

## TESTING STRATEGY :

1. We shall test our own code as thoroughly as possible using JUnit.
2. The GUI shall be tested manually for bugs and discrepancies in its working.
3. Everything except the GUI shall be tested using the JUnit test suite.
4. The server shall be tested separately using JUnit and passing various messages to test the workings of the server.
5. We also will have testing in place to check that the messages being passed by the client are in the correct format.
5. The client shall be tested using JUnit in the almost the same manner as the server by passing messages and seeing that it takes the correct actions on receiving those messages.
6. We shall also test the methods on the server and client side which write messages to the Output Stream to check that the messages are in the correct format.

## CONCURRENCY STRATEGY :

1. We shall use message passing as our primary mode of communication between the client and server.
2. The internal concurrency will be handled using BlockingQueues to maintain synchronization.
3. We will use locks wherever necessary on instance variables shared between multiple threads.

NAME:

IP:

PORT:



USER 1

USER 2

USER 3

USER 4

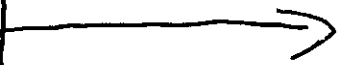
USER 5



ME: Hi

USER 1: Hey

USER 1: How are you.



ME: Hi

USER 1: Hey

USER 1: How are you

ME: How are you?

USER 2: Hey guys.