

Term Project: JavaMess

Unit Testing

Units

- Client

Main program

- Login

Login

- Registration
- Main Interface

Display message

- Retrieve history
- Send public message
- Display online users
- Send private messages
- Quit

History Window

- Display user history

Server

loading

- Load user files

loginHandler

- registration
- login

message Handler

- Retrieve history
- Relay public message
- Relay private message

Unit	Tested Value	Expected Value	Test
Client			
Main program			Success
Login			
-Login	Correct login and password incorrect login incorrect password	successful login error message error message	Success success success
-Registration	Correct login and password username containing X already taken username	successful login error message error message	Success success success
Main Interface			
-Display message	Public message Private message	Publicly displayed message Private displayed message	Success success
-Retrieve history	Hit display history button with user selected Hit display history button with out user selected	Display history Error	Success success
-Send public message	Hit send message	message sent to all users	success
-Display online users	Online users display	All online users displayed	success
-Send private messages	Hit private message button with user selected Hit private message button with out user selected	private message sent to selected user Error	Success success
-Quit	Hit quit button	program closes, program ends	success
History Window			
-Display user history	previous chat history is displayed	previous chat history is displayed	success

Unit	Tested Value	Expected Value	Test
Server			
loading			
• Load user files	load external file	All users loaded	success
loginHandler			
• registration	Correct login and password incorrect login incorrect password	successful login error message error message	Success success success
• login	Correct login and password username containing X already taken username	successful login error message error message	Success success success
message Handler			
• Retrieve history	complete history loaded from an external file	string containing user chat history	success
• Relay public message	Hit send message	message sent to all users	success
• Relay private message	Hit private message button with user selected Hit private message button with out user selected	private message sent to selected user Error	Success success