Testcase	Pass/Fai
Testcase 2001	
Server startup check with default arguments	
Instructions:	
1. Start the server program	
Expected result:	
<ol> <li>The server reports that it is listening for clients by displaying the following message:</li> </ol>	Pass
Server listening for clients on port 5555	
2. The server console waits for user input.	
Cleanup:	
Terminate the server program.	
Testcase 2002	
Client startup check without a login	
Instructions:	
1. Start the Client program without specifying the loginID as an argument.	Pass
Expected result:	
1. The client reports it cannot connect without a login by displaying:	
ERROR - No login ID specified. Connection aborted.	
2. The client terminates.	
Cleanup: (if client is still active)	
Terminate the client program.	
Testcase 2003	
Client startup check with a login and without a server	
Instructions:	
Start the Client program while specifying loginID as an argument.	
Expected result:	
1. The client reports it cannot connect to a server by displaying:	Pass
ERROR - Can't setup connection! Terminating client.	
2. The client terminates.	
Cleanup: (if client is still active)	
Terminate the client program.	
Testcase 2004	
Client connection with default arguments	
Instructions:	
1. Start a server (Testcase 2001, instruction 1)	
2. Start a client (Testcase 2003, instruction 1)	pass
Expected results:	
The server displays the following messages in sequence:	
A new client has connected to the server.	
Message received: #login <loginid> from null.</loginid>	
<li><loginid> has logged on.</loginid></li>	
<b>Note:</b> the server specifies that it received a message from null as this is the first	
message received from this client. It will record the loginID of this client for later	
messages. Hence, for later messages, it should display:	

Manager manifest, over insurts from desireDs	
Message received: <user input=""> from <loginid> Where <user input=""> is the content of the message received and <loginid> is the</loginid></user></loginid></user>	
loginID of the sending client.	
2. The client displays message:	
2. The client displays message. <loginid> has logged on.</loginid>	
3. The client and the server wait for user input.	
Cleanup: (unless proceeding to Testcase 2005)	
Terminate the client program.	
Terminate the server program.	
Terminate the server program.	
Testcase 2005	
Client Data transfer and data echo	
Instructions:	
1. Start a server and a client using default arguments (Testcase 2004 instructions).	
2. Once connected, type in data on the client console and press ENTER.	Pass
Expected results:	
1. The message is echoed on the client side, but is preceded by the sender's loginID	
and the greater than symbol (">").	
2. The server displays a message similar to the following:	
Message received: <user input=""> from <loginid></loginid></user>	
Cleanup:	
Terminate the client program.	
Terminate the server program.	
Testcase 2006	Pass
	Pass
Testcase 2006	Pass
Testcase 2006 Multiple local connections	Pass
Testcase 2006 Multiple local connections Instructions:	Pass
Testcase 2006  Multiple local connections Instructions:  1. Start a server and multiple clients with DIFFERENT loginIDs and connect them to	Pass
Testcase 2006  Multiple local connections Instructions:  1. Start a server and multiple clients with DIFFERENT loginIDs and connect them to the server using default arguments. (Testcase 2005 instructions).	Pass
Testcase 2006  Multiple local connections Instructions:  1. Start a server and multiple clients with DIFFERENT loginIDs and connect them to the server using default arguments. (Testcase 2005 instructions).  2. Start typing on all the client consoles AND the server console, pressing ENTER to	Pass
Testcase 2006  Multiple local connections Instructions:  1. Start a server and multiple clients with DIFFERENT loginIDs and connect them to the server using default arguments. (Testcase 2005 instructions).  2. Start typing on all the client consoles AND the server console, pressing ENTER to send each message.	Pass
Testcase 2006  Multiple local connections Instructions:  1. Start a server and multiple clients with DIFFERENT loginIDs and connect them to the server using default arguments. (Testcase 2005 instructions).  2. Start typing on all the client consoles AND the server console, pressing ENTER to send each message.  Expected results:	Pass
Testcase 2006  Multiple local connections Instructions:  1. Start a server and multiple clients with DIFFERENT loginIDs and connect them to the server using default arguments. (Testcase 2005 instructions).  2. Start typing on all the client consoles AND the server console, pressing ENTER to send each message.  Expected results:  1. All client messages are echoed as in Testcase 2005.	Pass
Testcase 2006  Multiple local connections Instructions:  1. Start a server and multiple clients with DIFFERENT loginIDs and connect them to the server using default arguments. (Testcase 2005 instructions).  2. Start typing on all the client consoles AND the server console, pressing ENTER to send each message.  Expected results:  1. All client messages are echoed as in Testcase 2005.  2. All messages from the server console are echoed on the server console and to all clients, but are preceded by "SERVER MESSAGE>".  Cleanup:	Pass
Testcase 2006  Multiple local connections Instructions:  1. Start a server and multiple clients with DIFFERENT loginIDs and connect them to the server using default arguments. (Testcase 2005 instructions).  2. Start typing on all the client consoles AND the server console, pressing ENTER to send each message.  Expected results:  1. All client messages are echoed as in Testcase 2005.  2. All messages from the server console are echoed on the server console and to all clients, but are preceded by "SERVER MESSAGE> ".	Pass
Testcase 2006  Multiple local connections Instructions:  1. Start a server and multiple clients with DIFFERENT loginIDs and connect them to the server using default arguments. (Testcase 2005 instructions).  2. Start typing on all the client consoles AND the server console, pressing ENTER to send each message.  Expected results:  1. All client messages are echoed as in Testcase 2005.  2. All messages from the server console are echoed on the server console and to all clients, but are preceded by "SERVER MESSAGE>".  Cleanup:	Pass
Testcase 2006  Multiple local connections Instructions:  1. Start a server and multiple clients with DIFFERENT loginIDs and connect them to the server using default arguments. (Testcase 2005 instructions).  2. Start typing on all the client consoles AND the server console, pressing ENTER to send each message.  Expected results:  1. All client messages are echoed as in Testcase 2005.  2. All messages from the server console are echoed on the server console and to all clients, but are preceded by "SERVER MESSAGE> ".  Cleanup: Terminate the clients. Terminate the server program.  Testcase 2007	Pass
Testcase 2006  Multiple local connections Instructions:  1. Start a server and multiple clients with DIFFERENT loginIDs and connect them to the server using default arguments. (Testcase 2005 instructions).  2. Start typing on all the client consoles AND the server console, pressing ENTER to send each message.  Expected results:  1. All client messages are echoed as in Testcase 2005.  2. All messages from the server console are echoed on the server console and to all clients, but are preceded by "SERVER MESSAGE> ".  Cleanup: Terminate the clients. Terminate the server program.  Testcase 2007	Pass
Testcase 2006  Multiple local connections Instructions:  1. Start a server and multiple clients with DIFFERENT loginIDs and connect them to the server using default arguments. (Testcase 2005 instructions).  2. Start typing on all the client consoles AND the server console, pressing ENTER to send each message.  Expected results:  1. All client messages are echoed as in Testcase 2005.  2. All messages from the server console are echoed on the server console and to all clients, but are preceded by "SERVER MESSAGE> ".  Cleanup: Terminate the clients. Terminate the server program.	Pass
Testcase 2006  Multiple local connections Instructions:  1. Start a server and multiple clients with DIFFERENT loginIDs and connect them to the server using default arguments. (Testcase 2005 instructions).  2. Start typing on all the client consoles AND the server console, pressing ENTER to send each message.  Expected results:  1. All client messages are echoed as in Testcase 2005.  2. All messages from the server console are echoed on the server console and to all clients, but are preceded by "SERVER MESSAGE>".  Cleanup: Terminate the clients. Terminate the server program.  Testcase 2007  Server termination command check	
Testcase 2006  Multiple local connections Instructions:  1. Start a server and multiple clients with DIFFERENT loginIDs and connect them to the server using default arguments. (Testcase 2005 instructions).  2. Start typing on all the client consoles AND the server console, pressing ENTER to send each message.  Expected results:  1. All client messages are echoed as in Testcase 2005.  2. All messages from the server console are echoed on the server console and to all clients, but are preceded by "SERVER MESSAGE> ".  Cleanup: Terminate the clients. Terminate the server program.  Testcase 2007  Server termination command check Instructions:	
Testcase 2006  Multiple local connections Instructions:  1. Start a server and multiple clients with DIFFERENT loginIDs and connect them to the server using default arguments. (Testcase 2005 instructions).  2. Start typing on all the client consoles AND the server console, pressing ENTER to send each message.  Expected results:  1. All client messages are echoed as in Testcase 2005.  2. All messages from the server console are echoed on the server console and to all clients, but are preceded by "SERVER MESSAGE>".  Cleanup: Terminate the clients. Terminate the server program.  Testcase 2007  Server termination command check Instructions:  1. Start a server (Testcase 2001 instruction 1) using default arguments.	
Testcase 2006  Multiple local connections Instructions:  1. Start a server and multiple clients with DIFFERENT loginIDs and connect them to the server using default arguments. (Testcase 2005 instructions).  2. Start typing on all the client consoles AND the server console, pressing ENTER to send each message.  Expected results:  1. All client messages are echoed as in Testcase 2005.  2. All messages from the server console are echoed on the server console and to all clients, but are preceded by "SERVER MESSAGE> ".  Cleanup: Terminate the clients. Terminate the server program.  Testcase 2007  Server termination command check Instructions:  1. Start a server (Testcase 2001 instruction 1) using default arguments.  2. Type "#quit" into the server's console.	
Testcase 2006 Multiple local connections Instructions:  1. Start a server and multiple clients with DIFFERENT loginIDs and connect them to the server using default arguments. (Testcase 2005 instructions).  2. Start typing on all the client consoles AND the server console, pressing ENTER to send each message.  Expected results:  1. All client messages are echoed as in Testcase 2005.  2. All messages from the server console are echoed on the server console and to all clients, but are preceded by "SERVER MESSAGE>".  Cleanup: Terminate the clients. Terminate the server program.  Testcase 2007 Server termination command check Instructions:  1. Start a server (Testcase 2001 instruction 1) using default arguments.  2. Type "#quit" into the server's console.  Expected result:	

Testcase 2008	T
Server close command check	
Instructions:	
Start a server and connect a client to it. (Testcase 2004)	nace
2. Stop the server using the #stop command.	pass
3. Type "#close" into the server's console.	
Expected result:	
·	
Server displays in sequence:  Server has a tenned listenian for connections.	
Server has stopped listening for connections.	
<li><loginid> has disconnected.</loginid></li>	
2. The client displays:	
The server has shut down.	
3. The client terminates	
Cleanup:	
Terminate the client program.	
Terminate the server program.	
Testcase 2009	pass
Server restart	
Instructions:	
1. Start a server.	
2. Close the server using the #close command.	
3. Type "#start" into the server's console.	
4. Attempt to connect a client.	
Expected result:	
The server closes, restarts and then displays:	
Server listening for connections on port 5555.	
2. The client connects normally as described in Testcase 2004.	
Cleanup:	
Terminate the client program.	
Type #quit to kill the server.	
Testcase 2010	nacc
	pass
Client termination command check	
Instructions:	
1. Start a server	
2. Connect a client.	
3. Type "#quit" into the client's console.	
Expected result:	
Client terminates.	
Cleanup: (If client is still active)	
Terminate the client program.	
Testcase 2011	pass
Client logoff check	
Instructions:	
1. Start a server (Testcase 1001, instruction 1), and then connect a single client to	1
<ol> <li>Start a server (Testcase 1001, instruction 1), and then connect a single client to this server.</li> </ol>	

Client disconnects and displays Connection closed.	
Cleanup:	
Type "#quit" to kill the client.	
Testcase 2012	pass
Starting a server on a non-default port	•
Instructions:	
1. Start a server while specifying port <b>1234</b> as an argument.	
Expected result:	
1. The server displays	
Server listening for connections on port 1234.	
Cleanup:	
Type #quit to kill the server.	
Testcase 2013	pass
Connecting a client to a non-default port	
Instructions:	
1. Start a server on port 1234	
<ol><li>Start a client with the arguments: <loginid> <host> 1234</host></loginid></li></ol>	
(replace the parameters by appropriate values).	
Expected Result:	
1. The connection occurs normally.	