Testing the client-server model

Folder creation:

This test is used by the client to create a folder in the server.
After selecting the "create_folder" command the user specifies the folder name followed by the command create_folder<NAME> upon running it the folder is created with that particular name. If there is an existing folder with the same name it shows an error.

Writing a file:

This is used by the client to create a file in the directory.
After selecting "write_file" command the user can specify the name of the file followed by the command write_file<FILE_NAME.EXTENSION> followed by the data in the file, for e.g. if the user had the input write_file Suvoj.txt hello world, a file is created in the directory with the name Suvoj.txt and "hello world" as the data in the file. Upon successful creation, "file successfully created!" is displayed.

Reading a file:

This is used by the client to read the file in the directory.
After selecting read_file command the user can specify a particular filename by entering the file name followed by the command, if the specified file name is present in the directory the contents of the files are displayed. For e.g., if consider the previous test case of writing a file, if the user enters read_file Suvoj.txt "hello world" is displayed.

Displaying the list:

This is used by the user to display the files in the current directory.
After selecting the "list" command all the files present in the current directory are displayed.

Changing current directory:

This is used by the client to change the current working directory.
After selecting the "change_folder" command the user can specify the name of the folder to which the directory is needed to be changed. If the folder doesn't exist an error is shown.