



Wait for connections

Start command web socket server

Wait for commands

User connects

Send list of available files to user

Wait for command from user

Handle command

List:

List available files

For file in folder associated with client

 Add file to available files list

Return list to client

Get:

Open file websocket connection with client if not open

Look for file in folder associated with client

If file exists

 Send file to user

Save:

Open file websocket connection with client if not open

Store filename in payload

Wait for data on file websocket connection

Save data under filename

Test Case	Steps	Result
Upload file to server	<ol style="list-style-type: none"> 1) Open connection to server 2) Send command 3) Wait for server to open connection on inbound websocket 4) Send file over inbound connection 5) Wait for ack 6) List command 7) Verify file is there 	Pass
Download file from server	<ol style="list-style-type: none"> 1) Open connection to server 2) Get command 3) Wait for server to open connection on inbound websocket 4) Receive file on inbound connection 5) Verify file contents 	Pass
List files on server	<ol style="list-style-type: none"> 1) Open connection to server 2) Verify file list is sent after connection established 3) List command 4) Verify same file list as connection list 	Pass
Send file too large	<ol style="list-style-type: none"> 1) Open connection to server 2) Send command 3) Wait for server to open connection on inbound socket 4) Send file bigger than configured max 5) Verify nothing is received on server and ack wait times out 	Pass

Attempt to send file over wrong connection	<ol style="list-style-type: none"> 1) Open connection to the server 2) Send command 3) Wait for server to open connection on inbound socket 4) Send file on outbound socket 5) Verify file send fails 	Pass
Attempt to send command on wrong socket	<ol style="list-style-type: none"> 1) Open connection to the server 2) Send command 3) Wait for open connection on inbound socket 4) Send command on inbound socket 5) Verify command fails 	Pass