

Test Case Specification For Team 5

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Revision History

Version	Date	Name	Description
First	04/03/2020	Gjergjaj Albert	Initial Document
Last	20/03/2020	Gjergjaj Albert	Updated test case numbers

1 Introduction

This document provides the test cases made by team 5. Each item to be tested is represented by an individual test case. Each case details the input and expected outputs.

2 Test Cases: Windows Application

Test ID	2.0
Title	Correct login
Feature	Login into the Potato Chat Client with random username and general topic for general chat room
Objective	Confirm that with a valid nickname and a valid topic a user can access the Potato Chat Client
Setup	Computer with jdk 1.8 and windows installed.
Test Data	Login information -> Nickname: general and Chat Topic: general
Test Actions	Open NetBeans and Clean and Build the application. Then run the app and insert login information
Expected Results	The system displays the general chat room

Test ID	2.1
Title	Invalid nickname
Feature	Login into the Potato Chat Client
Objective	Confirm that with a invalid nickname, which means a nickname that has already been taken by someone else, and a valid topic a user can't access the Potato Chat Client
Setup	Computer with jdk 1.8 and windows installed.
Test Data	Login information -> Already Taken Nickname: test and Chat Topic: general
Test Actions	Open NetBeans and Clean and Build the application. Then run the app and insert the invalid nickname
Expected Results	The system displays an error message and doesn't enter the general chat room
Test ID	3.0
Title	General Chat Room
Feature	Chat with other users in a general chat room
Objective	Confirm that with valid login information users can access and write messages in the general chat room
Setup	Computer with jdk 1.8 and windows installed.
Test Data	
Test Actions	Open NetBeans and Clean and Build the application. Then run the app and start writing messages
Expected Results	The system sends correctly messages to the general chat room and receives them
Test ID	3.1
Title	Private Chat Room
Feature	Chat privately with another user
Objective	Confirm that a user, after having logged in the general chat room, can write messages with another user in a private room
Setup	Computer with jdk 1.8 and windows installed.
Test Data	
Test Actions	Open NetBeans and Clean and Build the application. Then run the app and click on a user that is connected to the general chat room and start writing private messages
Expected Results	The system sends and receives correctly private messages