TEST CASES

In order to test our code, we ran a chat consisting of 3 clients. The following cases were tested:

1. All the three clients entered the chat by adhering to the JOIN attribute and entering their username and server IP and server port number.
2. In case, the username entered by a new client already existed in the chat session, then that particular client was not added to the chat.
3. When, a client sent any message, it was broadcasted to everyone else.
4. When a client left the chat session, the server took note of that and cleaned up its resources.

The screen shots showing these cases are as attached –



