

Testing Report

Manual Tests -- Here we document our manual tests and their results.

Server Tests Performed:

0) check name conflicts

- Log on user A
- attempt to log on another user A
- log on as user B, showed that they can connect after conflict

1) make sure users can connect

- Log on 1 user A
- close connection
- Log on user A
- Log on user B
- check user A received logon msg from user A
- close user B's connection
- check logout message to user A
- close user A's connection

2) three users can all log on and request the user list. Also checks for correct userList updates.

- Log on user A
- request userList
- Log on user B
- request userList
- Log on user C
- request userList
- Log off user C
- check logOff msgs
- Log on user D
- request userList
- Log off all users

3) create a conversation between 2 people, msg each other, and logout

- Log on user A
- Log on user B
- A createConvo with B
- B msg A
- B leaveConvo
- B log off
- A log off

4) create 3 conversations between 3 people, while having one three way chat

- Log on user A
- Log on user B
- user A createConvo w/ user B

- B msg A
- log on user C
- user C createConvo w/ user A
- A msg C
- user B createConvo w/ user c
- c msg A
- User A addUser B to AC conversation
- User A create new Convo with user C
- check msgs in all conversations
- log off users

5) test functionality of addUser and leaveConvo

- Log on user A
- Log on user B
- Log on user C
- Log on user D
- A create convo w/ B
- A add C
- C add D
- D leaveConvo, check notifications
- C leave, check notifications
- B add C
- check msgs

6) tests the checking of createConvo and addUser. The server won't perform these actions if the user has recently logged off

- Log on user A
- Log on user B
- A create convo with C
- check that no convo was created
- A create convo with B
- A addUser C
- check that no user was added

7) test the changeUserState (typing status) functionality in conversations

- Log on user A
- Log on user B
- Log on user C
- A create B
- B add C
- A changeStatus to isTyping
- A changeStatus to hasEnteredText
- A send msg
- check notifications of B & C

GUI Tests Performed:

- 1) - Localhosting, clients and server on same machine
-Logged in users (A, B, C)

- User C's buddy list not showing up correctly
 - Found and fixed bug in UpdateListWorker class (was only adding one user to buddylist instead of all)
- 2)
- Localhosting, clients and server on same machine
 - Logged in users (A, B, C) (buddyList updates work)
 - A create convo 0 with B, B msg back to A
 - B addUser C to convo 0
 - Now some strange addUser responses:
 - If A adds user B, the request gets sent to the server (incorrect)**
 - If A adds user C, a dialog box opens says they are already involved (correct)
 - If B adds either user A or C, the dialog box opens (correct)
 - If C adds user A, the request gets sent to the server (incorrect)**
 - If C adds user B, the dialog box opens (correct)
 - To further investigate this, we look at the pattern on 4 clients in a convo on a newly instantiated server and 4 newly instantiated clients (A,B,C, & D). The clients will be added to convo 0 in the order of (A add B), (B add C), (C add D):
 - If A adds B, request goes through (incorrect)**
 - If A adds C or D, dialog opens (correct)
 - If B adds A or C or D, dialog opens (correct)
 - If C adds A, request goes through (incorrect)**
 - If C adds B or D, dialog opens (correct)
 - If D adds A or B, request goes through (incorrect)**
 - If D adds C, dialog opens (correct)
 - Now reverse the order of the way the conversation was created (D add C, C add B, B add A) and the pattern of incorrectness was the same. Now looking for bug
 - Narrowed bug location down to not adding users correctly to conversation from the side of the person who creates the conversation.
 - Bug fixed, there was a mix up in naming variables where a local variable and data field overlapped. This was causing the error and has been fixed.
- 3)
- Localhosting users A,B,C,D,E,F,G,H,I,J,K,L,M,N,O,P,Q,R,S,T (20 users)
 - all buddyLists appear correctly
 - random createConvo/addUser requests between users
 - all requests seem to work correctly
 - multiple users are displayed in the conversation member window correctly
 - Typing status still not working/updating
- 4)
- Localhosting, clients and server on same machine.
 - Log on user A, B, C, D, E
 - make a 5 way conversation
 - conversation members displayed correctly
 - E leaveConvo
 - D log off
 - C leaveConvo
 - B log off
 - A leaveConvo

- We want to check that these string of events is handled correctly and everyone keeps an up to date list of conversation members.
- All displays working correctly!

5) Test sending an empty string--> Result: error in `ServerRequest.getType()` parsing text token (no token found)

- Fixed by using while loop (`while tokenizer.hasMoreTokens()`) to make the text token optional, now the gui prints the sender's username with no text

6) Instantiate 3 clients (A, B, C) and engage in 3 way conversation: User C logs out (by closing the window) → Result: User C is still displayed in user lists of A and B

- Fixed by iterating through all conversations (on both client and server-side), and if convo contains User C, remove User C

7) Logging on with the GUI:

- Test username that is taken → Result: get dialog box that says username is taken
- Test invalid port number/hostname → Result: get dialog box that says to check port/host

8) Trying to add someone to a chat who is already in it:

- Result: dialog that says user is already in the chat

9) Trying to start a conversation with someone you are already in a 1-on-1 conversation with:

- Result: nothing happens