

<u>Test Case:</u>	<u>Expected Result:</u>	<u>Actual Result:</u>
Check the response on pressing the ‘practice button’	The screen will shift to a practice page where there will be a question and the Ace Editor active	The screen ended up shifting to the practice page with the question being active
Check the response on pressing the ‘create a lobby button’	The screen will shift to another page with three buttons named, ‘Create Spectator Only Lobby’, ‘Create Regular Lobby’ and ‘Join Lobby’ along with a form page that asks for a Screen Name and a room id	The buttons were combined to 2 but the screen shifted.
Check if the inputs from the Screen Name textbox and Room ID textbox got sent to the client page by any of the lobby related buttons	The info from the textboxes will be sent into the client side of the program and later to the server.	The info from the text boxes was sent to the client-side program successfully.
Check the response on pressing the ‘Create Spectator Only Lobby’ button	Assuming the inputs for Screen Name and Room ID are correct. It should send the user to a screen with the Screen Name and Room ID being at the right-hand top corner.	It did not have the Screen Name on the right-hand corner, but it was towards the center. I also did not have the Room Id displayed.
Only in the lobbies check if the Screen Name and Room ID show up on the right-hand top corner.	The Screen Name and Room ID will show up on the right-hand top corner in bold	It did not show up in the right-hand corner and the room id is not there, but the screen name is.
Check the response on pressing the ‘Create Regular Lobby’ button	Assuming the inputs for Screen Name and Room ID are correct. The user will be placed into a room where the Room ID and Screen Name is shown in the top right-hand corner. The Ace text editor formats will show up on the page as well.	The Ace Editor formats show up on the page. The Screen Name showed up but the Room ID is not there and the Name is towards the top center.
Check the response on pressing the ‘Join Regular Lobby’ button	First the Room ID has to match a current Room ID which should be true. The user will be placed into a room where the Room ID and Screen Name is shown in	The joining of the room was a success. The Screen Name is not on the right-hand corner, it is more towards the center and

	the top right-hand corner. The Ace text editor formats will show up on the page as well.	there is no Room ID shown. Finally, the ace text did show up.
Check if the text inputted in the input section for practice and lobby modes will have a color change for the text.	When typing a variable or a method in the input section, it will be a different color depending on what was typed	The text inputted in the code section changes color.
Check if pressing the run button will compile the code in the input section	The code in the input section will compile and will return 'Test # passed' or 'Test # failed'.	Pressing the compiled button has worked and it compiled the code
Check if the compiled code will return the results in the output section	The compiled code will show at a section as either 'Test # passed' or 'Test # failed'.	The compiled code showed that the conditions either passed or failed
Check if the incorrect code in the input section will compile and return 'Test # failed' and depending on # the actual value	The output section will show 'Test # failed' and an error message depending on #	It will show the actual error of the code
Check if in any lobby mode, it displays a timer	After the lobby was made, a timer will be in the top left of the screen	It does not contain a timer
Check response of the Log menu dropdown in a Regular Lobby.	When pressing the Log menu button, a dropdown will show any recent presses of the run button by a user both yourself and another person in the room along with how many test cases passed, and your timer at the time of pressing the run button.	There is not a log menu button but there is an area that shows when the user submitted the code and how many test cases passed.
Check if someone in a Regular Lobby mode compiles code, the other person can see when they compiled the code and how many Test Cases passed if in the same room after pressing run.	After the run button is pressed, the Log menu dropdown will populate with the user's Screen Name, # of passed Test Cases, and the timer at which the button was passed.	The log menu dropdown did not populate but the submitted code is shown and the other person can see the compiled code

Check the response of the Log section in the Spectator Lobby	The Log section will show nothing unless a user from a regular lobby mode is inside of the spectator lobby	This is partially true since only the spectator can see submitted code.
Check if someone in a Regular Lobby mode compiles code, the other person in a spectator lobby can see when they compiled the code, how many Test Cases passed, the person's Screen Name, and the code itself if in the same room after pressing run.	The Log section will populate with the user's Screen Name, the user's Code, the # of passed Test Cases, and the timer at which the button was pressed	The test passed since it does show all of this information.