This script is for part 1 of project 1 only.

Version: 0.97

Starting server at port 64712

Starting clients: 0 1

Testing client 0 : login mario PASS

Testing client 0 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : login mario PASS

Testing client 1 of server reply PASS

Testing client 1 : move east PASS

Testing client 1 of server reply PASS

Testing client 1 : login peach PASS

Testing client 1 of server reply PASS

Testing client 1 of server reply PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 0 : move east PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : login peach PASS

Testing client 1 of server reply PASS

Testing client 1 : move east PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : move north PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : login peach PASS

Testing client 1 of server reply PASS

Testing client 1 : attack mario PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 0 : speak I come for peace! PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : move south PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : attack mario PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : move west PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 0 : move west PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 0 : attack peach PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : speak this is a very long long long long message, but still shorter than 256 bytes. PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 1 : speak 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 1234567890 X FAIL

Expect: [ 04 01 04 07 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 31 32 33 34 35 36 37 38 39 30 20 58 ]

But get nothing.

Testing client 0 : logout PASS

Testing client 1 of server reply FAIL

Expect: Player mario has left the tiny world of warcraft

But get: !!The words excess.

Testing client 1 : logout PASS

Your client only passes 19 of 20 command test cases, and 32 of 35 server reply tests.

Now testing exception handling.

Testing connect failure: FAIL

Expect: The gate to the tiny world of warcraft is not ready.

But get: Traceback (most recent call last):

File "client.py", line 220, in <module>

File "client.py", line 10, in \_\_init\_\_

File "socket.py", line 228, in meth

socket.error: [Errno 111] Connection refused

[7933] Failed to execute script client

Testing server disconnect: FAIL Client didn't exit after connect failure

Testing malformed packet case: an invalid version: FAIL Client didn't exit after a malformed server packet.

Testing malformed packet case: a truncated last packet: FAIL Client didn't exit after a malformed server packet.

Testing malformed packet case: a packet not 4byte aligned: FAIL Client didn't exit after a malformed server packet.

Testing malformed packet case: an invalid player name: FAIL Client didn't exit after a malformed server packet.

Testing malformed packet case: an invalid speak message: FAIL Client didn't exit after a malformed server packet.

Testing malformed packet case: an invalid location: FAIL Client didn't exit after a malformed server packet.

npass: 19

rpass: 32

fpass: 0

Points: 74.2