

Test 1 testing LOGIN COMMAND

1 input LOGIN with no parameters

Expected: ACK type 3

2 input LOGIN with bad USER

Expected ACK type 2

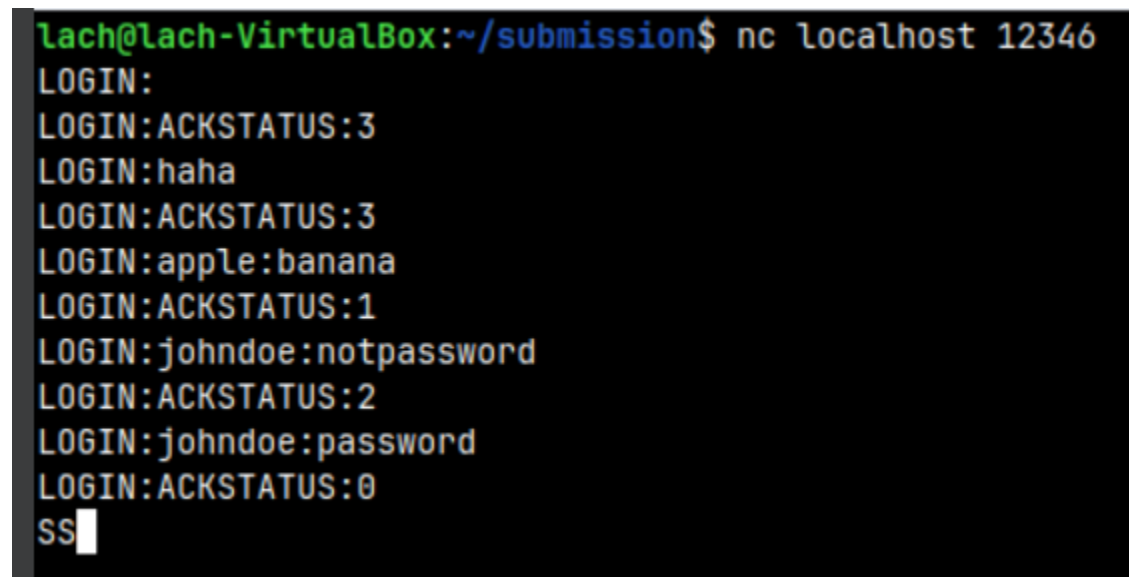
3 input LOGIN with bad PASS

Expected ACK type 1

4 input good LOGIN

Expected ACK type 0

Screencap:

A terminal window with a black background and green text. The prompt is 'lach@lach-VirtualBox:~/submission\$'. The user enters 'nc localhost 12346'. The output shows a series of LOGIN attempts and their corresponding ACKSTATUS values: LOGIN: (ACKSTATUS:3), LOGIN:haha (ACKSTATUS:3), LOGIN:apple:banana (ACKSTATUS:1), LOGIN:johndoe:notpassword (ACKSTATUS:2), and LOGIN:johndoe:password (ACKSTATUS:0). The prompt 'SS' is visible at the bottom.

```
lach@lach-VirtualBox:~/submission$ nc localhost 12346
LOGIN:
LOGIN:ACKSTATUS:3
LOGIN:haha
LOGIN:ACKSTATUS:3
LOGIN:apple:banana
LOGIN:ACKSTATUS:1
LOGIN:johndoe:notpassword
LOGIN:ACKSTATUS:2
LOGIN:johndoe:password
LOGIN:ACKSTATUS:0
SS
```

Test 2 testing REGISTER command

1 input REGISTER no param

Expected ACK type 3

2 input REGISTER bad user

Expected ACK type

3 input REGISTER correct

Expected ACK type 0

Screenshot

```
lach@lach-VirtualBox:~/submission$ nc localhost 12346
REGISTER:aa
REGISTER:ACKSTATUS:2
REGISTER:janedoe:pass
REGISTER:ACKSTATUS:1
REGISTER:janet:password
REGISTER:ACKSTATUS:0
SsSs
```

Test 3 testing ROOMLIST command

Test Roomlist before and after creating a room as well as between modes and with invalid input.

```
lach@lach-VirtualBox:~/submission$ nc localhost 12346
LOGIN:a:a
LOGIN:ACKSTATUS:0
ROOMLIST:PLAYER
ROOMLIST:ACKSTATUS:0:
CREATE:epicroom
CREATE:ACKSTATUS:0
ROOMLIST:PLAYER
ROOMLIST:ACKSTATUS:0:epicroom
ROOMLIST:VIEWER
ROOMLIST:ACKSTATUS:1
ROOMLIST:S
```

Test 4 testing CREATE command

I would test the create command by calling it then calling it invalid and calling it with invalid roomname and with long roomname.

Test 5 testing JOIN command

I would test the join command by testing it invalid, then testing it to join nonexistent room then to join existent room and to join rooms as player when they are full.

Test 6 testing PLACE command

I would test PLACE non auth and PLACE non in room and PLACE in game with different positions

Test 7 testing GAMEEND response

I would run different games to see if the right endgames are chosen, I would also disconnect from games to see if it runs and forfeit from games to see if it runs.