

TEST GUIDE

The tests bellow will be performed first on the old Termite system, using the console/terminal interface, and then on the new Termite2 system using the new graphical user interface running on a webpage.

We will start by presenting a general explanation of the tests you will be performing, please fell free to ask any question or express any problem you may find.

To perform each test just follow the indicated tasks in order.

Test 1

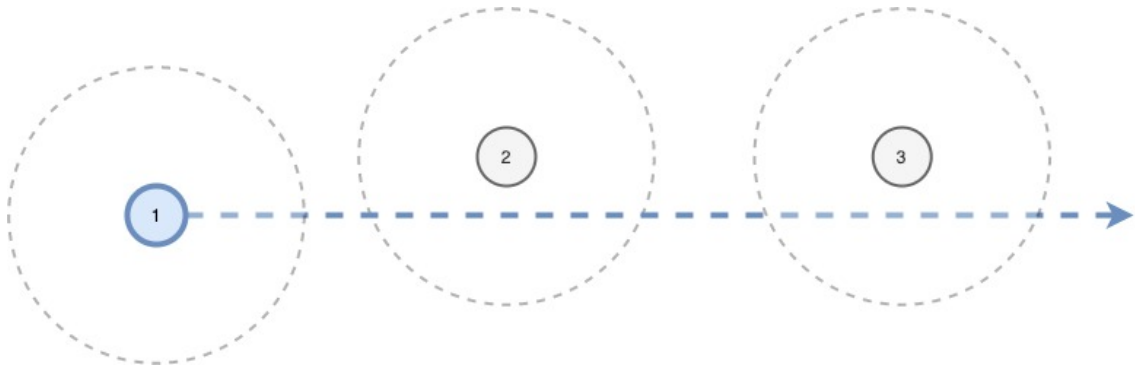
1. Create two nodes, node 1 and node 2
2. Launch two emulators, all running the app Termite2Logger (package: com.example.termite2logger)
3. Bind the nodes to the emulators as follows:
 - Node 1 -> emulator e1
 - Node 2 -> emulator e2
4. Emulate the movement of node 1 coming in proximity of node 2.
5. Create a peer-to-peer group were the group owner is the node 1 and has the node 2 as member.
6. Perform the commit command. //Looking to the emulators, explain what happened//
7. Now launch a third emulator (e3), run the app Termite2Logger (package: com.example.termite2logger).
8. Create a new node 3 and bind it to the emulador you just started.
9. Make node 3 joint the group previously created (group 1).
10. Perform the commit command. //Looking to the emulators, explain what happened//
11. Remove node 2 from group 1.
12. Perform the commit command. ///Looking to the emulators, explain what happened//
13. Delete grupo 1.
14. Perform the commit command. //Looking to the emulators, explain what happened//
15. Now stop all emulators and clear the emulated network you have just created.

Teste nº2

This test provides less steps than the one you did before. Instead it presents a problem / test case that we want to create. To do this we recommend to use the automatic movement option to move the nodes when performing this test on Termite2.

1. Create three nodes, node 1, 2 and 3.
2. Launch three emulators, all running the app Termite2Logger (package: com.example.termite2logger)
3. Realize o bind dos nodes aos emuladores da seguinte forma:
 - Node 1 -> emulator e1
 - Node 2 -> emulator e2
 - Node 3 -> emulator e3

Perform a test where node 1 moves in a path that enables him to come in proximity of node 2 and 3 while node 2 and 3 never come in proximity of each other. See the image below:



4. Perform the commit command. //Looking to the emulators, explain what happened//