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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 occured.

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.

**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 occured.

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.