\* This script is for Project 1B.

\* Version: 0.8 for final grading!

\* Using server server port: 46269

\* Time allowance for most tests is 1.000000

\* Starting tests...

\* IP address of the NIC: 127.0.1.1

\* connection test using the host's real IP address: PASS

\* Login command test: PASS

\* Invalid state test (speak/move before login): PASS

\* Invalid state test (login after login): PASS

\* Duplicated login test: PASS

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\* Move command test: PASS

\* HP regeneration test: PASS

\* Speak command test (100 bytes + null): PASS

\* Speak command test (254 bytes + null): PASS

\* Now testing the attack command.

\* This may take long since we move players.

Player1 loc: (93,30)

Player2 loc: (20,92)

Player1 moves east 9 times

Player1 moves south 20 times

\* Attack command test.: PASS

\* Logout command test: PASS

\* Player data persistency test (normal logout): PASS

\* Player data persistency test (client crash): PASS

false

\* Exception test (invalid version): PASS

\* Exception test (invalid length): PASS

\* Exception test (invalid msg type): PASS

! Exception test (invalid move direction): FAIL w/ an exception: The server did not disconnect the client. Client output: enqueued msg ver:4 len:16 type:1 raw\_pkt(net\_byte\_order)=[04 00 10 01 6d 61 72 69 6f 00 00 00 00 00 00 00 ]

received msg ver:4 len:16 type:2 raw\_pkt(net\_byte\_order)=[04 00 10 02 00 00 00 00 71 00 00 00 12 14 54 00 ]

Welcome to the tiny world of warcraft.

received msg ver:4 len:24 type:4 raw\_pkt(net\_byte\_order)=[04 00 18 04 6d 61 72 69 6f 00 00 00 00 00 14 54 00 00 00 71 00 00 00 12 ]

mario: location=(20,84), HP=113, EXP=18

\* Fault ``direction'' is on.

enqueued msg ver:4 len:8 type:3 raw\_pkt(net\_byte\_order)=[04 00 08 03 0a 61 72 69 ]

received msg ver:4 len:24 type:4 raw\_pkt(net\_byte\_order)=[04 00 18 04 6d 61 72 69 6f 00 00 00 00 00 14 54 00 00 00 71 00 00 00 12 ]

mario: location=(20,84), HP=113, EXP=18

\* Exception test (invalid player name): PASS

\* Exception test (invalid speak message): PASS

! Exception test (emulating a slow link): FAIL w/ an exception: # SPEAK\_NOTIFY is not 1. Got 0. Client output: enqueued msg ver:4 len:16 type:1 raw\_pkt(net\_byte\_order)=[04 00 10 01 6d 61 72 69 6f 00 00 00 00 00 00 00 ]

received msg ver:4 len:16 type:2 raw\_pkt(net\_byte\_order)=[04 00 10 02 00 00 00 00 71 00 00 00 12 14 54 00 ]

Welcome to the tiny world of warcraft.

received msg ver:4 len:24 type:4 raw\_pkt(net\_byte\_order)=[04 00 18 04 6d 61 72 69 6f 00 00 00 00 00 14 54 00 00 00 71 00 00 00 12 ]

mario: location=(20,84), HP=113, EXP=18

\* Fault ``slow\_link'' is on.

enqueued msg ver:4 len:56 type:7 raw\_pkt(net\_byte\_order)=[04 00 38 07 31 32 33 34 35 36 37 38 39 30 31 32 33 34 35 36 37 38 39 30 31 32 33 34 35 36 37 38 39 30 31 32 33 34 35 36 37 38 39 30 31 32 33 34 35 36 37 38 39 30 00 00 ]

The gate to the tiny world of warcraft has disappeared.

false

\* Exception test (truncated last packet): PASS

\* Performance test (speak messages by 5 clients): PASS

\* Performance test (speak messages by 10 clients): PASS

\* Performance test (speak messages by 20 clients): PASS

\* Finished all the tests.

Function tests (13): 130/130

Exception tests (8): 60/80

Performance tests (3): 30/30

Earned 220 out of 240

Points: 91.6666666667