Syncweave High Level Scenarios

# High level scenarios:

1. Following actions on the server should produce results on all possible online clients.

- -Uploading files to base sync folder level.

- Uploading files to sub folder level.

- Creating new folders at base folder level and sub folder level.

- Moving a folder

- Moving a file

- Deleting a folder

- deleting a file

- Renaming afile

- renaming a folder

- copying a file

- copying a folder

- Try all of the above for more than items .

- Unicode/Multicharacter testing- All windows illegal characters/file names/file lengths should be tested to make sure that the sync doesn't fail.

2. Following actions on the client should produce results on all possible online clients & server.

- Uploading files to base sync folder level.

- Uploading files to sub folder level.

- Creating new folders at base folder level and sub folder level.

- Moving a folder

- Moving a file

- Deleting a folder

- deleting a file

- Renaming afile

- renaming a folder

- copying a file

- copying a folder

- Try all of the above for more than items .

- Unicode/Multicharacter testing- All windows illegal characters/file names/file lengths should be tested to make sure that the sync doesn't fail.

3. Here’s a list of the bulk single server- single client scenarios/test cases. Changes will be made in a single direction only .In the sense at a given point of time changes will be made either on the client side or the server side. (Will be split /organized later)

o Creating files under the base sync folder.

- 1 a) renaming, deleting, copying, rar/zip these files created under the base sync folder. All these changes need to be pushed to the server side.

o Creating folders under the base sync folder.

- 2 a) renaiming,deleteing,copying,rar/zip these folders created under the base sync folder. All these changes need to be pushed to the server side.

o moving files and folders - files and folders at the base sync folder level need to be moved to other folders and sub folders .These changes need to be pushed to the server.

o deleting the base sync folder.

o deleting the "web uploads" folder.

o deleting the "from email" folder.

o testing large files :files up to ?? size need to be tested.

* files deleted need to show up in the recycle bin under Windows.

4.

Create a file named “foo.txt” on the server.

* Sync on Client A and Client B.
* Make changes to the file on both Client A and Client B while offline.
* Reconnect Client A and sync.
* Reconnect Client B and sync.
* Client A’s version should be in place at foo.txt on both clients and the server.
* Client B’s version should be in place at foo (2).txt on both clients and the server.

These results should be true whether or not changes were made on Client A or Client B first.

5.