

Unit Tests(5 total overall)

1. Welcome test (1 total)
 - a. This was the first demo test that was given in the lab as an example for what to do
2. Login test (2 total)
 - a. For this test we tested a positive (a correct username and password) and a negative (a incorrect username and password)
3. Register test (2 total)
 - a. In the lab write up it said to test any other api except login for one negative and positive test, so for the positive we did a normal registration giving a username and password. For the negative gave a duplicate username and a password.

Acceptance Tests

1. Feature - Login
 - a. Description: As a user i should be on the login page and see two visible fields, a username and password field. If I enter the correct username and password I should see the home page be displayed to me, and if I enter an incorrect username or password I should see a message letting me know of my errors.
 - b. Test Data: the test data that will be used to test the feature is a username and a password.
 - c. Test environment: the environment that will be used to test the feature at the moment is the development environment, To where we're going to be using our own local machine.
 - d. Test results: there are two results to test the feature, a successful result and a failed result. If the result is successful then the results should be a home page that welcomes the user. And if the results are a failure, then the results should be a message that tells the user that there was an error that either keeps the login page or renders the register page
 - e. User acceptance testers: the testers depend on the stage of development, if the feature is in the early stages of development then the testers will be the team members and if the feature is finished the testers are end users.
2. Feature - Settings
 - a. Description: As a user I should be able to access settings from the navbar at the top right corner and on the settings page I should be able to view and edit my information and change my language preference.
 - b. Test Data: the test data that will be used to test the feature is the preferred language
 - c. Test Environment: the environment that will be used to test the feature at the moment is the development environment, To where we're going to be using our own local machine.

- d. Test Results: the test results that will be used to test this feature is the database, if the database gets updated based off of what the user changes then that is a successful result, and if the database does not get updated after the user makes changes then that is a failed result.
 - e. User acceptance testers: the testers depend on the stage of development, if the feature is in the early stages of development then the testers will be the team members and if the feature is finished the testers are end users.
3. Feature - Sending messages
- a. Description: As a user I should be able to go to the chatbox page and send messages in my preferred language.
 - b. Test Data: the test data that will be used to test the feature will be messages sent within the chat box
 - c. Test Environment: the environment that will be used to test the feature at the moment is the development environment, To where we're going to be using our own local machine.
 - d. Test Results: the test results that will be used to test this feature will be the translation of messages. If the user sends a message in their preferred language and the messages get translated then the results are a success, and if the messages sent by the user don't get translated then the results are a failure.
 - e. User acceptance testers: the testers depend on the stage of development, if the feature is in the early stages of development then the testers will be the team members and if the feature is finished the testers are end users.
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1. User can successfully login and set their language
- a. Test Data:
 - i. User logs in using example username "test" and example password "password123", then set their language to "English"
 - b. Test Environment:
 - i. Global Chat login/homepage
 - c. Expected Results:
 - i. The user first sees the Login page
 - ii. After a successful login, they see the Home page
 - iii. The user's language preference persists across multiple connections
 - d. Testers:
 - i. A user unfamiliar with the project, to perform the tasks.

- ii. A member of the team to verify results.
- 2. User can successfully send and receive messages
 - a. Test Data:
 - i. User 1 sends three messages:
 - 1. "Hello, World"
 - 2. "こんにちは、世界"
 - 3. "สวัสดีชาวโลก"
 - ii. User 2 sets their language to English
 - b. Test Environment:
 - i. Global Chat chatroom
 - c. Expected Results:
 - i. User 2 sees "Hello, World" displayed on their screen three times.
 - d. Testers:
 - i. Two members of the team, one to send messages and the other to record results.
- 3. User can successfully log out
 - a. Test Data:
 - i. None applicable.
 - b. Test Environment:
 - i. Global Chat chatroom and homepage.
 - c. Expected Results:
 - i. The user can successfully log out from the chatroom.
 - ii. The user can successfully log out from the homepage.
 - iii. In both cases, the user is redirected to the login page after signing out.
 - d. Testers:
 - i. Two members of the team, one to perform tasks and the other to record results.