Feature: Login

Scenario: User wants to sign up

**Given** user has no account yet

**When** user has no account

**Then** user clicks sign up button

**Then** user enters username

**Then** user enters e-mail

**Then** user enters password

Scenario: username exists already

**Given** user signs up

**AND** user entered user information

**When** username exists already

**Then** user chooses new username

Scenario 1: User logs on successfully

**Given** user has an account

**When** user has username

**and** remembers password

**Then** enter username

**Then** enter password

**Then** hit enter

**Then** user Is logged on

Scenario 1: User log on fails

**Given** user has user account

**When** user has username

**and** user forgot password

**Then** click “forgot password”

**Then** enter mail

**Then** hit send button

**Then** mail with password is sent

Feature: Input is shown as output in both chats

Scenario: User sends chat

**Given** user is logged on

**And** server client connection stands  
**When** user wants to send chat

**Then** user puts text into text area

**Then** user hits send button

**Then** text is saved in String

**Then** String is sent to Server

**Then** String output in chat window 1

**Then** text is deleted from text area

Scenario: User sends chat and fails

**Given** user is logged on

**And** server client connection does not stand  
**When** user wants to send chat

**Then** user puts text into text area

**Then** user hits send button

**Then** text is saved in String

**Then** String is sent to Server

**Then** Server does not respond

**Then** show error message

Scenario: User does not receive message

**Given** user is logged on

**And** server client connection does not exist

**When** user does not receive message

**Then** Client asks Server for incoming messages

**Then** Client shows message ‘no new messages’

Feature: give chat room after logon

**Given** user account

**And** has logged on

**When** log on succeeded

**Then** open first chat window from list

Feature: several chat rooms

Scenario: user can see chat rooms with names

**Given** several chat rooms exist

**When** several chat rooms exist

**Then** put chat rooms in array

**Then** display chat rooms as table

Scenario: no chat room names

**Given** chat room exists but has no name

**When** chat room exists

**but** has no name

**Then** set name of chat room

**Then** save chat name in list

Feature: selection of chat room

Scenario: user is logged on a picks chat room

**Given** user is logged on

**And** more than one chat room exists

**When** user log on succeeded

**Then** user sees list of chat rooms

**Then** user clicks on whatever chat he want to choose