**Tests to be run:**

*My server + your producers + your consumers*

*Your server + my producers + your consumers*

*Your server + your producers + my consumers*

These 3 combinations will be to check the compliance with the protocols. The tests will be simple, with small items and small, matching numbers of clients and servers.

*Your server + my producers + my consumers*

Presuming your server passes the first part, then with this combination, I’ll generate lots of clients and test the limits, looking to expose concurrency issues.

All clients will be follow the protocol, but some may be very slow, to expose the server making a blocking call in the main thread.

I will check if your server can run for an extended time, as thousands of clients visit it. This will be to expose memory leaks.

*Your server + your producers + your consumers*

In case your server has trouble with the kind of stress-testing I do with my clients (above), I will check how it does with its own clients.

Finally, I’ll have a quick look at the code, which should be neat and readable.