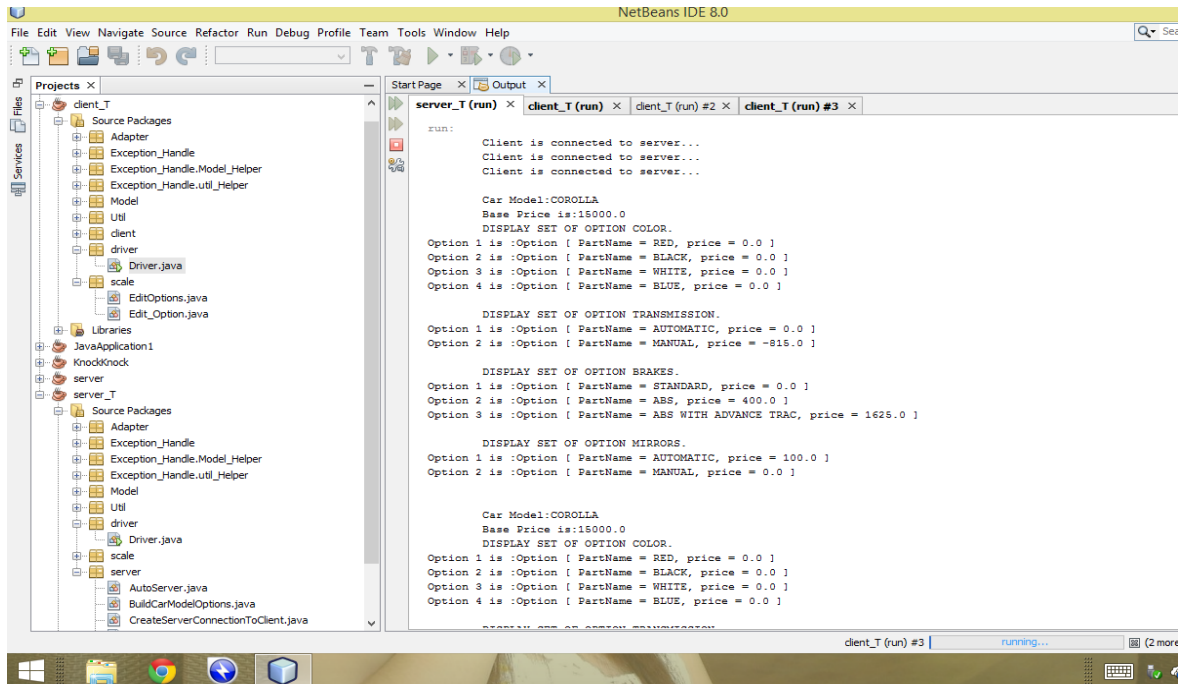
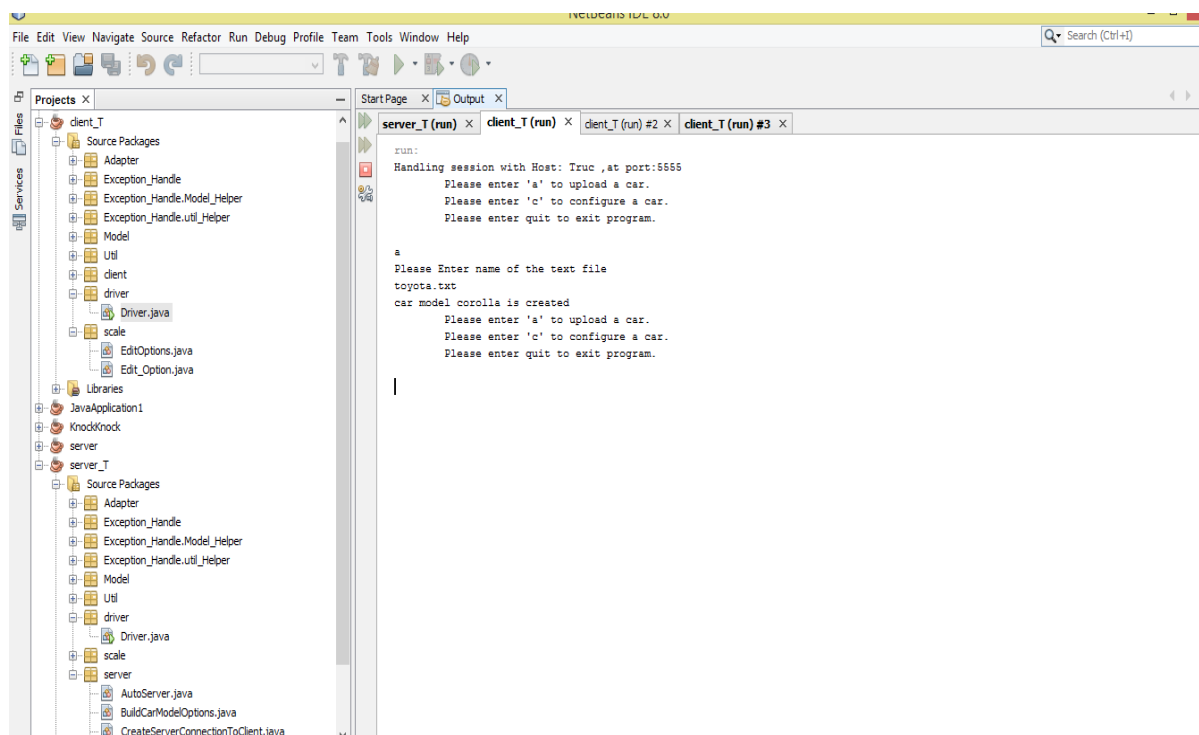


## TRUC HUYNH TEST PLAN

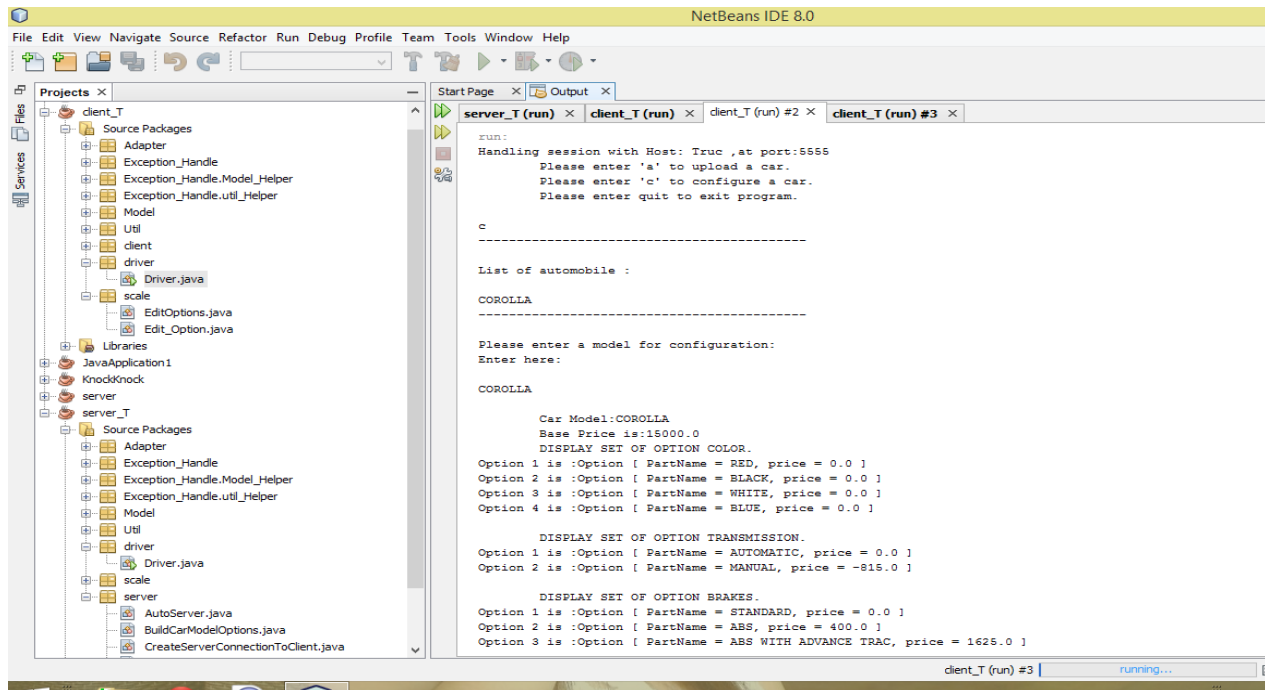
+ Create multithreading\_Server can handle multiple client, in this test I run One server and 3 client... server will receive a properties file, ( upload by client ) parse it and store it on the server...



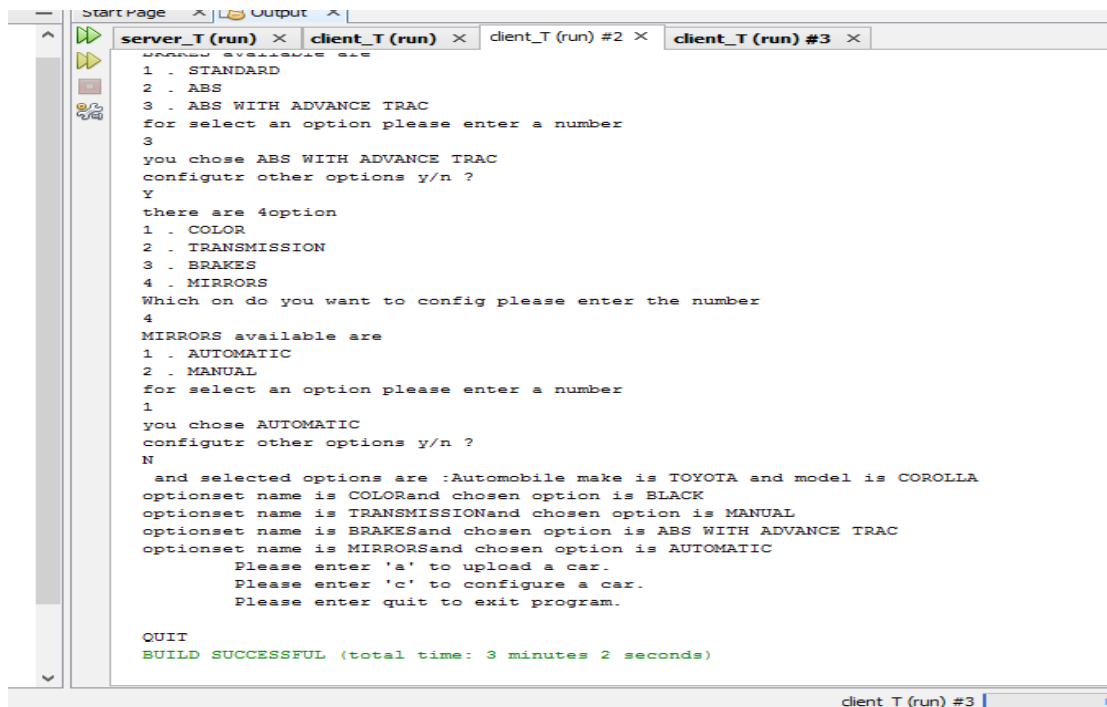
+ client\_T will post the text file (properties file) to the server server receive the properties file and parsed the text file to create an instance of Automobile and store it in the LnkHashMap (DataBase)



Client-T (#2) will request server for car configuration ...Then Server will send the respond back (instance of Automobile )



Client-T(#2) will get the choice from this instance of Automobile and store it within this Automobile...Picture below show sucessfully configure the Car...



Call Client-T(#3) to configure a Car...After end Client-T(#2).... Build sucessfully....

