

# Distributed Social Network Server – Test Report

## Tested Scenarios:

- Tested functionality on a Windows running PC with the following browsers:
  - Mozilla
  - Microsoft Edge
  - Internet Explorer
  - Chrome
- Tested functionality on a Mac with the following browsers:
  - Safari
  - Chrome
- Tested a network including 2 Mac computers and 1 Windows running PC

## Tested Functionalities:

- Tested writing status updates
- Tested that status like numbers are updated on the update status page without reloading page
- Tested that the friend page displays the correct data from each friend
- Tested that a server will block a connection to its data if the requester is not in its friends list
- Tested that the friend page will flexibly accommodate a failure to connect to a friend server or if the friend is missing the required files
- Tested the liking functionality
- Tested that the server would cache friend profile pictures and statuses correctly, allowing for statuses and pictures to be displayed even if the friend server goes offline (provided the cache had already been created)

## Unexpected Testing Revelations:

- Did not expect that the socket library functionality would be somewhat different on a Mac. When a Mac server attempted to connect to another Mac server, but the connection could not be established it would immediately throw a `ConnectionRefusedError`. If a Windows PC were in either position, the connection would just time out.
- The Safari browser sends POST requests slightly differently from the other browsers I tried; it necessitated receiving data 2 times, once for the header and again for the post data