Caleb Tebbe

Zachary Kaplan

CS 314, Prof. Sudipto Ghosh

Project 1

**CS 314 – Project 1: Phase 1 Additional Test Cases**

**Testcase A1001**

System: Simple Chat

Phase: 1

Description: Messaging before and after adding a client

**Rationale:** Test to see if messaging functionality is maintained if a client is added after message exchanges have occurred

**Instructions:**

1. Start a server.

2. Begin a client.

3. Exchange data.

4. Add an additional client.

6. Exchange data.

7. Kill any client.

8. Kill the server.

**Expected results:**

1. Message echoes should occur as expected.

2. A new client should be able to join after message exchange has occurred.

3. Message exchange should resume normally after the addition of a client.

4. Client and server should respond to kills as normal.

**Cleanup:**

1. Hit CTRL+C to kill any remaining clients/servers.

**Testcase A1002**

System: Simple Chat

Phase: 1

Description: Messaging before and after disconnecting a client

**Rationale:** Test to see if messaging functionality is maintained if a client is disconnected after message exchanges have occurred.

**Instructions:**

1. Start a server.

2. Begin multiple clients.

3. Exchange data.

4. Kill a client.

6. Exchange data.

7. Kill remaining clients.

8. Kill the server.

**Expected results:**

1. Message echoes should occur as expected.

2. A new client should be able to disconnect after message exchange has occurred.

3. Message exchange should resume normally after the loss of a client.

4. Client and server should respond to kills as normal.

**Cleanup:**

1. Hit CTRL+C to kill any remaining clients/servers.

**Testcase A1****003**

System: Simple Chat

Phase: 1

Description: Opening two servers on the same port

**Rationale:** Test to see if opening to server processes results in the proper error.

**Instructions:**

1. Start a server.

2. Start a second server.

3. Kill remaining servers.

**Expected results:**

1. An error should be thrown upon starting the second server due to the port being in use already

2. Remaining server should respond to kills as normal

**Cleanup:**

1. Hit CTRL+C to kill any remaining clients/servers.