Palo Alto Networks

BUGS of the web server

1. **Usability test - Unappropriated error message**

**Priority: Low**

**Scenario:**

Send the request with index page = 0 =>

http://www.<the server host>.com:8000/players?page=0

**Expected**: we should get suitable error message like ‘The page doesn’t found’.

**Actual**: we get this non understood error message “I’m a teapot [TODO change].”.

1. **Performance test – Getting response from pages (7,8) taking more than 1 second**

**Priority: High**

**Scenario**:

Send the request with page index = 7 OR 8

http://www.<the server host>.com:8000/players?page=7

OR

http://www.<the server host>.com:8000/players?page=8

**Expected**: The response should be sent in less than 1 second.

**Actual**: it takes more than 3 seconds.

1. **Performance test – Stress requests – If we send any request in the same time of request of index 7 or 8, this request will fail and return ‘None’**

**Priority: Blocker**

**Scenario**:

Send those 2 requests

* http://www.<the server host>.com:8000/players?page=7
* http://www.<the server host>.com:8000/players?page=<x>

**Expected**: each request should response a JSON player file.

**Actual**: the second request return ‘NONE’.

1. **Data tests – There are some requests that return a response with empty player names**

**Priority: High**

**Scenario**:

Send the request with page index =2

http://www.<the server host>.com:8000/players?page=2

**Expected**: each player’s name shouldn’t be empty.

**Actual**: in the response there are some players with empty names.

1. **Data tests – There are some requests that return a response with null player names**

**Priority: High**

**Scenario**:

Send the request with page index =17

http://www.<the server host>.com:8000/players?page=17

**Expected**: each player’s name shouldn’t be null or empty.

**Actual**: in the response there are some players with null names.

1. **Data tests – Player ID should be unique, but some requests return an exist ID with different player**

**Priority: High**

**Scenario**:

Send the request with page index =1

http://www.<the server host>.com:8000/players?page=1

And send the request with page index =18

http://www.<the server host>.com:8000/players?page=18

**Excepted**: the 2 responses should return different players with different ids.

**Actual**: the 2 requests return different players with the same ID like id=8.

1. **Security test – for login, just we need to put or right username and right password, no need to the both right!**

**Priority: Blocker**

**Scenario**:

Try log in with username = ‘admin’ and password=<anything>

OR try log in with username = <anything> and password=’ admin’

**Expected**: the log in shouldn’t succeed because one of the credentials is wrong.

**Actual**: the client can login!

1. **Security test – the username and password ‘admin:admin’ aren’t safety credentials**

**Priority: High**

**Expected**: if the username is ‘admin’, the password shouldn’t be the same because it is ‘Expected’.

**Actual**: the username and password are the same.

1. **Security test – in login inputs client can enter a special character and can success with the login**

**Priority: High**

**Scenario**:

Send the request with credentials of username=”.” And password=’admin’

**Expected**: should be an error message that warn the client to don’t use a specials character.

**Actual**: There is no any error message and the login will succeed also!

1. **Security test- session doesn’t killed automatically after prolonged user inactivity**

**Priority: Low**

**Scenario**:

Open session

Don’t do anything for 15 minutes or more

**Expected**: session should be killed automatically

**Actual**: the session still alive