## **Testing**

## List of exception that are being handled:

## **Exceptions:**

- 1. User sends an empty message
- 2. User's message is too long
- 3. More than 5 users try to join a room
- 4. User trying to join the room that does not exist
- 5. Client tries to join the room that he is currently in

## **Handling:**

1. When user sends an empty message, "Please enter message" is shown to the user

```
Please enter message
Please enter message
Please enter message
```

2. When users message is too long, message is not sent. "Message is too long" is shown to the user

3. "Room is full" is sent to the user

```
elif len(self.rooms[roomName]) > 5:
    client.send("Room is full".encode(self.FORMAT))
```

- 4. Room is created instead
- 5. "<username> has tried to join the room that he is currently in" is shown to the user

```
-join room
max tried to join a room he is already in
```