|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ID | Test-case name | Precondition | Post-conditions | Action | Expected output | Pass/Fail | Remarks |
| 1.1 | Connect without details | System displays the connect GUI. User has the IP of the server | User enters proper credentials | User clicks on connect without giving name | System displays a message asking the user to enter the name | Pass | It doesn’t get connected to server without valid details. |
| 1.2 | Connect with name | Same as 1.1 | User enters proper credentials | User tried to connect to server without entering IP | System displays a message asking user to enter IP | Pass | Without giving server IP system won’t get connect to server. |
| 1.3 | Connect without name | Same as 1.1 | User enters proper credentials | User clicks on connect but has not entered IP | Display a message asking user to enter IP | Pass | It doesn’t get connected to server without valid details. |
| 1.4 | Invalid IP | Same as 1.1 | User enters proper IP | User enters invalid IP | Display a message asking user to enter valid IP | Pass | Without valid IP value, it won’t get connected to server. |
| 1.5 | Valid Login | User enters valid name and IP | User obtains a list of recipients.  Send name to server and user is assigned a id | User clicks connect | Establish connection to server and open chat GUI | Pass | System gets connected to server. |
| 1.6 | Inactive server | Same as 1.5 but server is offline | Connection is not established | User clicks connect | Message is shown that server is offline | Pass | Server program may not be running. |

2. Chatting module

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ID | Test-case name | Preconditions | Post-conditions | Action | Expected output | Pass/Fail | Remarks |
| 2.1 | Blank message transfer | User is connected to server and has list of recipients | Message is not sent | User does not type anything but clicks on send | Nothing | Pass | Blank messages won’t be sent. |
| 2.2 | Select recipient | Same as 2.1 | Obtain recipient ID | User selects the recipient from the list | Display the corresponding field | Pass | Selection of recipient name from the list. |
| 2.3 | Message Transfer | Same as 2.1 | Send message along with destination ID to server | User types the message and clicks on send | Update the text area | Pass | Message gets transferred to corresponding user through the server |

3. Graphical User Interface

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ID | Test-case name | Preconditions | Post-conditions | Action | Expected output | Pass/Fail | Remarks |
| 3.1 | Cross button | The application is open | Pause the running of the program and open confirmation box | Click on cross button | Prompts the message dialog for confirmation to close | Pass | User clicks in it to close the application |
| 3.2 | Accidently closing application | The application is open and user clicks on cross by mistake | Application runs normally | User chooses ‘NO’ | Dialog box is close and application will continue | Pass | User closes the application accidenlty. |
| 3.3 | Close application | The application is open and user wants to close application | Disconnect from server | User chooses ‘YES’ from dialog box | Disconnect from server and application is closed | Pass | System gets disconnected from server and closes. |
| 3.4 | Multiple Instance | Application is open and user is connected | Second instance of the application is not opened | User attempts to open another instance of the application | Display message saying “Cannot open multiple instance” | Pass | User running multiple instance of system is not allowed |

4. File Transfer

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ID | Test-case name | Preconditions | Post-conditions | Action | Expected output | Pass/Fail | Remarks |
| 4.1 | Select File | User is connected to server and user has selected recipient | Waits for user to select the file | Select ‘File’ option from combo box | File choose dialog box opens | Pass | Selection of file to send. |
| 4.2 | Close File Chooser | Same as above but file is not selected | Application is running normally | User closes the dialog box without selecting file | Application continues running | Pass | Without choosing a file dialog gets closed |
| 4.3 | File Transfer | User is connected to server | Recipient is notified that file is received | Choose the file and click on open | File is sent to recipient | Pass | Selected file will be transferred to the recipient. |

5. Image/Screenshot

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ID | Test-case name | Preconditions | Post-conditions | Action | Expected output | Pass | Remarks |
| 5.1 | Select image | User is connected to server and user has selected recipient | Waits for user to select image | Select ‘Image’ from combo box | File choose dialog box opens | Pass | Selection of image to send to other user. |
| 5.2 | Close File Chooser | Same as 5.1 | Application is running normally | User closes the dialog box but does not choose an image | Application continues running | Pass | Without choosing a file dialog gets closed |
| 5.3 | Transfer image | Same as 5.1 | Recipient is notified that a new image has been received | Choose the image and click open | File sent to recipient | Pass | Selected image will be transferred to the recipient. |
| 5.4 | Monitor | Teacher is connected to server. Teacher has a list of student.  Teacher has selected a student from the list | Image is saved to the hard disk | Teacher chooses ‘Monitor’ from the combo box | Teacher receives a screenshot of that particular student’s workspace | Pass | Teacher will receive the screenshot of the selected student PC. |