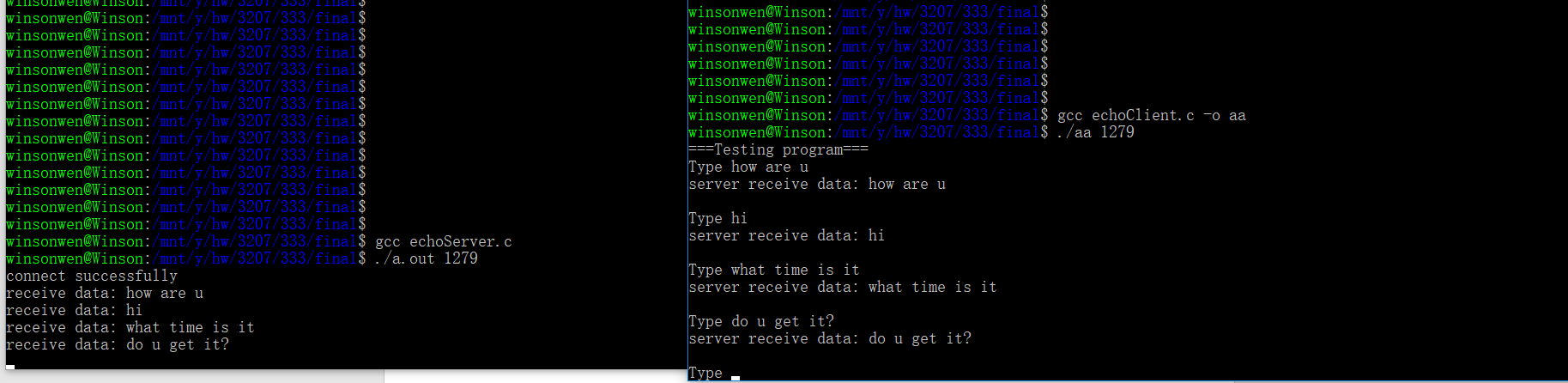
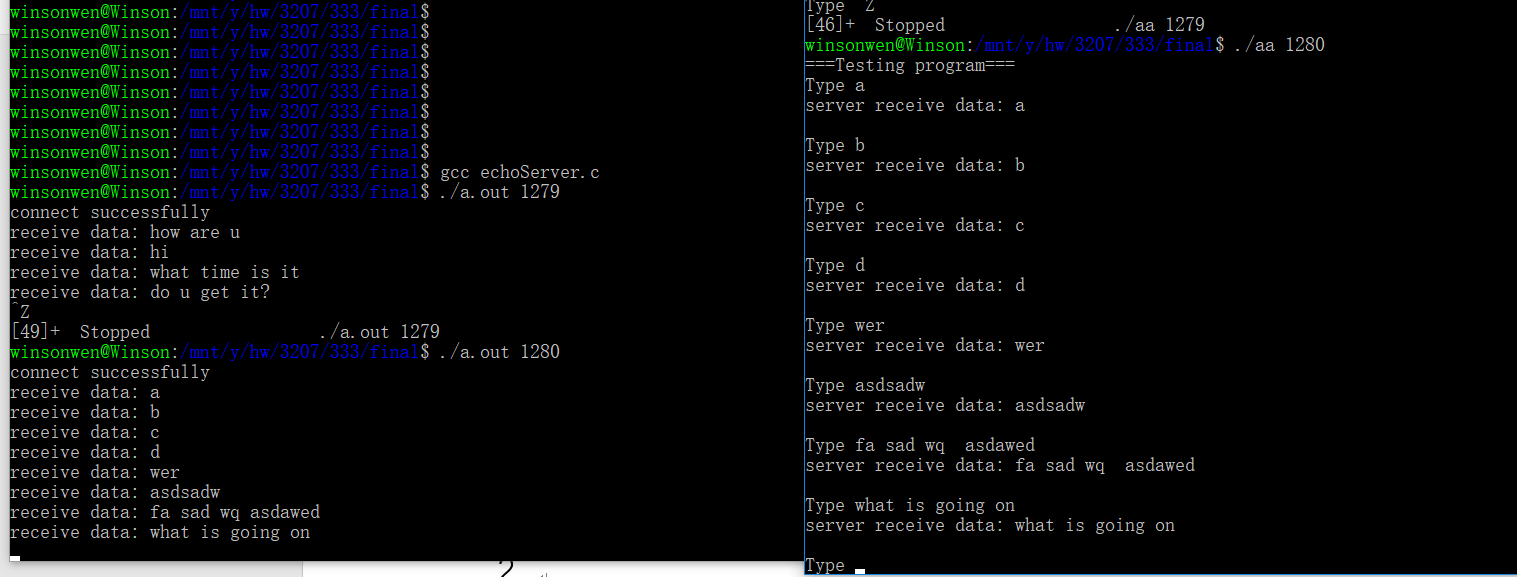
**Testing Requirement**

1. Unit testing on the socket connection

Files echoServer.c and echoClient.c are use for this testing



Server Client



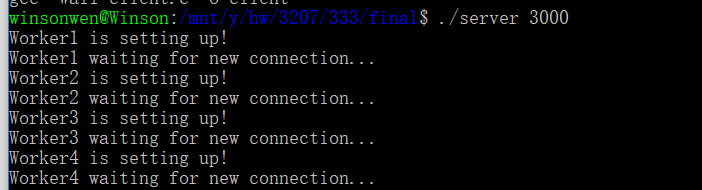
Type anything in client, server will return whatever received back to the client.

1. Modular test on new thread creation

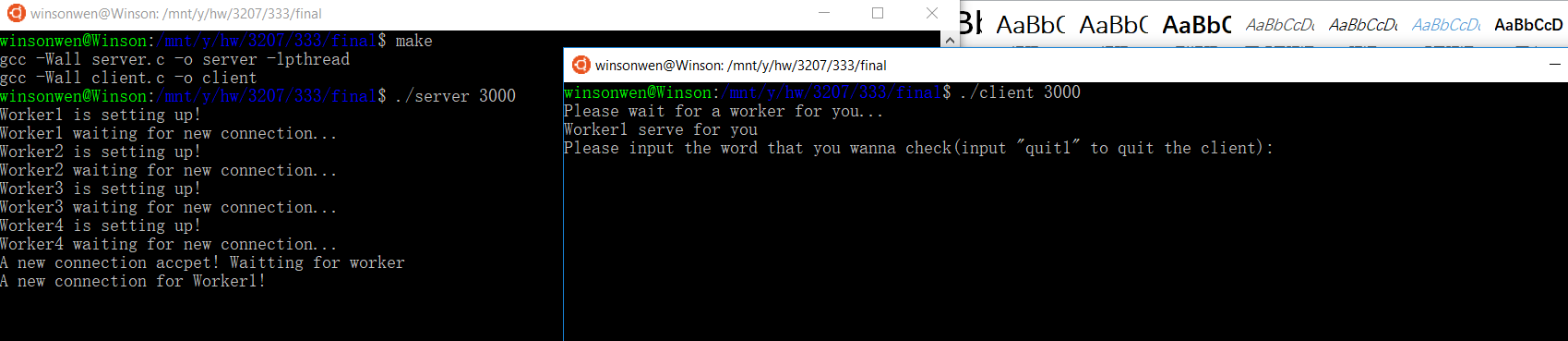


We can set any number of workers which >=1.

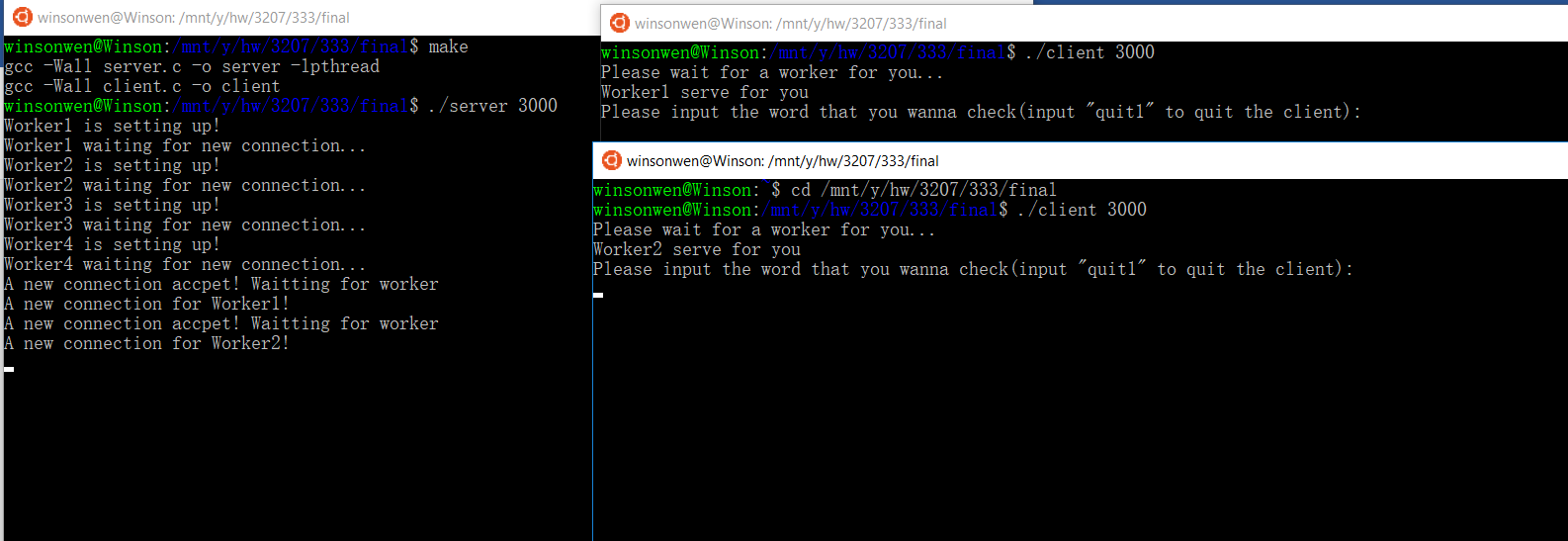
For 4 workers,



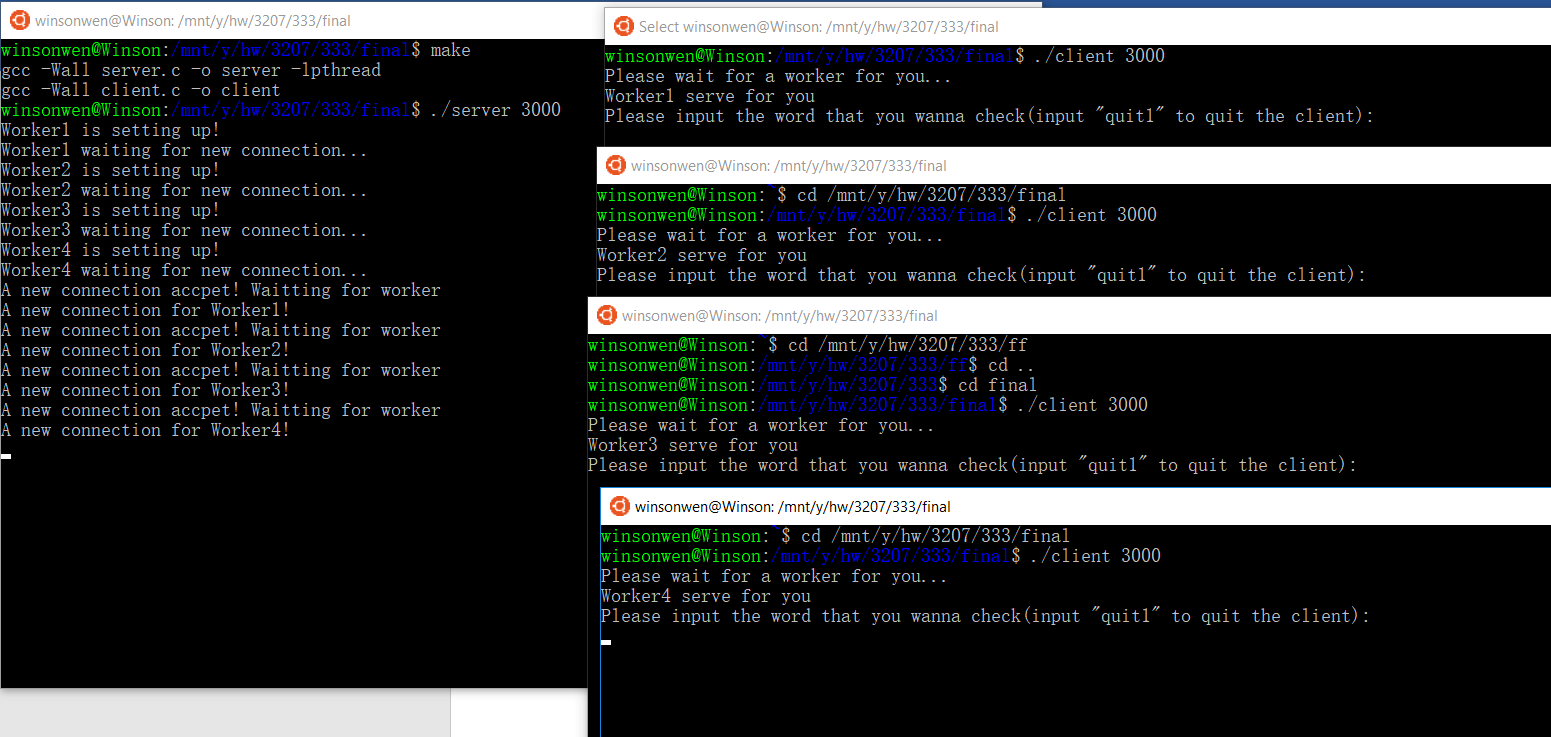
Before run client



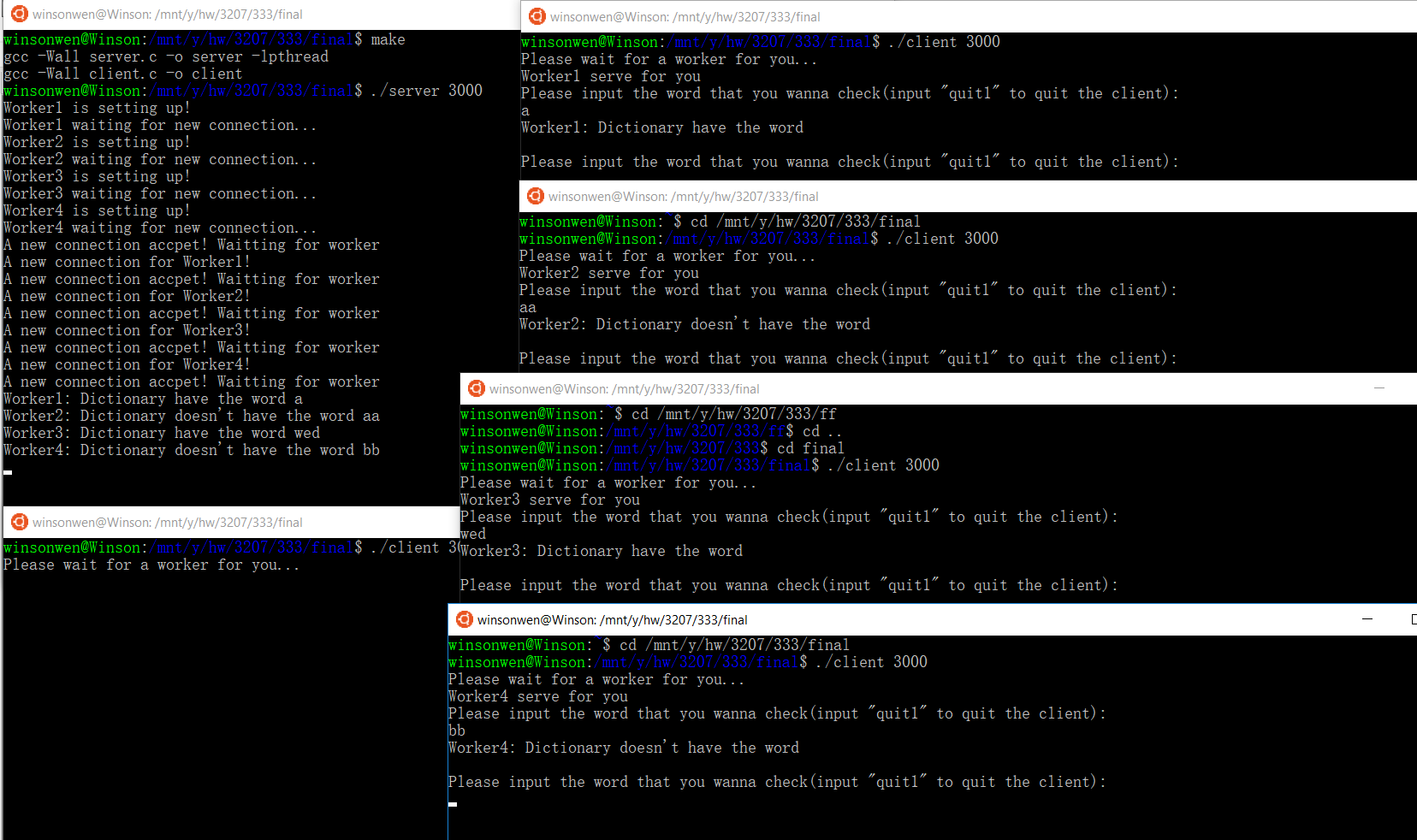
Run 1 client



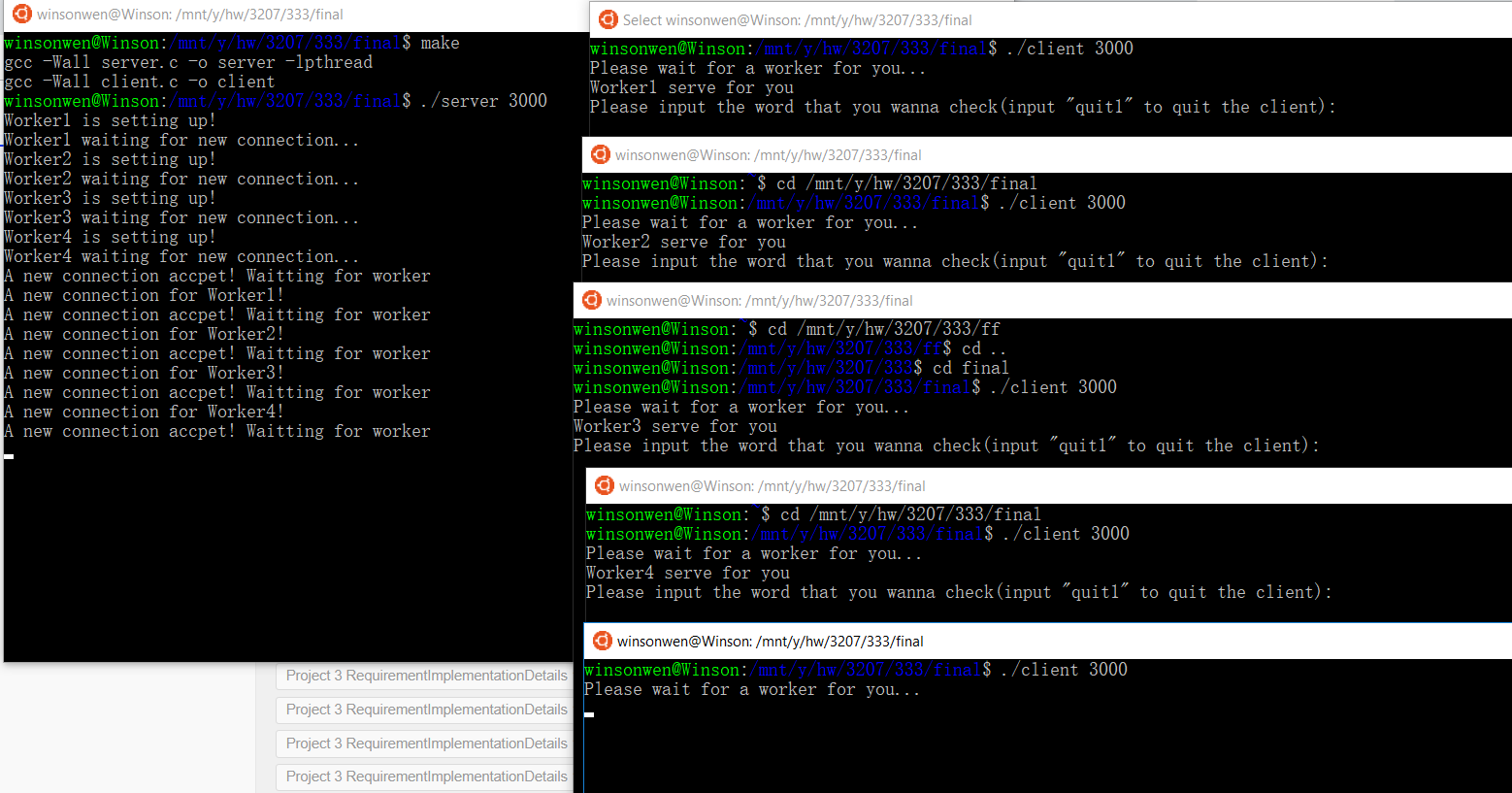
Run 2 client



Run 4 client

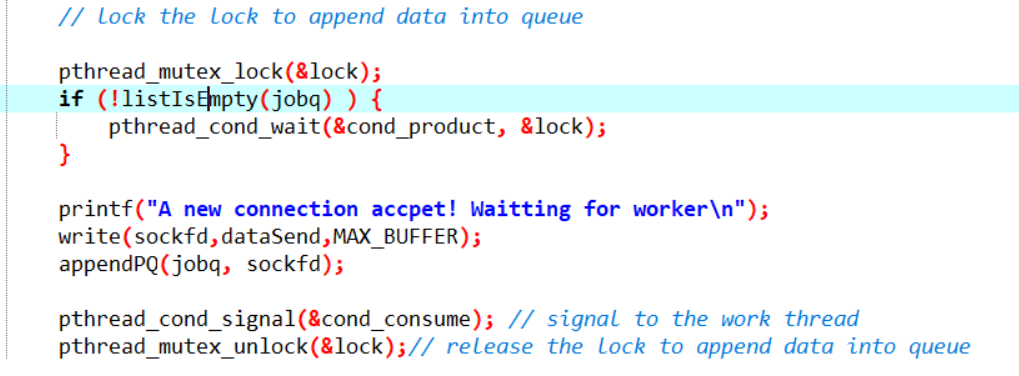
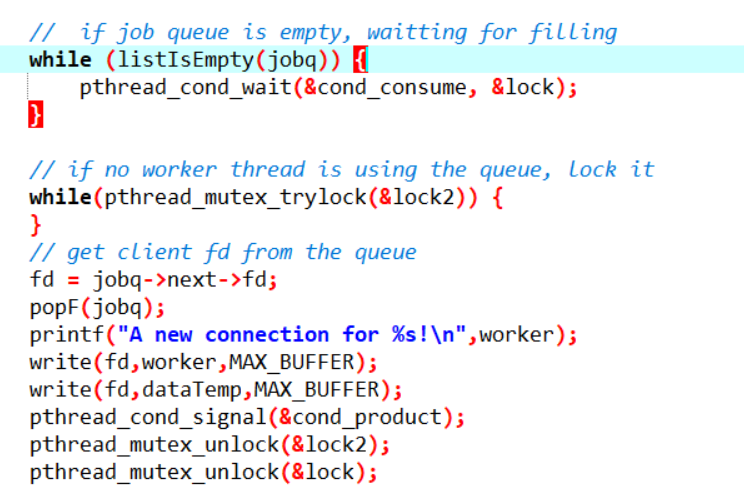


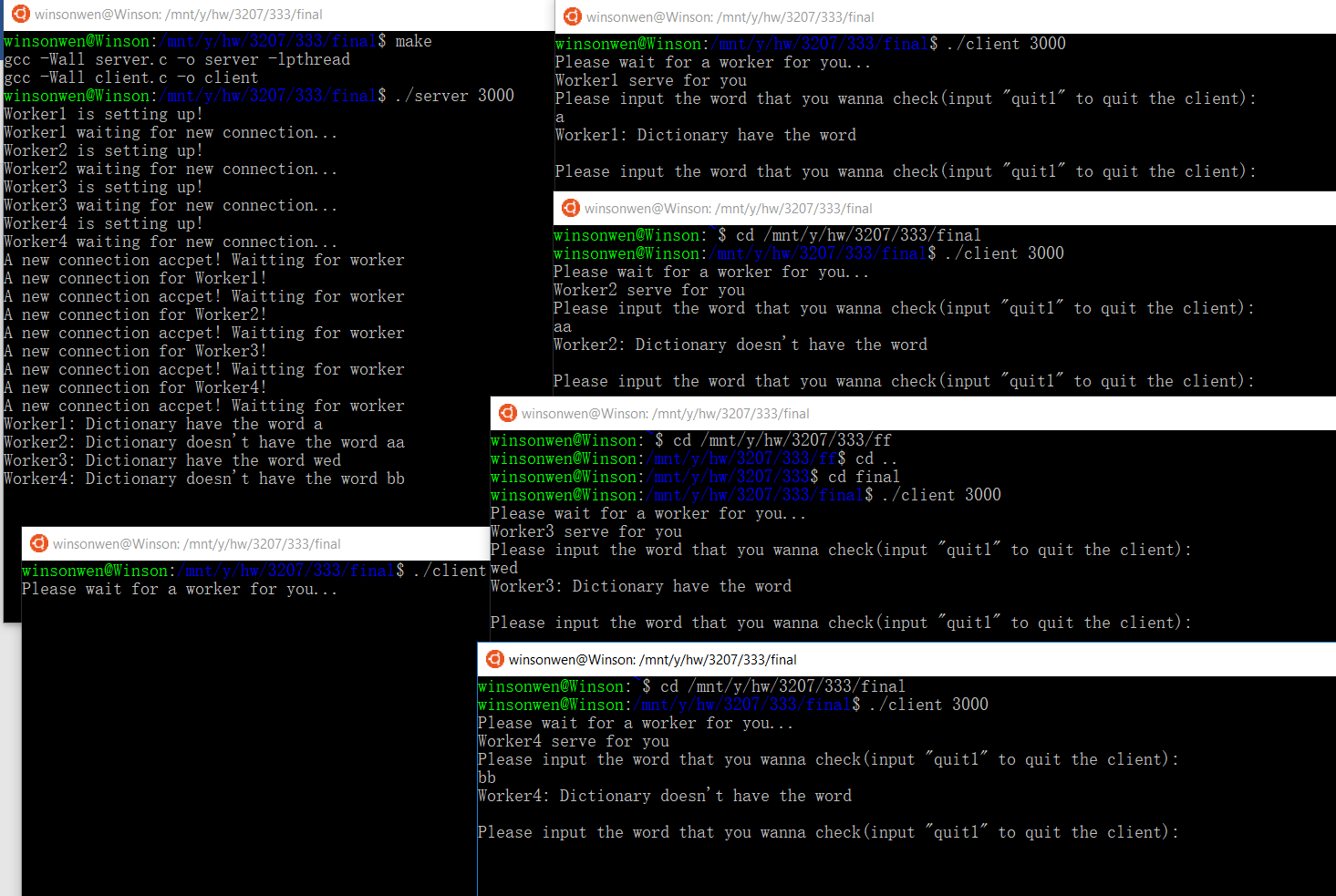
After type one command.



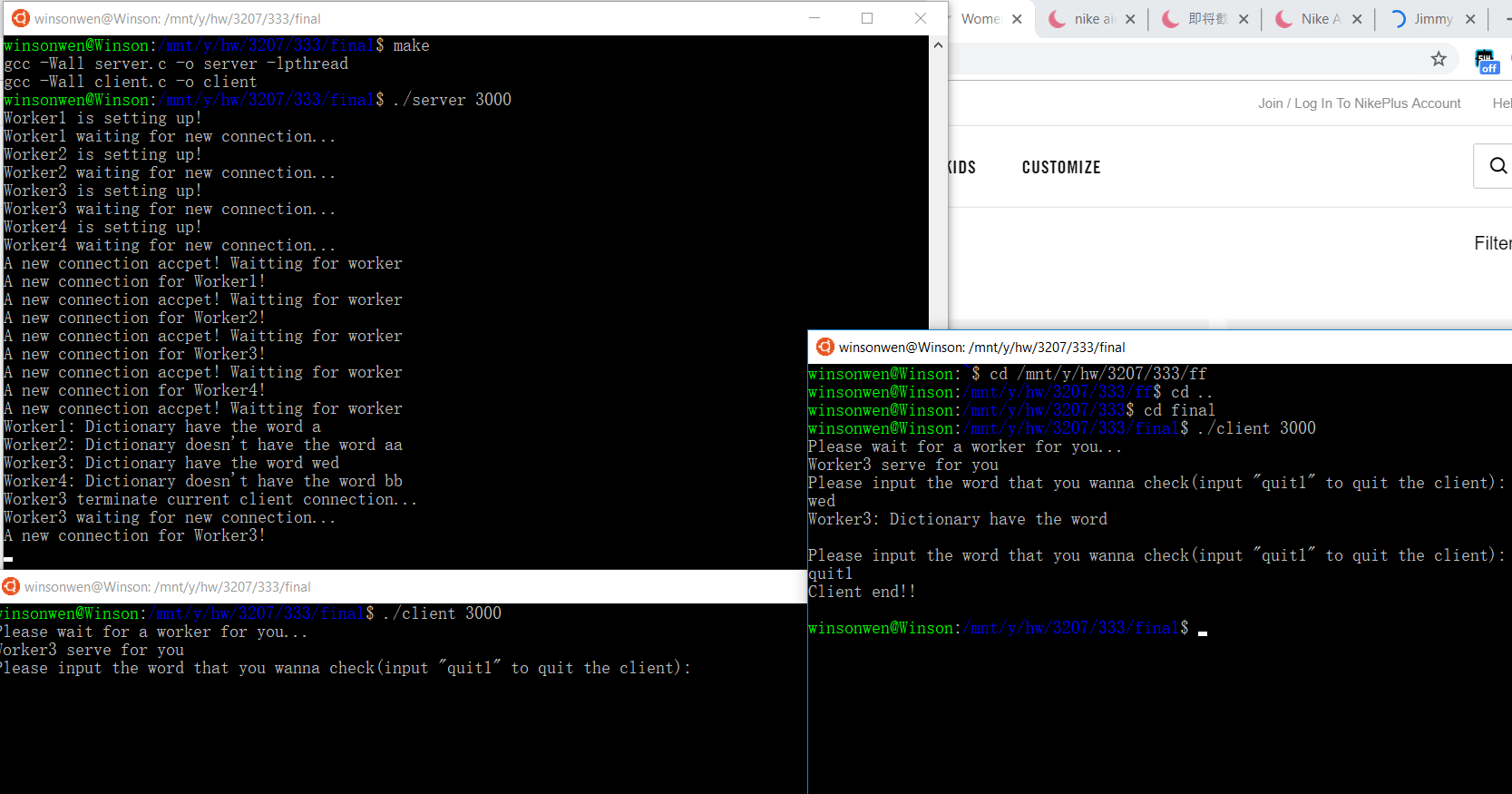
Run 5 client.

1. Modular test on the enqueue and dequeue from the shared buffer



This is the situation that worker is all busy, the fifth client (lower left quarter) is waiting for next worker who is available.



When one of the client is turn off. A worker is work with the fifth client.

1. Modular test of spell checking

testCharSeek.c is used for test.

Type a word and see the result.

