | Actual Result | Status |
| 1 | File that has 5 valid users | Loads 5 users into user vector | Vector has 5 Users | Passes |
| 2 |  |  |  |  |
| 3 |  |  |  |  |

1. Testing getListUsers

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ID | Input | Expected Result | Actual Result | Status |
| 1 | No input | Returns the Current server objects User Vectory |  |  |

Iteration 1