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4O

Data Communications (Comp 4985)

Comm Audio -- testing

Contents

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# Test Cases

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test Number | Test | Tool / Application | Expected Outcome | Pass / Fail |
| 1 | Server loads and accepts clients |  |  |  |
| 2 | Server can drop sessions |  |  |  |
| 3 | Server can handle multiple clients |  |  |  |
| 4 | Server relays playlist to multiple clients |  |  |  |
| 5 | Server relays user list to multiple clients |  |  |  |
| 6 | Server relays currently playing song to multiple clients |  |  |  |
| 7 | Server continually streams songs on multicast to clients |  |  |  |
| 8 | Server accepts and completes TCP download requests from playlist |  |  |  |
| 9 | Server accepts and completes unicast streaming requests for songs |  |  |  |
| 10 | Client can connect to server |  |  |  |
| 11 | Client receives user/playlist from server |  |  |  |
| 12 | Client displays error message if unable to connect |  |  |  |
| 13 | Client can have voice chat with another client in the list |  |  |  |
| 14 | Client can request TCP download of song from playlist |  |  |  |
| 15 | Client can request streaming song from playlist |  |  |  |
| 16 | Client gracefully handles server dropping |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

# Figures