

Test Report

The app was tested manually, since the assignment didn't specify automated testing. The following steps can be used to recreate the tests:

CreateRoom

- Start server and a client
- >#CreateRoom room1
- >#ListRooms
- observe that room1 is listed

JoinRoom

- start server and a client, give it a name
- >#CreateRoom room2
- start another client, give it a name
- >#JoinRoom 0
- start another client, give it a name
- >#JoinRoom 0
- >hello world
- observe that the two in-room clients have printed 'hello world', and the first client did not

Room Cap and leaving a room

- start server, start a client, give it a name
- >#CreateRoom room3
- Start 5 clients, and do all of the following with each
- >#JoinRoom 0
- with the first client:
- >#JoinRoom 0
- observe that this client could not join; messages sent by the other clients are not received by this client
- #RoomDetails 0
- observe that the room prints a list of users and its current capacity
- With one of the 5 in the room:
- #LeaveRoom
- With one of the clients still remaining:
- >Greetings everyone
- Observe that only the 4 remaining clients received the message