S.No.	Functionality	Test case	Expected result	Actual Result	Pass/Fail
1	**Connection to server**	Incorrect Host Name	Shows error message	Shows error message	Pass
		Incorrect Port Number	Shows error message	Shows error message	Pass
		Host Name - Valid Name/IP Address	Should get connected	Connected	Pass
		Opening multiple servers and establish connection	Connects to one of the servers	Connects to all servers with same port num	Fail
		Reconnect to connected server	Show already connected	Show in server log connection exists	Pass
2	**Exiting client window (Both When Client and server and connected and not connected)**	Click Close Button	Client window should close	Client window should close	Pass
3	**Exiting server window (Both When Client and server and connected and not connected)**	Click Close Button	Server window should close	Server window should close	Pass
4	**Response of binary expressions in expressive tab**	Set blink as active	Should plot 1 with changing expression	Plots 1 and changes expression	Pass
		Set wink left as active	Should plot 1 with changing expression	Plots 1 and changes expression	Pass
		Set wink right as active	Should plot 1 with changing expression	Plots 1 and changes expression	Pass
		Set look left as active	Should plot 1 with changing expression	Plots 1 and changes expression	Pass
		Set look right as active	Should plot 1 with changing expression	Plots 1 and changes expression	Pass
5	**Reponse of floating point values and face expressions in expressive tab**	Set floating point value(0.6) for forrow brow	Should plot 0.6 for forrow brow with changing expression	Plots 0.6 with changing expression	Pass
		Set floating point value(0.6) for raise brow	Should plot 0.6 for raise brow with changing expression	Plots 0.6 with changing expression	Pass
		Set floating point value(0.6) for smile	Should plot 0.6 for smile with changing expression	Plots 0.6 with changing expression	Pass
		Set floating point value(0.6) for clench	Should plot 0.6 for clench with changing expression	Plots 0.6 with changing expression	Pass
		Set floating point value(0.6) for left smirk	Should plot 0.6 for left smirk with changing expression	Plots 0.6 with changing expression	Pass
		Set floating point value(0.6) for right smirk	Should plot 0.6 for right smirk with changing expression	Plots 0.6 with changing expression	Pass
		Set floating point value(0.6) for laugh	Should plot 0.6 for laugh with changing expression	Plots 0.6 with changing expression	Pass
6	**Response in Affective Client Tab**	Set floating point values(0.8) to Affective Expressions - Meditation	Should Plot 0.8 with the selected color	Plots 0.8 with the selected color	Pass
		Set floating point values(0.8) to Affective Expressions - Engagement	Should Plot 0.8 with the selected color	Plots 0.8 with the selected color	Pass
		Set floating point values(0.8) to Affective Expressions - Excitement Short Term	Should Plot 0.8 with the selected color	Plots 0.8 with the selected color	Pass
		Set floating point values(0.8) to Affective Expressions - Frustration	Should Plot 0.8 with the selected color	Plots 0.8 with the selected color	Pass
		Set floating point values(0.8) to Affective Expressions - Excitement Long Term	Should Plot 0.8 with the selected color	Plots 0.8 with the selected color	Pass
		Change color value for each expression(for all 5 expressions) in the Performance Matrix	The color should be changed the value selected should be plotted	Plots the selected valued in the changed color	Pass
7	**Input fields for Expressions**	Enter a negative values in the field (Upperface, Lowerface, Affective)	The value should be set to previous valid value	The value is set to the previous valid value	Pass
		Enter a String in the field (Upperface, Lowerface, Affective)	The value should be set to previous valid value	The value is set to the previous valid value	Pass
		Enter a value greater than 1 in the field (Upperface, Lowerface, Affective)	The value should be set to previous valid value	The value is set to the previous valid value	Pass
		Enter a value using Keyboard in the field (Upperface, Lowerface, Affective)	The value should be set to previous valid value	The value is set to the previous valid value	Pass
		Enter value in the field using the arrows in the UI next to the input field - For Expressions in Detection tab	The values should increase in increments of 0.1	The values increases in increments of 0.1	Pass
		Enter value in the field using the arrows in the UI next to the input field - For EmoStateInterval in Interactive Tab	The values should increase in increments of 0.25	The values increases in increments of 0.25	Pass