## **Mobile Application Test Cases**

Test Case	Description	Test Result
Number		
MobApp_001	Test that the app can run on Android devices.	
	a) Deploy/install the app.	
	b) Launch the app.	
MobApp_002	Test the app provides user registration	
	a) Launch the app	
	b) Register a new user	
MobApp_003	Test the app provides user authentication	
	a) Test user authentication with a registered	
	user's username and password.	
	b) Test user authentication with an unregistered	
	user's username and password.	
	c) Test the user authentication with blank	
	username or blank password and with both	
	blank username and password respectively.	
MobApp_004	Test the app terminates authenticated session	
	through logout.	
	a) Launch the app.	
	b) Login with registered user.	
	c) Logout with registered user.	
MobApp_005	Test that the app can list files from the local store.	
	a) Login into the app.	
	b) Refresh the app identify local files.	
MobApp_006	Test that the app can list files stored on the server.	
	a) Login into the app	
	b) Refresh the app identify remote files.	

MobApp_007	Test that the app can list files that are in sync.	
	a) Login into the app	
	b) Refresh the app identify local files that are	
	sync with remote files.	
MobApp_008	Test that the app can upload files to the server.	
	a) Login into the app	
	b) Select a file and use the upload button	
	(Maximum allowed size is XXXX Megabytes).	
MobApp_009	Test that the app can download files from the server.	
	a) Login into the app	
	b) Select a file and use the download button.	
MobApp_010	Test that the app provides functionality to delete a	
	file both on the local storage and the server.	
	a) Login into the app	
	b) Select a file and use the delete button.	
MobApp_011	Test that app can track versions of files both locally	
	and remotely, detect and inform users of conflicts.	
	a) Login into the app	
	b) Select a file, download and modify the file.	
	c) Refresh the app, the app should warn of	
	changes.	

## **Desktop Application Test Cases**

Test Case	Description	Test Result
Number		
DesktopApp_001	Test that the application can run on PC.	
	c) Deploy/install the app.	
	d) Launch the app.	

DesktopApp_002	Test the app provide user registration	
	c) Launch the app	
	d) Register a new user	
DesktopApp_003	Launch the app	
	d) Test user authentication with a registered	
	user's username and password.	
	e) Test the user authentication with blank	
	username or blank password and with blank	
	both username and password respectively.	
DesktopApp_004	Test the app terminates authenticated session	
	through logout.	
	d) Launch the app.	
	e) Login with registered user.	
	f) Logout with registered user.	
DesktopApp_005	Test that the app can list files from the local store.	
	c) Login into the app.	
	d) Refresh the app identify local files.	
DesktopApp_006	Test that the app can list files stored on the server.	
	c) Login into the app	
	d) Refresh the app identify remote files.	
DesktopApp_007	Test that the app can list files stored on the server.	
	c) Login into the app	
	d) Refresh the app identify local files that are	
	sync with remote files.	
DesktopApp_008	Test that the app can upload files to the server.	
	c) Login into the app	
	d) Select a file and use the upload button.	
	Maximum allowed size is XXXX Megabytes).	
DesktopApp_009	Test that the app can download files from the server.	
	c) Login into the app	
	d) Select a file and use the download button.	

DesktopApp_010	Test that the app provides functionality to delete a	
	file both on the local storage and the server.	
	c) Login into the app	
	d) Select a file and use the delete button.	
DesktopApp_011	Test that app can track versions of files both locally	
	and remotely, detect and inform users of conflicts.	
	d) Login into the app	
	e) Select a file, download and modify the file.	
	f) Refresh the app, the app should warn of	
	changes.	

## **Server Application Test Cases**

Test Case	Description	Test Result
Number		
SrvApp_001	Test the server can accept HTTP connections.	
SrvApp_002	Test that the server can accept, and process GET and	
	POST requests.	