

CS677 Lab 1 Tests

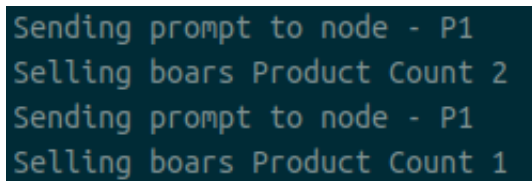
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1 Tests

The following are possible scenarios:

1. A buy transaction
Expected result - Product count of seller decreased by 1, and reset if hits 0.



```
Sending prompt to node - P1
Selling boars Product Count 2
Sending prompt to node - P1
Selling boars Product Count 1
```

Figure 1: Test Case 1

2. 2 buy requests at the same time
Expected result - First buyer should make the transaction
3. A buy request for an item that does not exist
Expected result - Should not throw exception or cause untoward behaviour
4. A buy request for an item that already got sold
Expected result - Seller informs the buyer that the product is sold out. No transaction occurs.
5. No seller responds in the given amount of time
Expected result - Do not buy. Output 'Could not buy'
6. A sell reply for an item that already got bought
Expected result - The buyer informs the seller that it will not buy the item
7. Positive product counts at all times for sellers
8. Name server and all peers on the same machine

```
!! Searching for fish  
Bought from ('P4', 'fish')  
!! Searching for salt  
Couldn't buy
```

Figure 2: Test Case 5

9. Name server on one machine and all peers on another machine
10. All buyers on one machine and all sellers on another machine