Test Requirement Document 2

**User Story**: Websocket creation (Server)

Testcase 1 - Server connects to client on initiation

Expected - server should connect to client on initiating connection from client.

Actual - server connects to client on initiating connection from client.

Testcase 2 - Test start, stop and send buttons

Expected result – Send (without auto-reset enabled) sends single data to client. With auto-reset enabled, start button makes server to continuously sends data at the set frequency denoted by EmoState Interval until stop button is hit.

Actual result - Send sends single data to client With auto-reset enabled, start starts to send data at set frequency and stop stops the sending of data to client.

Testcase 3 - Test auto-reset checkbox

Expected result- Checking Auto reset should enable the server to send data continuously to client when start is hit.

Actual result- On hitting start with Auto reset enabled, server sends data continuously to client.

Testcase 4 - Test frequency/time interval

Expected result - Data should be generated at the set frequency.

Actual result - Data is generated according to the set frequency.

The result is verified using the console logs.

**User Story**: Plotting binary and floating point values for facial expressions

Testcase 1- Test chart display panel positioning

Expected - Facial expression panel should be positioned appropriately.

Actual - Facial expression panel is positioned appropriately.

Testcase 2 - Test the plotted performance metrics

Expected Result - Performance metrics should be plotted in the chart according to the value given.

Actual result - Performance metrics are plotted in the chart according to the value given.

**User Story** - Replace a eye button with eye radio button

Testcase 1 - Check the working of eye radio button and activate button

Expected Result - When auto-reset is set, the radio button should change to an activate eye button

Actual Result - When auto-reset is set, the radio button changes appropriately to an activate eye button with the required action

**User Story** - Auto reset button for controlling eye expressions

Testcase 1 - Test the working of Auto-reset

Expected Result – The auto-reset should reset the eye expressions

Actual result – The auto-reset resets the eye expressions

**User Story** - Performance Metrics Section for server

Testcase1 - Test the performance metrics section which generates the values for different metrics

Expected output - Performance metric and the value should be allowed to be selected through the drop down to be sent to the client

Actual output - Performance metric and the values are allowed to be selected through the drop down to be sent to the client

**User Story**

Testcase 1 - Simulate errors and look for corresponding message in logs.

Expected - The logs should contain messages related to connection and sending data.

Actual - The logs contain messages related to connection and sending data.

**User Story**

Testcase 1 - Check if the upperface panel is positioned appropriately

Expected - Positioned under the detection tab of the lower part of the server  
Actual - Positioned under the detection tab of the lower part of the server

**User Story**

Testcase - Check the contents of combobox

Expected - The Upper face contains "Raise Brow" and "Furrow Brow" options under it.  
Actual - The Upper face contains "Raise Brow" and "Furrow Brow" options under it.

**User Story**

Testcase - Test the working of updownbuttons

Expected - The up-down buttons should allow values from 0 to 1  
Actual - The up-down buttons allow values from 0 to 1

**User Story**

Testcase - Test textfield values

Expected result - The text field should allow only values between 0 and 1.  
Actual result - Issue in the text field allows values only between 0 and 1.

**User Story**

Testcase - Server connects to client on initiation

Expected - server connects to client on initiatingÂ connection from client.  
Actual - server connects to client on initiating connection from client.

**User Story**

Testcase - Test start, stop and send buttons

Expected result - Send(without auto-reset enabled) sends single data to client. With auto-reset enabled, start button makes server to continuously sends data at the set frequency denoted by EmoState Interval until stop button is hit.  
Actual result - Send sends single data to client With auto-reset enabled, start starts to send data at set frequency and stop stops the sending of data to client.

**User Story**

Testcase - Test auto-reset checkbox

Expected result- Checking Auto reset should enable the server to send data continuously to client when start is hit.  
Actual result- On hitting start with Auto reset enabled, server sends data continuously to client.

**User Story**

Testcase - Test frequency/time interval

Expected result - Data should be generated at the set frequency.  
Actual result - Data is generated according to the set frequency.  
The result is verified using the console logs.

**User Story**

Testcase - connecting to server with correct input

Expected result - Client should connectÂ to the server successfully when the correct ip and port are supplied.  
Actual - The client is able to connect to the server with the correct ip and port of the server.

**User Story**

Testcase - connecting to server with invalid input

Expected results - The client should not connect to the serverÂ when tried to connect with any port other than the one the server is bound to.  
Actual - Issue: The client connects to the server with any given input port.  
Issue fixed

**User Story**

Testcase - Validate the value of the timer on the client against the values sent by the server

Expected - The timer values should be consistent on the client and the server

Actual - The timer values is consistent on the client and the server