# Testing Report

1. All the functionality of the chat application was tested with common cases as the screenshots are attached.

2. Also, the edge cases were tested like what happens when a client leaves the program unexpectedly, in this case the server should remove client from all the lists and rooms and will function properly without interrupting anything else and this behaviour of server was tested. As shown in this picture. Top-right corner client leaves and when we do room info at bottom right we don't see that user.
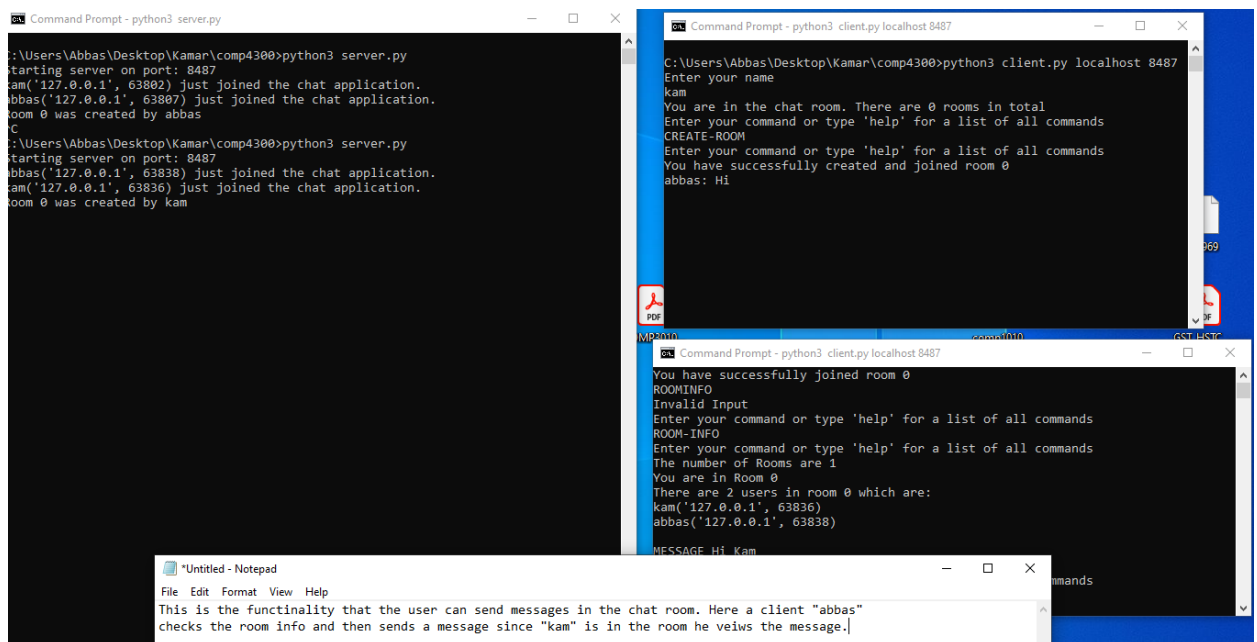
3. Also, it was tested that when there are 5 users the 6th can't join a room and when 1 sends a message the others are able to view it.

4. I tested nothing breaks when I enter invalid input in client.

5. I tested with multiple rooms and multiple users the users are in correct room and there is no duplication.

6. I tested if there's just 1 user in a room he can still send messages and view it for themselves.