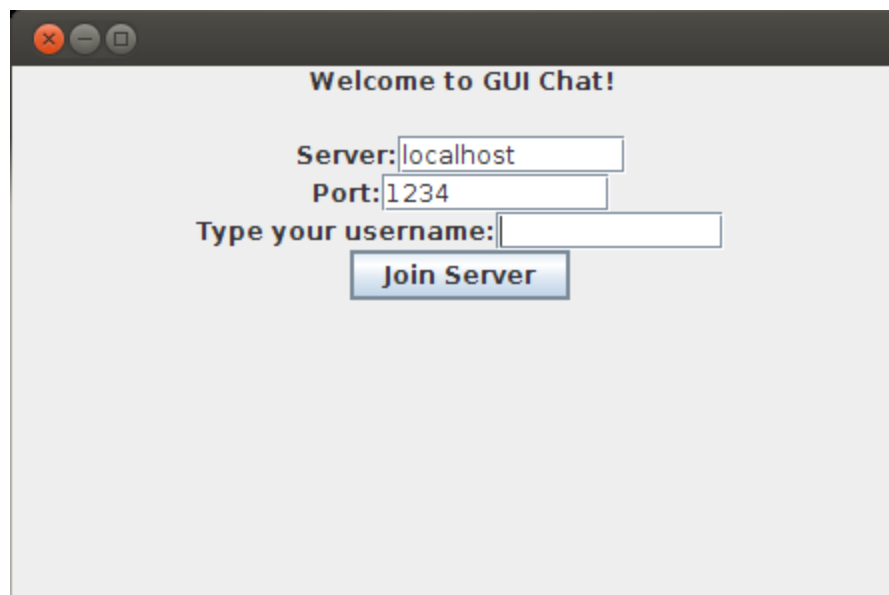


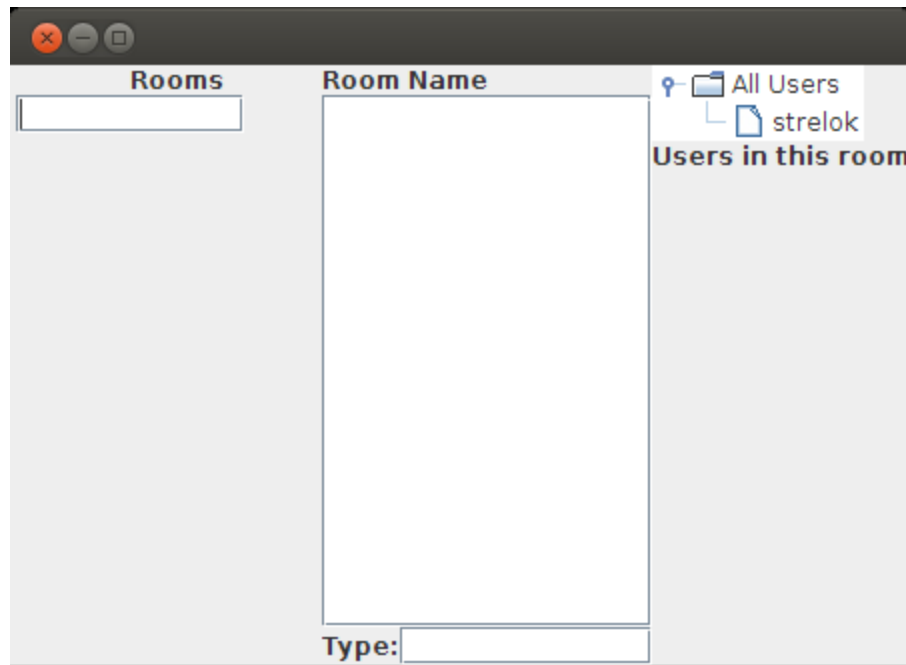
In our manual tests we tested the functionality of our GUI hooked up to our server. In particular, we started up an instance of the Server and two instances of the Client running on the same machine, and connected them through sockets on port 1234. We then pressed buttons and typed in messages on the client to see that the changes were reflected on the server and passed on via messages to the other clients that the server was connected to. The main manual testing was verifying that the state of all of the conversations was synchronized among the different Clients that were interacting with one specific server (the test server).

Specifically, we tested the creation of new rooms on the server, verified the fact that when a user logs in to the server, that change is reflected in the user lists of the users that are already logged in to that server. We also checked that upon a user entering or leaving a room the conversation in that room would be brought upon the main chat window with all of the previous history in that session (as specified in the project amendment). We verified that if a user is currently viewing a specific channel, then upon receiving a message in a separate channel, a little counter next to that message would increment to alert the user that he or she had pending messages in a different view (channel).

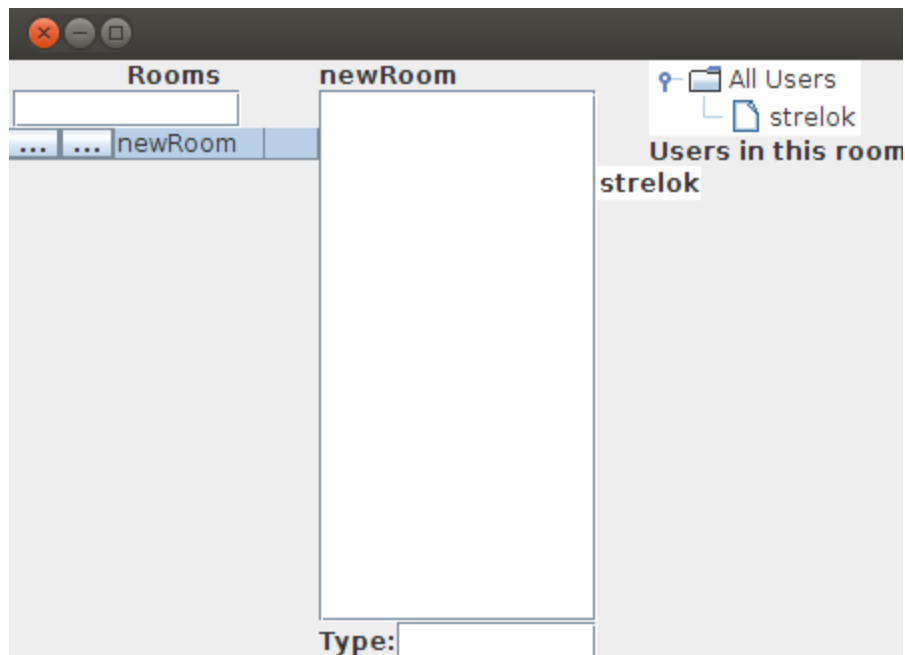


*The login screen*

On the login screen, we tested that not specifying a server, port, or username would bring up a dialogue that says that you can't proceed unless you specify all three of those things. We also made sure that the specified defaults that we made for the server and port of the GUI chat appeared in the right places on the screen.



In our main room we verify that the All-Users tabs displays the users currently logged in to the chat client, that we can type into the rooms field and create new rooms (and then click on the correspondings buttons to create a new room



Once we've created a new room we verify that the text that we type into the Type: field shows up in the room once the enter key is hit, that the two buttons on the left of the newRoom tab can both close and switch to a certain room, and that while a room is active, its title is displayed at the top of the screen and the "Users in this room" column is populated on the right hand side of

the display. Below is an example of several chat messages in a chat room (after the enter key has been hit).

