This script is for part 1 of project 1 only.

Version: 0.97

Starting server at port 56409

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 PASS

Testing client 1 of server reply PASS

Testing client 0 of server reply PASS

Testing client 0 : logout PASS

Testing client 1 of server reply PASS

Testing client 1 : logout PASS

Your client passes all 20 command test cases, and 35 of 35 server reply tests.

Now testing exception handling.

Testing connect failure: PASS

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

Testing malformed packet case: an invalid version: PASS

Testing malformed packet case: a truncated last packet: PASS

Testing malformed packet case: a packet not 4byte aligned: PASS

Testing malformed packet case: an invalid player name: PASS

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: PASS

npass: 20

rpass: 35

fpass: 6

Points: 95.0