

Scott Holley  
Project 2: CS470  
Test Cases

## Test 1: Server is not up for client to see

```

MINGW64:/c/Users/River/Desktop/Code/projects/Languages/Java/Project2_...
River@DESKTOP-FTF0DOV MINGW64 ~/Desktop/Code/projects/Languages/Java/Project2_47
0 (master)
$ javac Receiver.java

River@DESKTOP-FTF0DOV MINGW64 ~/Desktop/Code/projects/Languages/Java/Project2_47
0 (master)
$ java Receiver
Server is not up and running

River@DESKTOP-FTF0DOV MINGW64 ~/Desktop/Code/projects/Languages/Java/Project2_47
0 (master)
$

```

### Test Case 2: Server is up, Single Client chooses UDP

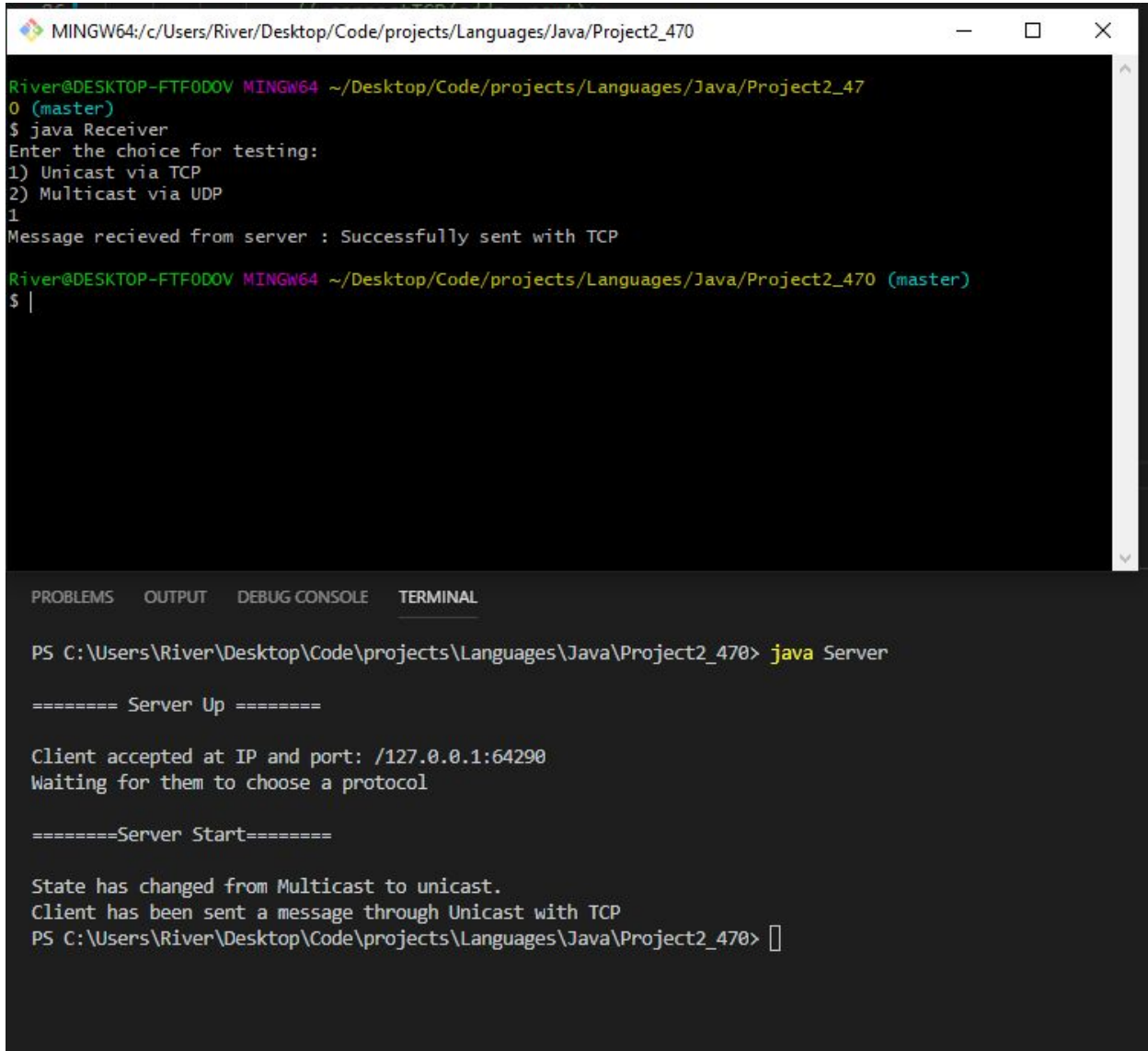
[illegible]

### Test Case 3: Multiple Clients join UDP process (multicast)

[illegible]

#### Test Case 4: User chooses to test unicast with TCP

Scott Holley  
Project 2: CS470  
Test Cases



```
MINGW64: c:/Users/River/Desktop/Code/projects/Languages/Java/Project2_470
River@DESKTOP-FTF0D0V MINGW64 ~/Desktop/Code/projects/Languages/Java/Project2_47
0 (master)
$ java Receiver
Enter the choice for testing:
1) Unicast via TCP
2) Multicast via UDP
1
Message recieved from server : Successfully sent with TCP
River@DESKTOP-FTF0D0V MINGW64 ~/Desktop/Code/projects/Languages/Java/Project2_470 (master)
$ |
```

```
PS C:\Users\River\Desktop\Code\projects\Languages\Java\Project2_470> java Server

===== Server Up =====

Client accepted at IP and port: /127.0.0.1:64290
Waiting for them to choose a protocol

=====Server Start=====

State has changed from Multicast to unicast.
Client has been sent a message through Unicast with TCP
PS C:\Users\River\Desktop\Code\projects\Languages\Java\Project2_470> 
```

Test Case 5: User makes incorrect choice

Scott Holley  
Project 2: CS470  
Test Cases

```
MINGW64:/c/Users/River/Desktop/Code/projects/Languages/Java/Project2_...
$ cd Desktop/

River@DESKTOP-FTF0DOV MINGW64 ~/Desktop
$ cd Code/projects/Languages/Java/

River@DESKTOP-FTF0DOV MINGW64 ~/Desktop/Code/projects/Languages/Java (master)
$ cd Project2_470/

River@DESKTOP-FTF0DOV MINGW64 ~/Desktop/Code/projects/Languages/Java/Project2_470 (master)
$ javac Receiver.java

River@DESKTOP-FTF0DOV MINGW64 ~/Desktop/Code/projects/Languages/Java/Project2_470 (master)
$ java Receiver
Enter the choice for testing:
1) Unicast via TCP
2) Multicast via UDP
3
You entered a choice that was not available

River@DESKTOP-FTF0DOV MINGW64 ~/Desktop/Code/projects/Languages/Java/Project2_470 (master)
$ |
```

Test Case 6: Server broadcasting out, clients not yet connected

```
MINGW64:/c/Users/River/Desktop/Code/projects/Languages/Java/Project2_...
River@DESKTOP-FTF0DOV MINGW64 ~/Desktop/Code/projects/Languages/Java/Project2_470 (master)
$ |

MINGW64:/c/Users/River/Desktop/Code/projects/Languages/Java/Project2_...
River@DESKTOP-FTF0DOV MINGW64 ~/Desktop/Code/projects/Languages/Java/Project2_470 (master)
$ |

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
PS C:\Users\River\Desktop\Code\projects\Languages\Java\Project2_470> java Server

***** Server Up *****

Broadcasting IP: 192.168.1.2]
```

Scott Holley  
Project 2: CS470  
Test Cases

### Test Case 7: Two clients have located and connected to server

[illegible]