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| **Project Title:** | MMCM-LAB-NETWORK:Client-Server Monitoring and Management Tool |  | **Members (Lastname, Firstname):** | Aque, Kit Janbren M.  Magtibay, Zuriel  Yleaña, Cyrus |
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| **Tester Name:** Zuriel Magtibay | | **Test Cycle:**  [1 - W11] [2 - W12] [3 - W13] [4 - W14] | | **Instructor Remarks:** |
| **Test Date:** | | **Acceptance Criteria:** All tests should pass without any major problems. | |

1. Client-side login form

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| **Test Case ID** | **Test Case Name** | **Objective** | **Preconditions** | **Test Steps** | **Expected Results** | **Actual Results** | **Pass/Fail** |
| TC001 | ClientForm | Shows the Client Login form on the Client PC only | Application must be running on Client PC | 1. Open the application on Client PC 2. The Login form should cover the whole screen | The user is prompted to enter a student ID and password with a form that covers the screen | Client is prompted to enter student ID and password with a form that covers the entire screen | Pass |
| TC002 | ClientLoginAttempt | Limit login attempts to 3 before locking the account | Application running on Client PC, user has an account | 1. Enter an invalid student ID 2. Repeat until 3 failed attempts 3. Try logging in again | After 3 failed attempts, the user is locked out and prompted to contact admin | Client account is locked and cannot proceed to dashboard | Pass |
| TC002 | SQLConnection | Client is connected to the SQL Database of the Server PC | Client should have both of their ClientForms open | 1. Run the ClientForm.exe file | 1.ClientForm is connected to the Server SQL Database | Client is connected to the SQL database after opening the ClientForm exe file | Pass |
| TC004 | AdminUnlockAccount | Admin unlocks the locked client account | A client account is locked after 3 failed login attempts | 1. Run dashboard on Server PC 2. Navigate “Locked accounts” 3. Click “Unlock account” | The locked account is unlocked, and the client can log in again | Client can now use the locked account | Pass |
| TC005 | ClientLogOut | Client logs out, and the login form covers the entire screen again | The client is logged in | 1. Click “Logout” 2. Confirm logout action | Client logs out and the login form covers the entire screen again | Client is logged out | Pass |
| TC006 | ClientDashboard | After client successfully validates their student id, a client dashboard opens with their ID | Client logged in (validated studentID) | 1. Client clicks login button after entering student ID and password | ClientDashboard is in the screen with their studentID | ClientDashboard is now on the screen | Pass |

Test Cycle 3 Update:

- Added SQLConnection (TC002) Test case

1. Server-side Dashboard

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| TC006 | ServerDashboard | Displays active client PCs on the Server dashboard | Server application must be running on Server PC | 1.Open the server application on the Server PC  2. Check the dashboard for logged-in clients | The servers shows two active client PCS, other PCs displayed as images and labels | ServerDashboard opens up and displays two pictureboxes with PCs | Pass |
| TC007 | ViewClientProfile | Admin can view client profile including login history | A client has logged into the system, data exists in database | 1.Click on a logged-in client in the server dashboard  2. Select “View Profile” | Admin views the client's profile, including login history and hours used | ServerDashboard can see the client profile with login history | Pass |
| TC008 | CreateAccount | Create a new client account for login/logout tracking in SQL | Server Application running with access to the database | 1. Admin navigates to the “Create Account” button 2. Enter client details (Student ID, course, password) 3. Save | The account is created on the SQL database | Account now exists in dbo.Account table in SQL | Pass |
| TC009 | NetworkConnection | Ensure server and client communicate over a network | Server and client are connected via network | 1.Start server application  2.Start client application  3.Try logging in clients  4. The server dashboard would see the client PC connected | Both clients communicate with each other (Client PC logs in which is now detected by the Server dashboard) | Server dashboard detects the existence of the two client PCs | Pass |