MP 2 James Maestro Goodrich Matthew Gaskamp ECEN 424 - 500

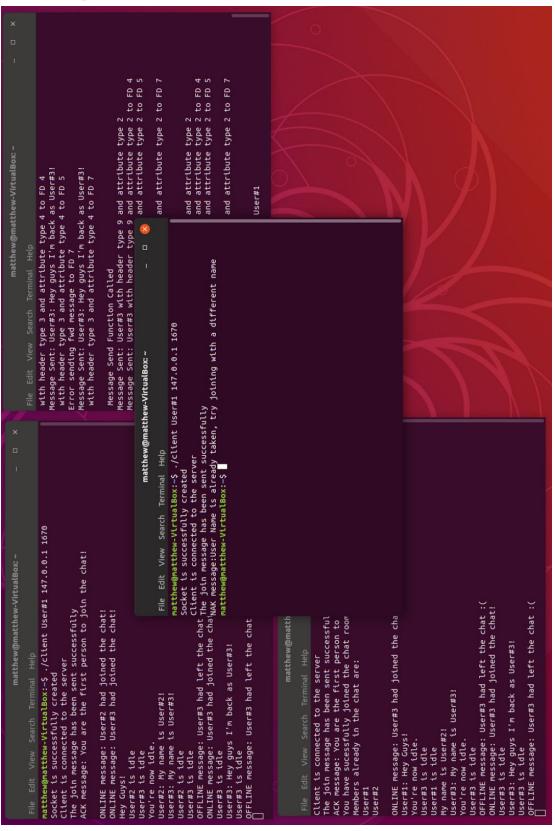
Date: April 4th, 2019

Test Cases:

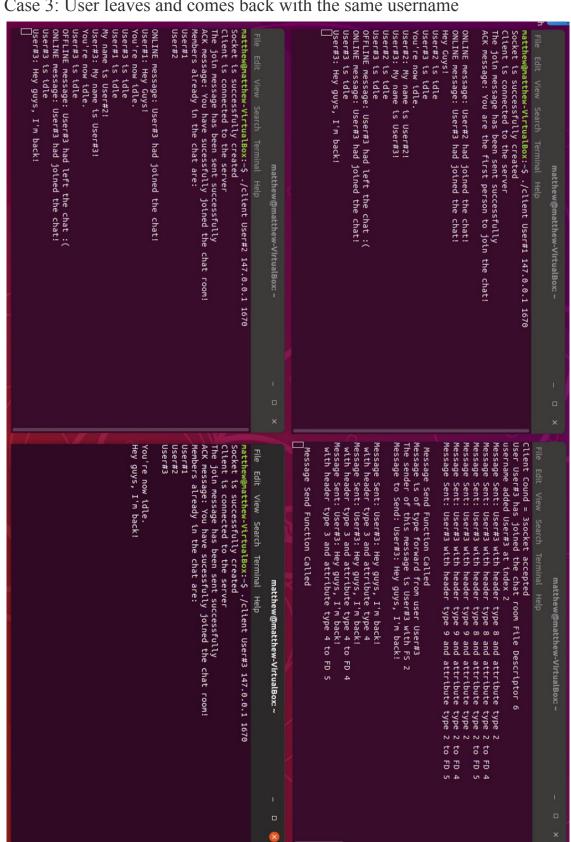
Case 1: 3 users interacting when idle



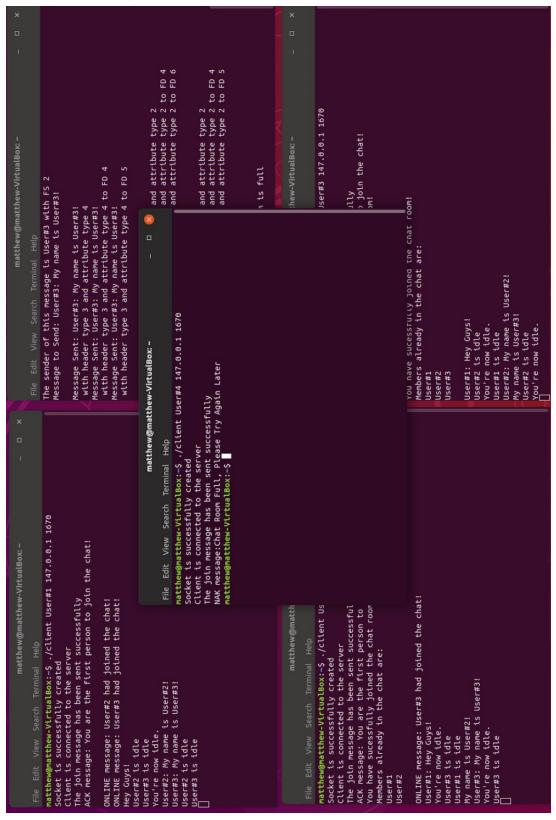
Case 2: Duplicate username rejected



Case 3: User leaves and comes back with the same username



Case 4: Client rejected because chatroom is full



Comments:

We showed the 4 required test cases. We completed the bonus portion of the machine problem, so we should get the 20 additional points. We implemented the ACK, new client joins, the NAK, can see when a client gets rejected, ONLINE, Can see when a new clients joins, OFFLINE, can see when a user leaves, and IDLE, when a client doesn't say anything. After completing our C code, we compiled them in a linux environment and tested each required case. The above images describe what we entered in order to trigger any warnings or error messages. In the README file, there is a more comprehensive outline of our code.