



FACULTY OF SCIENCE, TECHNOLOGY AND ENVIRONMENT

**SCHOOL OF COMPUTING, INFORMATION AND MATHEMATICAL
SCIENCES**

CS310: COMPUTER NETWORKS

**ASSIGNMENT 1 – WEB BASED CROSS & NAUGHT
USAGE & TEST REPORT**

SUMMER FLEXI 2018

GROUP MEMBERS:

| | |
|--------------------|-----------|
| OLIVIA BULA | S11134676 |
| SAILOSI DOKONIVALU | S11035578 |
| ASHILTA PRASAD | S11133604 |
| SHIFROZ SHAMEEM | S11123246 |

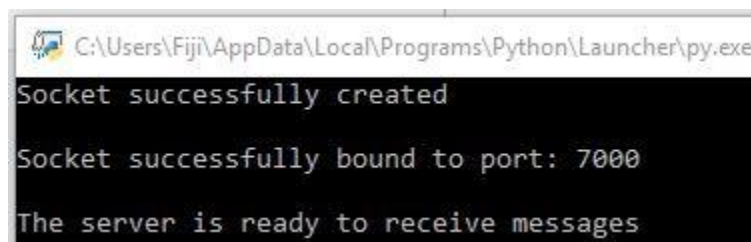
USAGE REPORT

Things To Note:

- Language used: Python
- Version: 3.6.3
- Port number: 7000

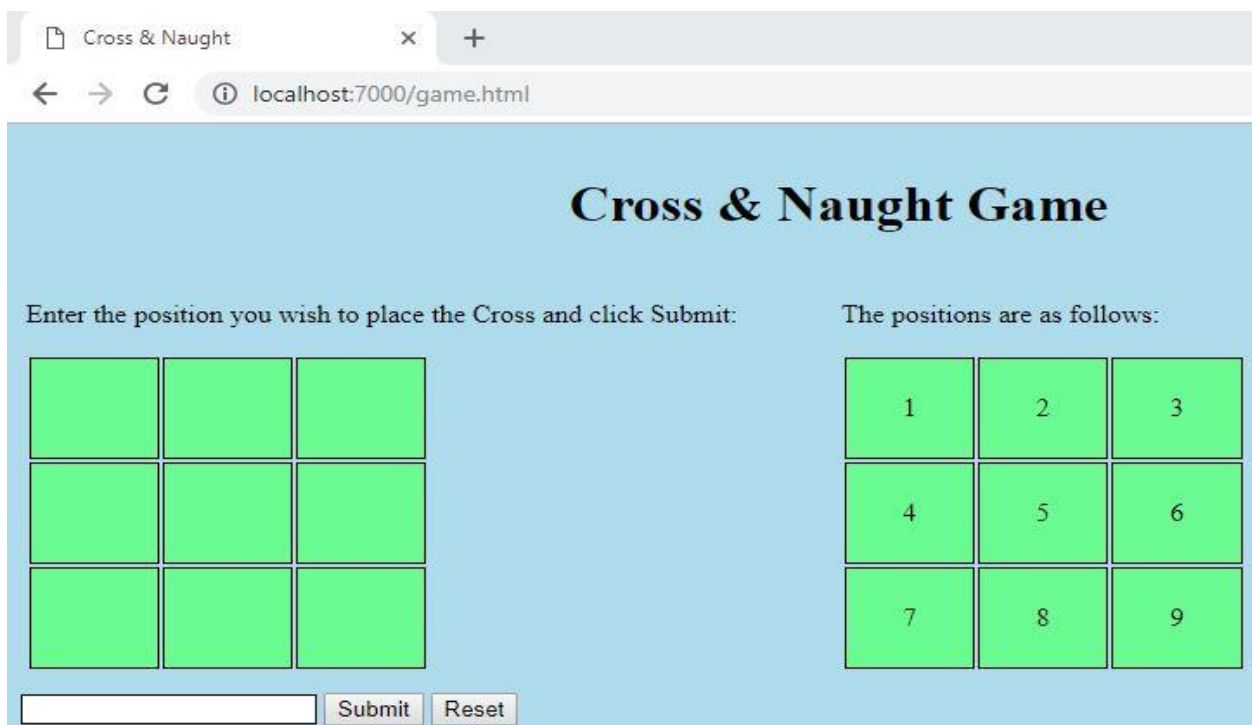
How To Run:

1. Double click 'server.py' to open. If opened using IDLE, press F5. The following screen should appear.



```
C:\Users\Fiji\AppData\Local\Programs\Python\Launcher\py.exe
Socket successfully created
Socket successfully bound to port: 7000
The server is ready to receive messages
```

2. Open a web browser and type 'http://localhost:7000/game.html' in the address bar (just the address, not including the quotes "). 'server.py' and 'game.html' MUST be in the same directory. The following screen should appear.



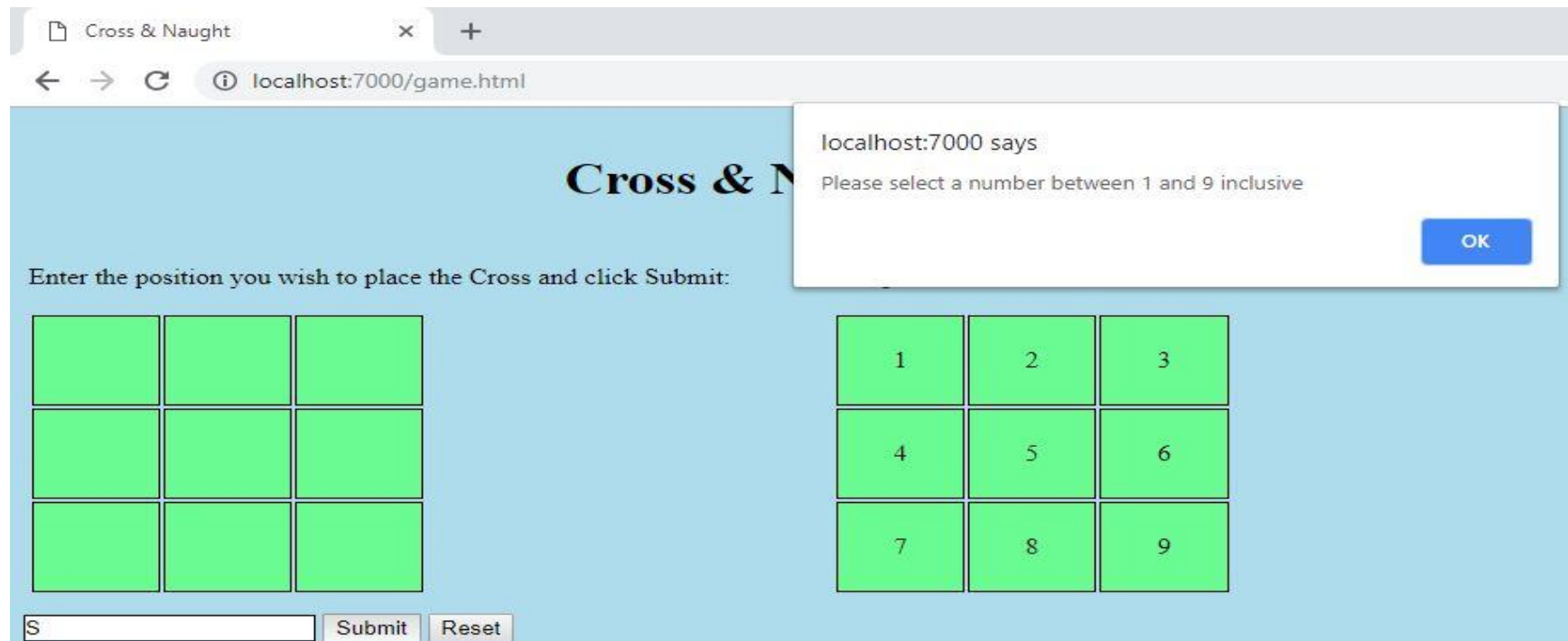
3. Play the game by following the instructions.

TEST REPORT

Test Case 1: Entering a character

Expected result: Input shouldn't be accepted. Alert user to enter a number between 1 and 9

Actual result:

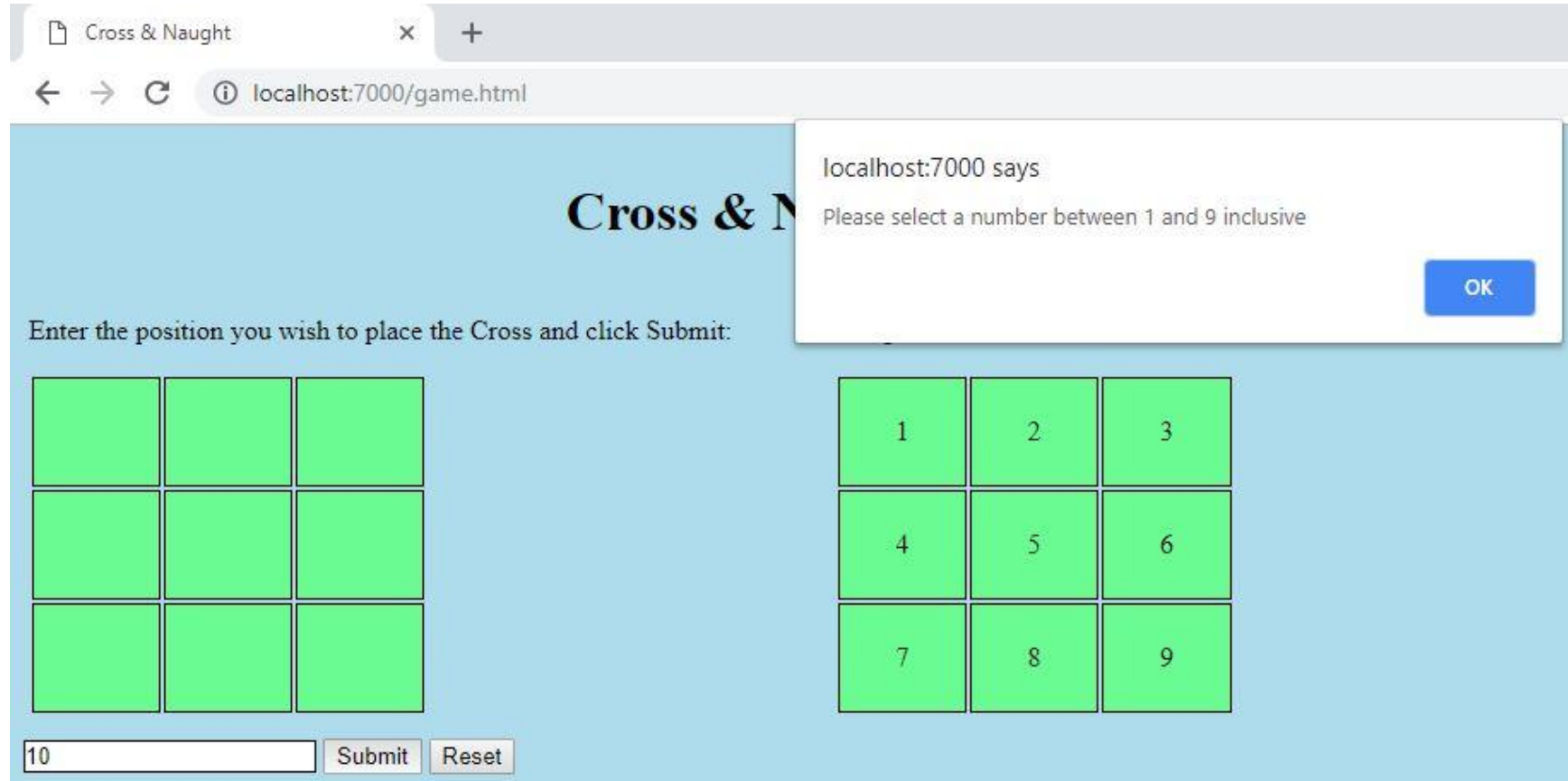


✓ Test case passed

Test Case 2: Entering a number greater than 9

Expected result: Input shouldn't be accepted. Alert user to enter a number between 1 and 9

Actual result:

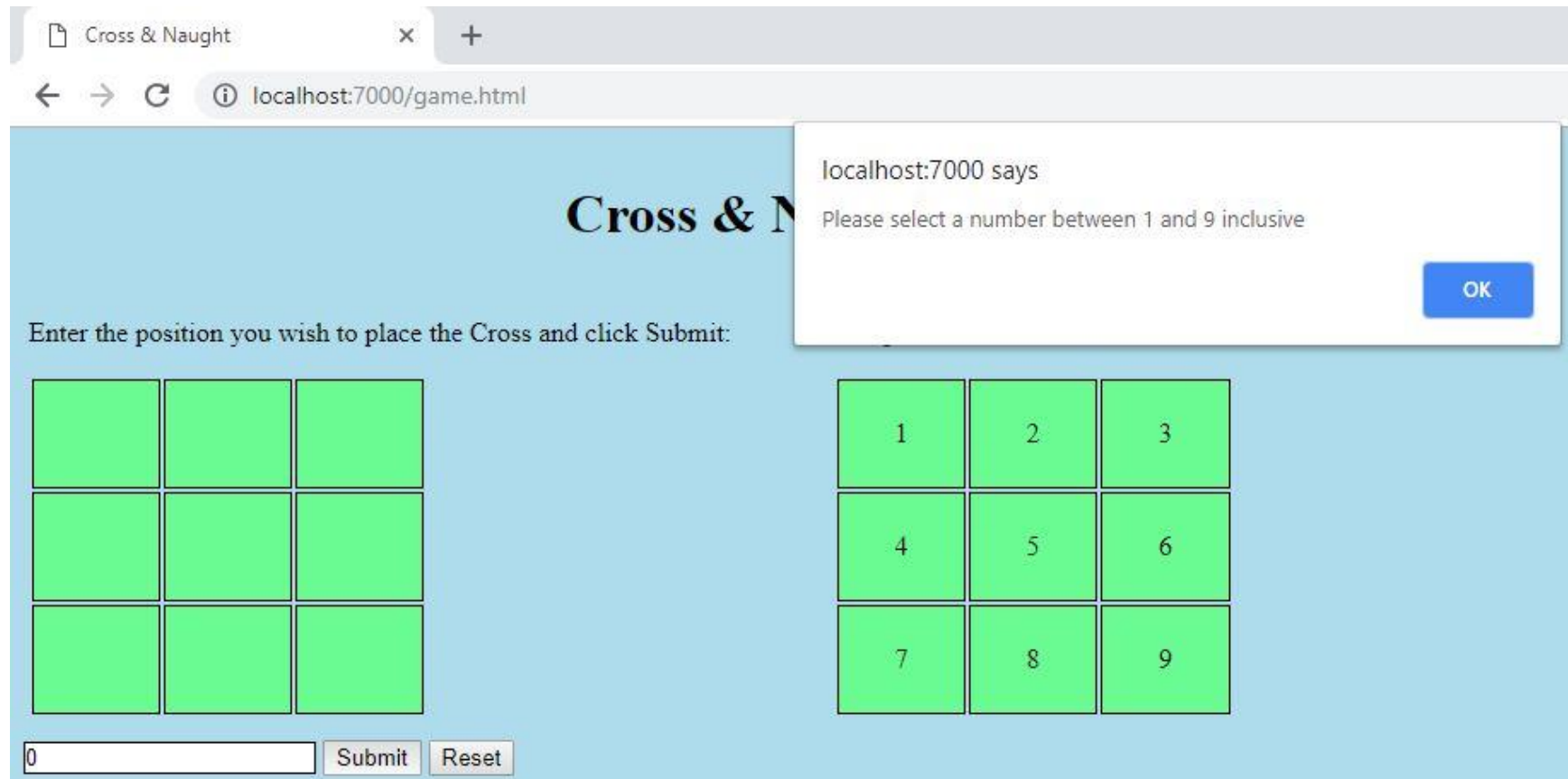


✓ Test case passed

Test Case 3: Entering a number less than 1

Expected result: Input shouldn't be accepted. Alert user to enter a number between 1 and 9

Actual result:

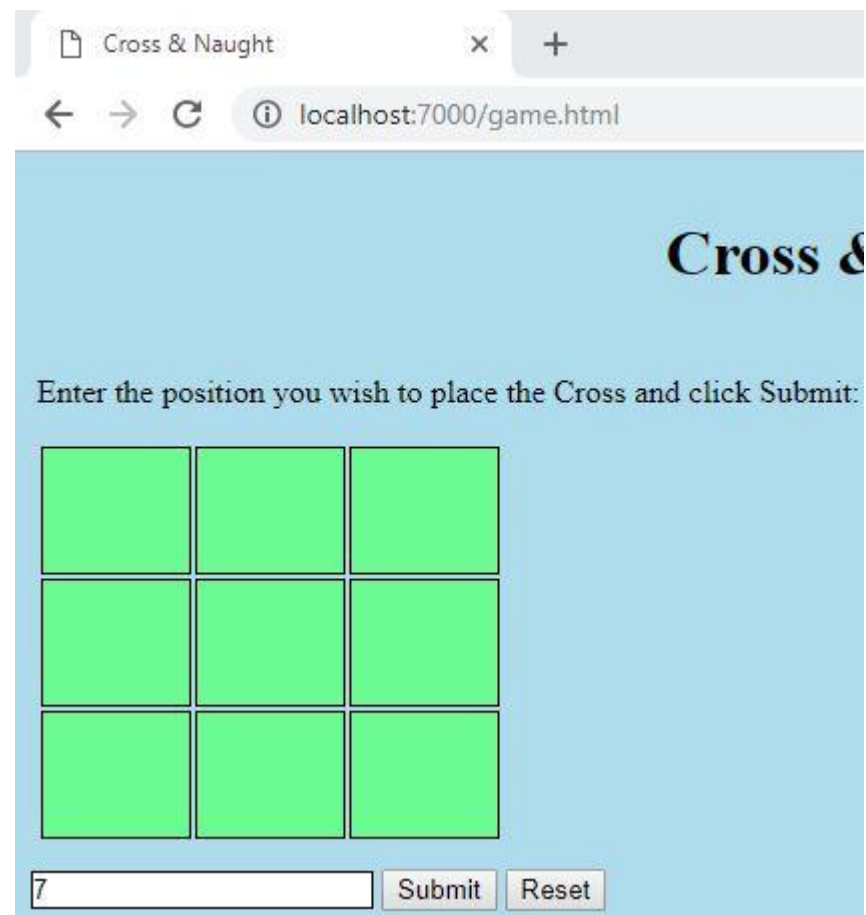
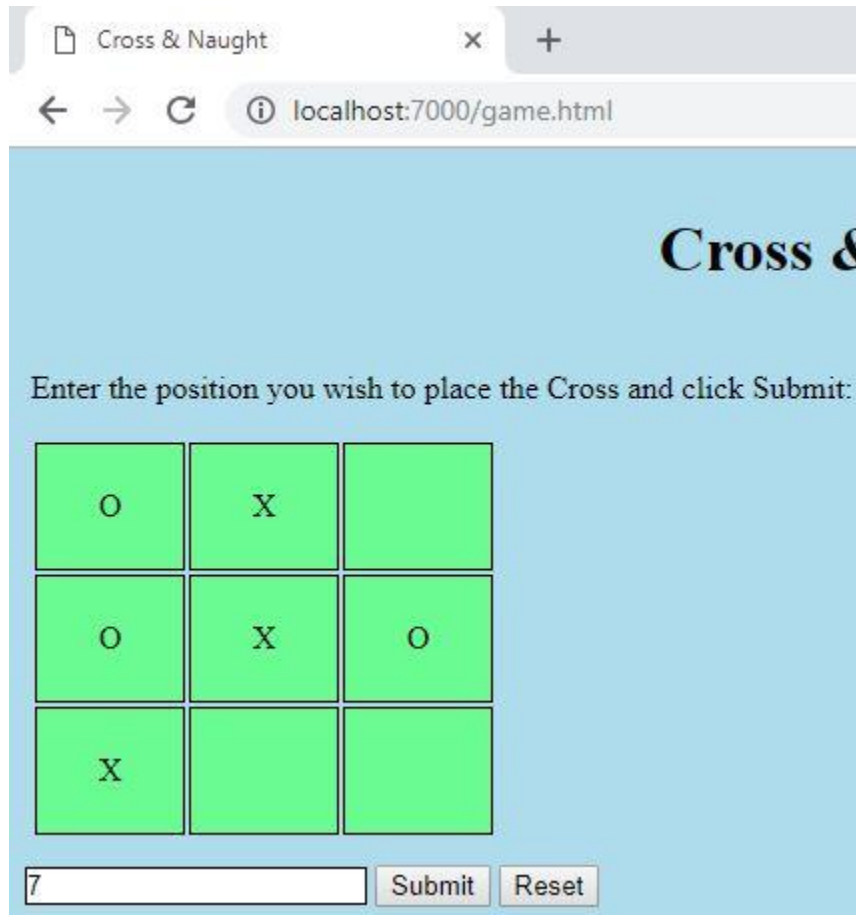


✓ Test case passed

Test Case 4: Clicking Reset button to restart the game

Expected result: Board should clear.

Actual result:

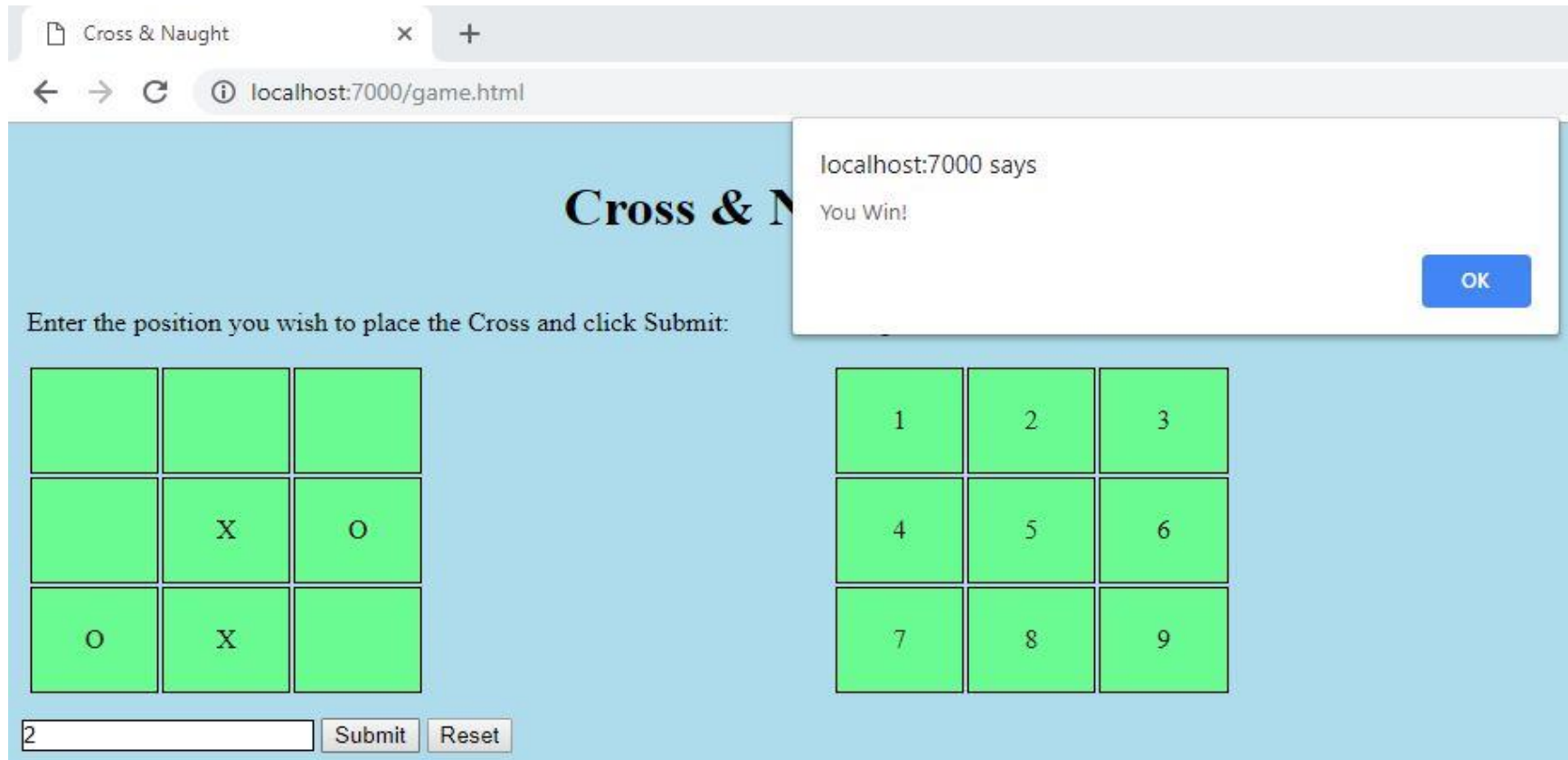


✓ Test case passed

Test Case 5: Entering a winning combination

Expected result: Message to notify client that he/she has won. Board should clear after.

Actual result:



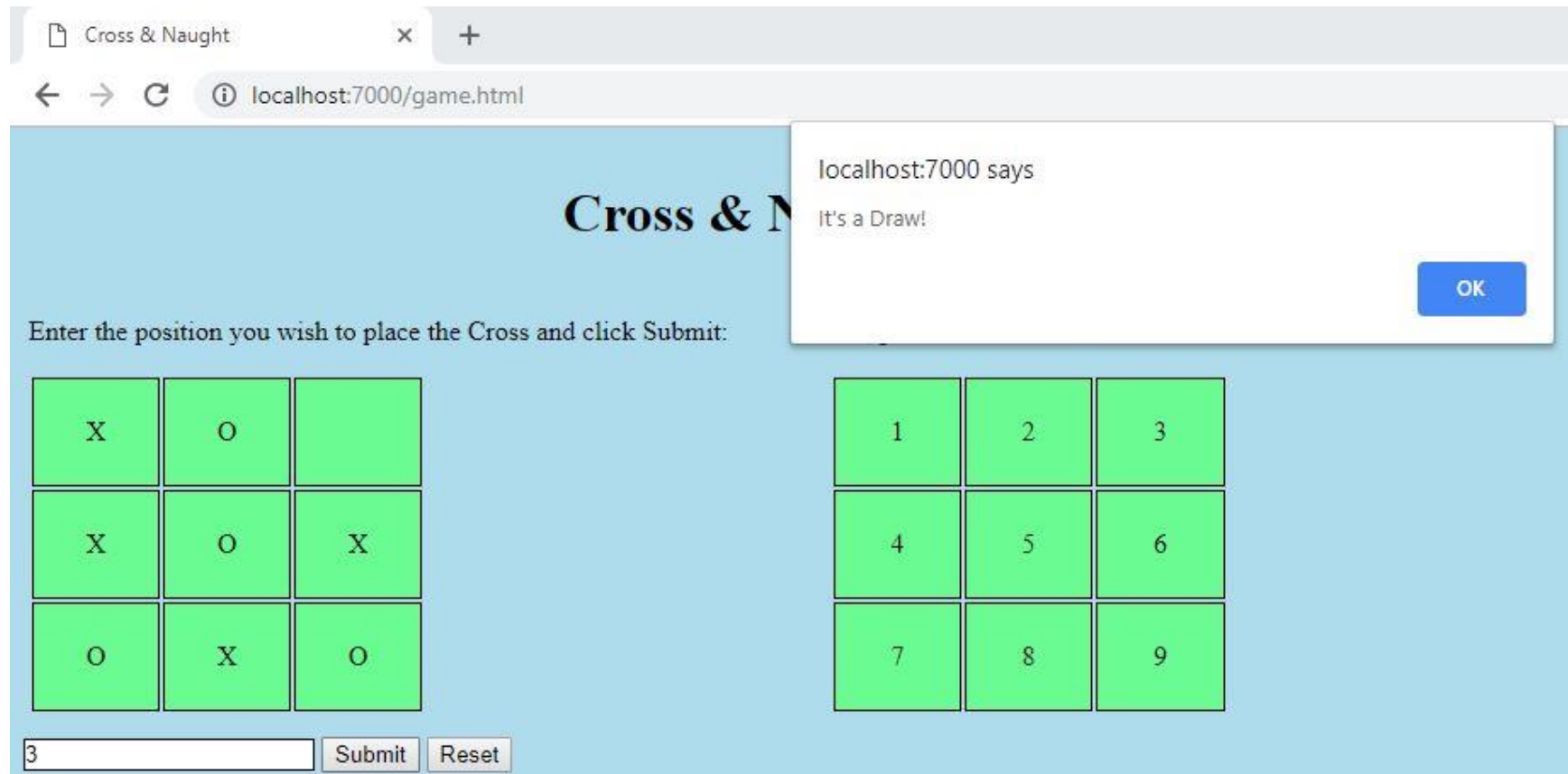
Note: The client's final position was submitted but not displayed on the board

✓ Test case passed

Test Case 6: Testing for a Draw

Expected result: Message to notify client that the game is a draw. Board should clear after.

Actual result:



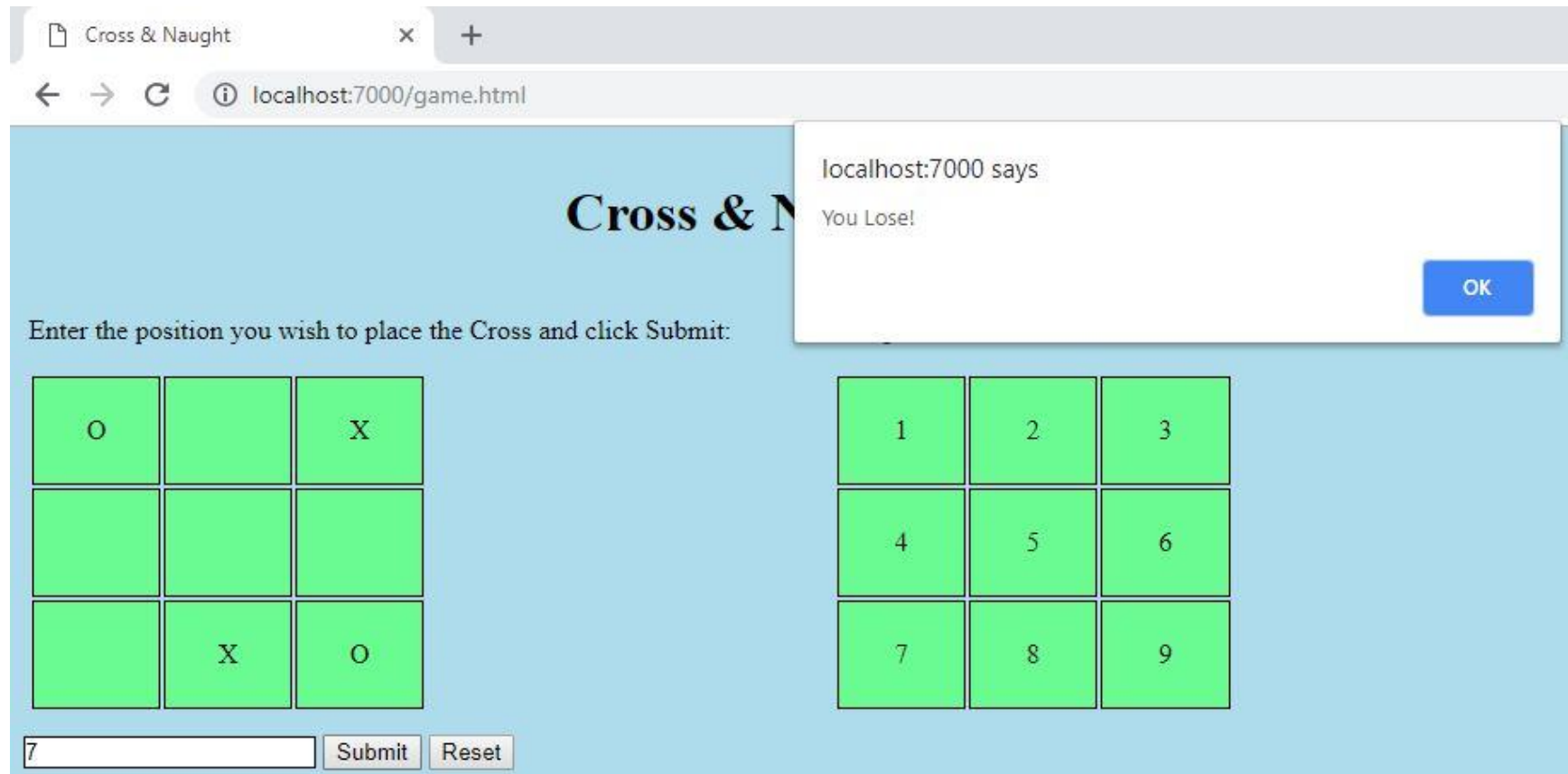
Note: The final position was submitted but not displayed on the board

✓ Test case passed

Test Case 7: Testing for a Loss

Expected result: Message to notify client that he/she lost. Board should clear after.

Actual result:



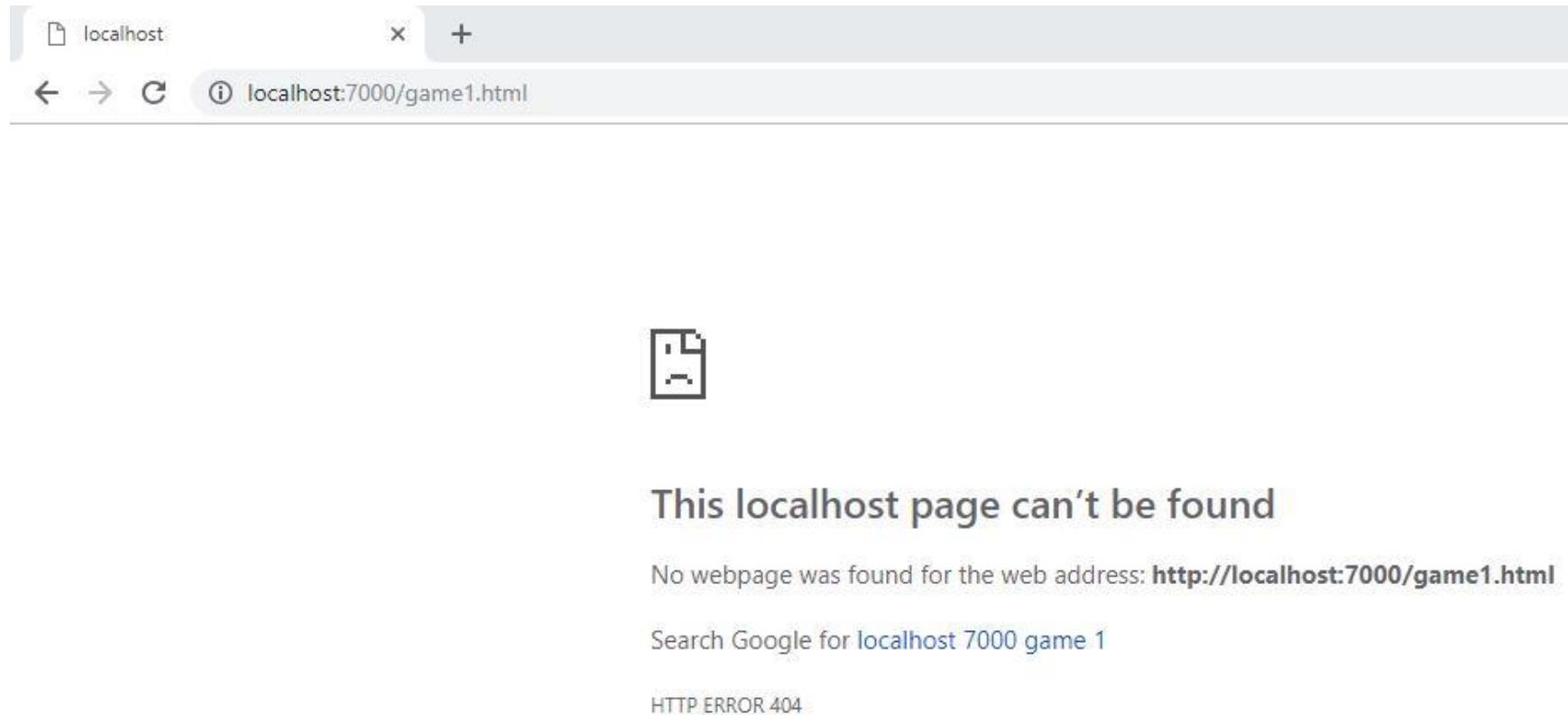
Note: The server's final move was not displayed on the board

✓ Test case passed

Test Case 8: Accessing a non-existent resource

Expected result: Browser should display 404 Not found

Actual result:

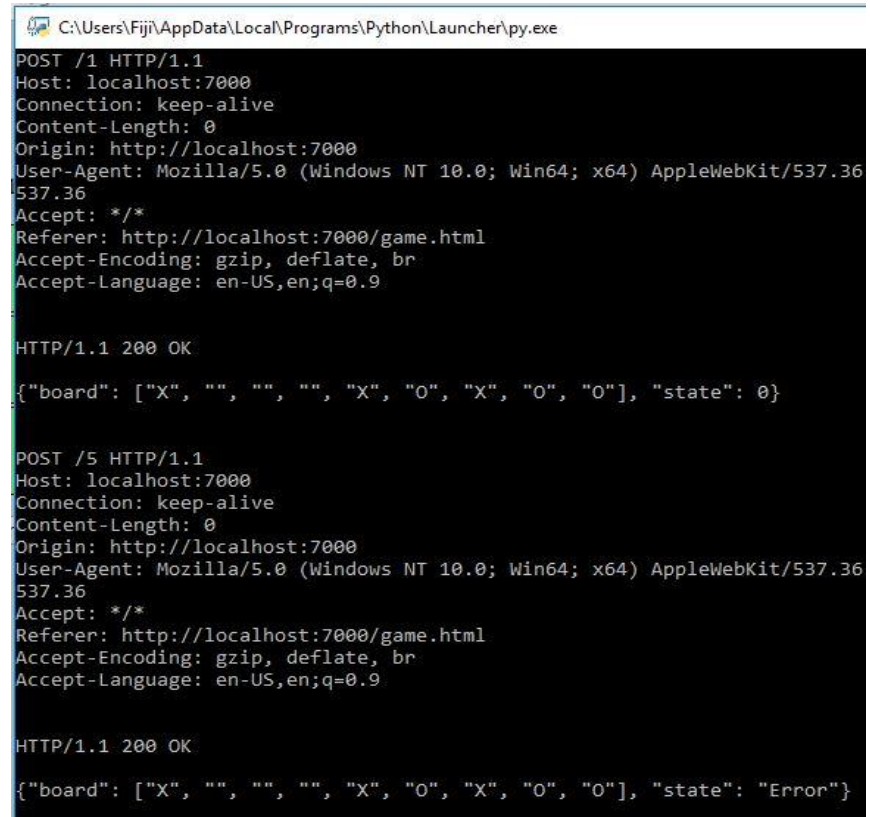
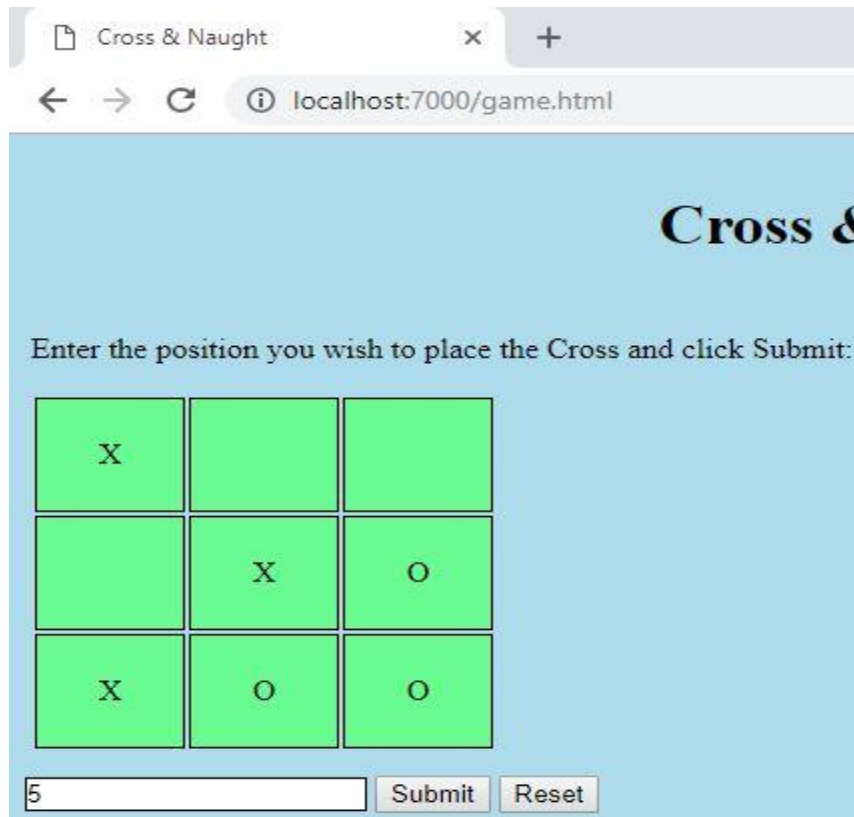


✓ Test case passed

Test Case 9: Choosing a position that is already occupied

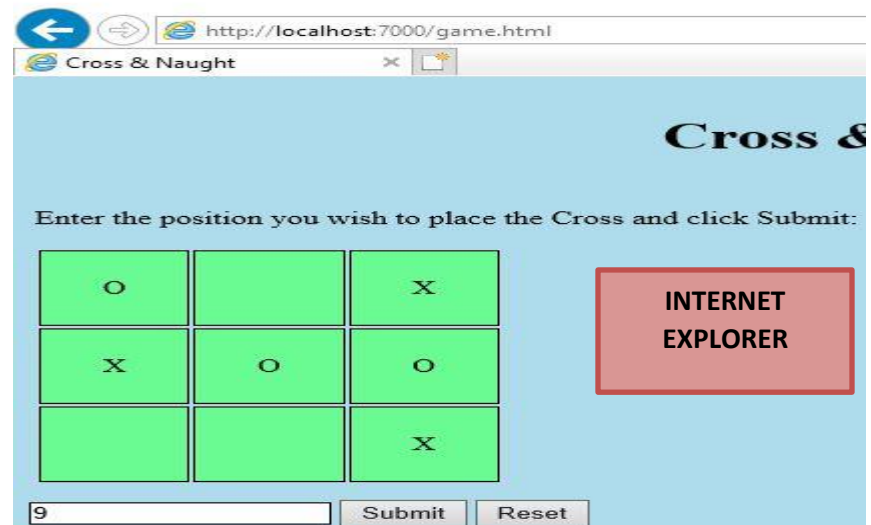
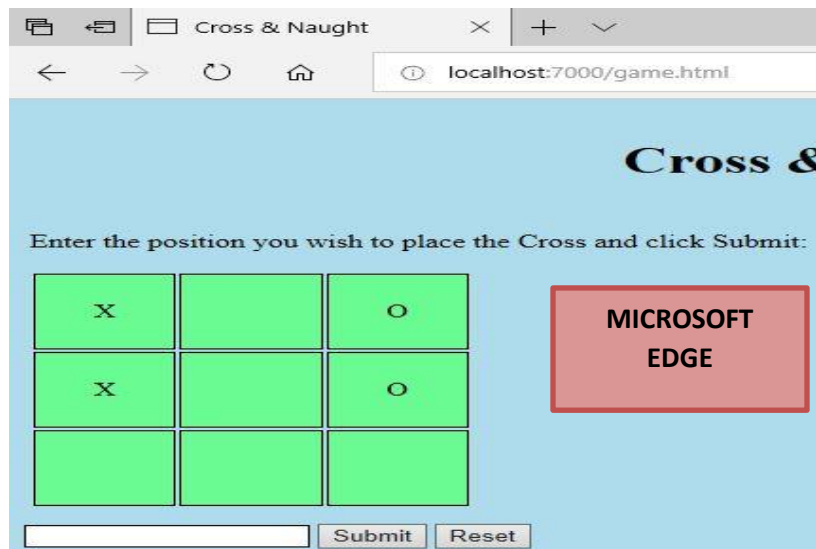
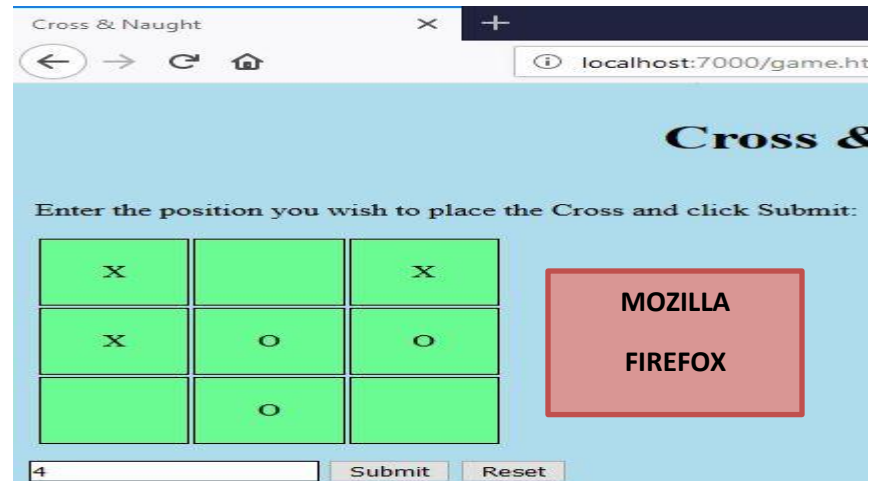
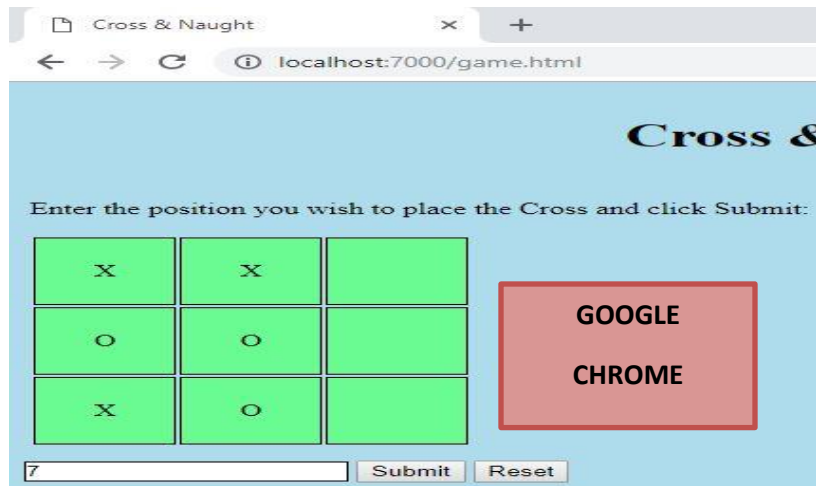
Expected result: Input should be accepted, but the position should not be overwritten. Message to notify the user to choose an empty position.

Actual result:



- ✓ Test case passed almost completely – input was accepted, but there was no alert to tell the user that the position was occupied. The state changed to “Error”.

Test Case 10: Testing on various browsers



✓ Test case passed

MARK ALLOCATION SHEET

After having discussed as group, we recommend the following mark allocation to each group member based on contribution or lack of it throughout the assignment.

| Member ID | Name | Percentage of final points |
|-----------|---------|----------------------------|
| S11134676 | Olivia | 100% |
| S11035578 | Sailosi | 100% |
| S11133604 | Ashilta | 100% |
| S11123246 | Shifroz | 100% |