# **Dead**Drop

a clever command and control framework for penetration testers

# Acceptance Criteria and Testing Strategy and Plan (P3)

Jann Arellano, Brian Buslon, Keaton Clark, Lloyd Gonzales Team 08

## Advisor:

Shamik Sengupta Professor University of Nevada, Reno

CS 426, Spring 2024 **Instructors:** David Feil-Seifer, Devrin Lee, Sara Davis

Department of Computer Science and Engineering University of Nevada, Reno March 4, 2024

# Table of Contents

I. Abstract	3
II. Project Updates and Changes	3
III. User Stories and Acceptance Criteria	5
IV. Testing Workflow	7
V. Testing Strategy	11
VI. Unit Testing	17
Han	17
Keaton	19
Brian	20
Lloyd	21
VII. Time Worked	25

## I. Abstract

We describe the continued implementation of DeadDrop, a command and control (C2) framework used in post-exploitation activities and penetration testing to create malware payloads, manage compromised devices, and generate operational reports. Unlike existing frameworks that communicate directly with attacker domains, DeadDrop focuses on leveraging features in legitimate websites such as YouTube and Wikipedia to communicate with devices and exfiltrate data, masking its activity within the noise of popular websites. Our work for this semester encompasses the design and implementation of DeadDrop's server and web interface, platform-agnostic payload generation, and video-based covert communication protocols used to communicate with agents. This document outlines our efforts to verify and test that the project is suitable for industry, as well as recent project developments.

## II. Project Updates and Changes

At the start of this semester, we had successfully developed a proof of concept in which we successfully sent arbitrary data over YouTube and used it to execute commands remotely on an "infected" device. Our challenge this semester was to convert this prototype into something actually usable from an industry perspective, providing the foundation for other users to develop an ecosystem built around convert communication.

Since P2, we have made extensive progress toward building this foundation – although many of these changes are invisible and have yet to manifest as part of the web interface, they form the basis for implementing tightly-scoped features leading up to Spring Break. A brief summary of the progress includes:

- The implementation of a package manager, allowing users to build, distribute, and install their own agents and protocols in individual DeadDrop installations;
- The development of standardized metadata files that allow agents to expose important interfaces and information in a language-agnostic manner;
- The publishing of <u>a standard meta-library for DeadDrop</u>, providing common interfaces and expectations for what agents and protocols must expose;
- Continued research and development toward adapting the YouTube communication protocol to operate over live Zoom calls and instead, in addition to a new architecture and a mock YouTube service;
- New research towards operating a communication protocol over Craigslist;
- Continued progress towards the authentication and user system, allowing proper logging and accountability for actions taken through the framework; and
- The use of Docker Compose on all major components (the server, frontend, and Pygin), reducing setup time on individual machines and increasing overall reliability.

There have not been any major changes to the overall design or specification of the framework since P2. However, since we felt that we were sufficiently far ahead in the project, we chose to develop with the idea of a future DeadDrop ecosystem – a change from our original approach to continue development with only the end of the semester in mind. This has expanded the scope of the project

slightly, bringing us to a total of 82 backlog items (of which 67 should be done by the end of Spring Break, with around 50 completed as of writing).

The largest design change since the fall prototype has been the implementation of a package manager, in which all agents and protocols expose standard build scripts and interfaces that allow them to be installed into a single instance of the Django backend. Although we originally planned on simply using Git submodules for agent and protocol distribution, we identified a need for more flexible installations, allowing multiple versions of the same agent to exist on the server at once. This has been implemented and will be demonstrated during the Week 6 progress demos.

## III. User Stories and Acceptance Criteria

## 1. Task Listing

- a. User Story: As a user, I want to be able to see all the tasks currently running.
- b. Acceptance Criteria:
  - i. The user must be on the task page.
  - ii. All currently running tasks must be displayed on the tasks table.
  - iii. The user must be able to display a certain number of tasks per page of the table.

## 2. Log Reporting

- a. User Story: As a user, I want to make logs that I can export.
- b. Acceptance Criteria:
  - i. The user must be on the logs page.
  - ii. All currently existing files must be displayed on the files table.
  - iii. The user must be able to display a certain amount of files, per page of the table.

### 3. Command Form

- a. User Story: As a user, I want to be able to send commands to an agent.
- b. Acceptance Criteria:
  - i. The user must be on the agent detail view.
  - ii. The user must be able to select 'issue a command' from the quick links on the detail view.
  - iii. The user must be able to select between the available commands listed in the agent detail view.
  - iv. The agent must be able to receive and execute the command from the server on the host.

### 4. Payload Generation Form

- a. User Story: As a user, I want to be able to generate a payload to send to the agent.
- b. Acceptance Criteria:
  - i. The user must be on the protocol detail view.
  - ii. The user must be able to select 'create a new payload with protocol' from the protocol detail view.
  - iii. The user must be able to select between the compatible communication protocols for the agent, on the detail view.
  - iv. The agent must be able to receive and download the payload and communicate with the server through that protocol.

### 5. Dashboard

- a. User Story: As a user, I want to see info about my tasks and logs quickly.
- b. Acceptance Criteria:
  - i. The user must be on the dashboard page.
  - ii. The user must be able to view the number of communications from server to agent in the last 24 hours on the communications graph.
  - iii. The user must be able to view the distribution of those communications based on agent type on the 'endpoint communication share' pie chart.

- iv. The user must be able to see the current running tasks on the bottom table.
- v. The user must be able to see the number of registered endpoints, messages sent, messages fetched, ongoing tasks, and completed tasks in the statistics table.

### 6. Protocol Handler

- a. User Story: As a user, I want to be able to see which endpoints are using a protocol
- b. Acceptance Criteria:
  - i. The user must be on the protocol page.
  - ii. There must be an endpoint connected to a protocol.
  - iii. The listing must show all protocols and their endpoints.

## 7. Agent Creator

- a. User Story: As a user, I want to register an agent within DeadDrop.
- b. Acceptance Criteria:
  - i. The user must be on the agent page.
  - ii. There must be a valid agent with the correct metadata configuration files.
  - iii. The user must upload the agent file to DeadDrop.

## 8. Agent Uninstallation

- a. User Story: As a user, I want to remove all traces of an agent from a device.
- b. Acceptance Criteria:
  - i. The user must be able to click a "delete" button on the agent's detail page.
  - ii. Deleting an agent must issue a command request to the agent.
  - iii. The agent must remove all of its files using a built-in script that allows it to delete its own files while residing in memory.

## 9. Sign Up

- a. User Story: As a new user, I want to sign up to use DeadDrop.
- b. Acceptance Criteria:
  - i. The user must be on the sign up page.
  - ii. The user must enter a username that is not already registered within the DeadDrop database.
  - iii. The user must enter matching passwords.
  - iv. The user must click sign up after filling out the fields.

## 10. Login

- a. User Story: As a user, I want to be able to log in and interact with DeadDrop.
- b. Acceptance Criteria:
  - i. The user must be on the login page.
  - ii. The user must have a valid username and password in the database
  - iii. The user must enter the correct credentials to the login form.
  - iv. The user must receive a cookie that verifies their authentication.

# IV. Testing Workflow

	HP1 An agent can be created and deployed				
Success:	All steps result in their expected output	When: After endpoints can be created and before each pull request			
		How: Python script			
Step	Action	Expected Output			
1	The method to create an agent package is invoked	An agent package is received in the expected format			
2	A docker container is launched	There is a running docker container on the testing machine			
3	Deploy the package to the container	An executable is present on the container			

	HP2 Register endpoint					
Success:	All steps result in their expected output	When:	After endpoints can be registered and after HP1 was ran and before each pull request			
		How: Python Script				
Step	Action		Expected Output			
1	Register endpoint from HP1 by invoking the register endpoint method	Success message is received from the endpoint over obfuscated channel				

		HP3 Login		
Success:	All steps result in their expected output	When:	After authentication is implemented and before each pull request	
		How:	Selenium	
Step	Action		Expected Output	
1	Non authenticated user	The user is redirected to login pages		

	navigates to frontend	
2	User inputs correct username, correct password and hits enter	The user is redirected to the home page

	HP4 Connect to endpoint				
Success:	All steps result in their expected output	When:  After connecting to endpoint is implemented and before each pull request			
		How: Selenium			
Step	Action	Expected Output			
1	Authenticated user navigates to connect to endpoint page	Home page is shown			
2	User selects endpoint from dropdown and hits enter	User is redirected to console page that is connected to endpoint			
3	User types 'ls <cr>'</cr>	Console displays contents of the current working directory			

	UHP1 Non-authorized access of internal page					
Success:	All steps result in their expected output	When:  After User authentication is implemented and before each pull is merged  How:  Selenium web scraping script				
Step	Action	Expected Output				
1	User accesses frontend without being authenticated	User is redirected to login page				
2	User uses url input to attempt to navigate to internal page	User is redirected to 401 not authenticated page				

# UHP2

	Youtube or other protocol bounce is inaccessible				
Success:	All steps result in their expected output	When: After HP2 is successful and before expull request			
		How:	Python script		
Step	Action	Expected Output			
1	At emulated endpoint start firewall that blocks protocol bounce point	Youtube.com or whichever site or fakesite is used is no longer accessible			
2	Send message over protocol	Message send fails			
3	Refer to configuration to determine next step	Possible options are: Use different protocol Try again at a different time Delete self and all trace			

	UHP3 Endpoint is non responsive				
Success:	All steps result in their expected output	When: After HP2 is successful and before each pull request			
		How:	Python script		
Step	Action	Expected Output			
1	Forcefully kill or remove agent	Agent is no longer reachable			
2	Attempt to connect to agent	No response is received Provide logs of recent events Keep channel open waiting for response			

UHP4 Server backend is not responsive					
Success:	All steps result in their	When:	Before each pull request		
	expected output	How:	Python script		
Step	Action	Expected Output			
1	Launch application	Application frontend is displayed			
2	Forcefully kill backend	Frontend attempts to connect to backend			

	After timeout, redirect to http 503 page
--	--

## V. Testing Strategy

In general, DeadDrop can be split up into three components, each of which has its own testing demands:

- **The web interface**. This is subject to various accessibility tests, both fully automated and semi-automated.
- **The Django backend**. This is subject to automated acceptance and unit tests, as well as manual QA tests with "supported" agents and protocols.
- **Standalone components**, such as agents (Pygin) and protocols (dddb, our YouTube-based protocol). In practice, these are subject to their own tests, as they are not inherently part of the core DeadDrop architecture. However, for modules developed by our team, "local" functionality is subject to static code analysis (such as static type checkers and code linters) and automated unit tests.

(Note that when automated tests are mentioned below, it is assumed that the developer will run these automated tests before pushing changes to the repo. The same is true of the reviewer in the pull request, who is the second team member identified in each paragraph below - this reduces the likelihood that passing tests are the result of developer-specific environments.)

The web interface used to directly interact with the rest of the framework is primarily developed by Brian, with its primary tests encompassing accessibility and specific workflows. The majority of these tests are either automated or semi-automated. For example, Lighthouse CI can be used to evaluate the accessibility and general usability of pages over time, allowing us to keep track of regressions and potential improvements across the codebase. During development, both developers and testers can use the Lighthouse and SiteImprove browser extensions to identify errors on pages in real time. Certain complex workflows that are difficult to automate, such as those that require multiple components to be running and require manual setup, will generally be conducted by Jann due to his involvement in the backend; this allows identified defects to be scoped more quickly. For example, a test to assert that non-admin users cannot uninstall an agent currently in use involves not only the frontend and backend, but also packages generated externally with their own build process; this cannot be reliably automated and therefore must be done manually.

The Django backend used to manage the server (which in turn manages much of the C2 framework) is primarily developed by Jann. Django provides its own unit testing framework, which generally allows users to build test databases, send data to endpoints, and assert that models function as expected. Most of this testing can be automated, as most models have clearly defined functionality and interfaces. Because the frontend is entirely dependent on the structure of the JSON outputs produced by the frontend and the reliability of any exposed endpoints, Brian is responsible for conducting the tests developed for the backend. This not only ensures that the test results are reasonable from an implementation perspective (i.e. they work as expected), but that the test results are acceptable from a frontend design perspective (i.e. they provide the information needed for current and future frontend features). Any manual tests that are determined to be the scope of the Django frontend/backend interface will be conducted by Brian.

Finally, standalone components are developed by Lloyd (in the case of agents) and Keaton (in the case of protocols). These components are generally subject to both system tests and unit tests; system tests ensure that agents and protocols continue to adhere to the standard, platform-agnostic interfaces, while unit tests ensure that core services function as expected. For example, Pygin contains unit tests for asserting the correctness of how individual commands should execute. Simultaneously, there are also larger-scoped tests that use standard DeadDrop messages passed into individual modules to assert that the architecture as a whole works as expected. In general, because the agents rely so much on the protocols and vice versa, Lloyd and Keaton are responsible for testing each others' implementation; this generally entails manual testing for edge cases, in addition to the automated tests above.

The general process for handling defects is to open an issue in the offending repository with a minimum reproducible example of how to cause the bug to appear. Details of the user's testing environment and precise commit should be included, allowing both the reporter and the assignee to determine whether the defect is an inherent flaw in the implementation or a user-specific edge case (which must be resolved either way). When the bug can be reliably reproduced, it is fixed in a feature branch. When required, this patch is then cherry-picked to functional (i.e. not bugfix) feature branches to ensure that the patch has no cascading effects.

The project is considered complete when acceptance tests (automated, semi-automated, or manual) corresponding to each of our requirements are fulfilled without issue. Many of the functional requirements are inherently tied to existing automated tests, and therefore do not *strictly* need their own acceptance tests; more complex requirements, such as those that call for a human to determine if the requirement has been met, involve a combination of semi-automated and manual efforts. For example, asserting that a properly configured agent communicates solely over YouTube requires that a human configure tcpdump and/or Wireshark, after which the network dump can be automatically analyzed to determine if the acceptance test (and the requirement) has been met. The acceptance criteria are defined on a requirement-by-requirement basis, similar to those defined in User Stories and Acceptance Testing. The same holds for nonfunctional requirements; for example, asserting that the "codebase adheres to PEP8" may involve the use of multiple Python linting tools and observing that no major issues are identified.

The generic test procedure asserting that all workflow items and acceptance criteria mentioned in Section 3 are fulfilled is as follows (which includes the development of the tests themselves):

- Map each requirement to a coherent acceptance test composed of one or more acceptance criteria. A combination of one or more existing automated tests may be sufficient to cover an acceptance test that adequately asserts a requirement has been fulfilled, with documentation.
- For requirements that are not covered by existing automated tests, automated tests should be written with the goal of upholding a typical user's expectations. This should be independent of any ongoing design decisions, forcing the interfaces to remain consistent despite changes in the underlying architecture (unless absolutely necessary).

- Where automated tests are not possible, acceptance tests and criteria should be expressed as a detailed sequence of manual steps.
- Other team members must now review these tests to resolve any ambiguity or baseless assumptions written within the tests, as these can have long-term impacts on the design of the framework.
- The feature covered by each acceptance test should be developed (if not already completed).
- Automated tests must pass as the framework is developed incrementally.
- Once the project is considered to be in a stable state, all automated and manual acceptance tests should be exercised in a clean environment by their respective authors *and* assignees (those who did not develop the feature but are assigned for testing, as mentioned above). Should all tests pass, the project can be considered complete.

The formal "test plan", as described in the slides, can be seen on the following page. The outputs and results are reflective of the current state of the project.

No.	Туре	File	Name	Purpose	Environment	Expected Result	Actual Result	Outcome and Actions Required
1	Frontend	tasks/+page.svelte tasks/+page.js backend/views.py	Task display	Test that running Celery tasks are visible in the table	Python 3.11, pegged requirements to requirements.txt.  Svelte (latest), pegged requirements to package-lock.json.  Both should be run in a Docker Compose environment.	All AsnycResults known to the server that are currently running are visible.  Executing five long-running and five short-running tasks should only show the five long-running tasks in the table.	All as expected.	No actions required.
2	Frontend	commands/+page.svelte commands/+page.js backend/views.py backend/messages.py backend/commands.py	Command execution	Test that commands can be sent to the agent through the frontend.	The backend and frontend Docker Compose environment should be running with default committed configs.  The agent Docker Compose environment should be running with default committed configs.	Commands sent to the frontend should be encoded as a JSON message over a protocol.  The agent should execute the shell command.  The result of the command should raise a notification.	1 as expected. 2 as expected. 3 is not currently implemented and therefore is not supported.	The live push notification of a completed Celery task must be implemented, requiring work on both the frontend and backend.
3	Backend	commands/+page.svelte commands/+page.js backend/views.py backend/packages.py backend/payloads.py	Payload generation	Test that payloads can be generated using the package manager.	The backend Docker Compose environment mentioned above should be running.	The specified payload should be used as a template to generate an instance of Pygin in the build output folder.  The specified configuration should be included as part of the build result.	1 as expected.  2 is not currently implemented and therefore is not supported.	The process for accepting a build input and using it as part of the parameterized Docker build is well-defined but has yet to be implemented. This is required for this test to pass.
4	Frontend	dashboard/+page.svelte dashboard/+page.js backend/models.py backend/views.py	Dashboard	Test that the dashboard contains summary information for the last 24 hours.	The backend and frontend Docker Compose environments should be running.	The dashboard should contain aggregate information for the Endpoint, Task, and Log models.	1 as expected.  2 is not implemented, and so only placeholders are present.	The Django REST API does not currently expose options for filtering or pagination. This is currently in progress, and is

						When task and log information associated with agents is outside of the last 24 hours, it should not appear.		required for Svelte-side filtering to work. Django already has filtering support, but does not expose it to the frontend.
5	Frontend	dashboard/+page.svelte dashboard/+page.js backend/models.py backend/views.py	Protocol identification	Test that users can see which endpoints are using a specific protocol from the protocols page.	The backend and frontend Docker Compose environments should be running.	When viewing a protocol detail page, all endpoints that use that protocol should be visible in the table.  A share of the agent types using the protocol should be visible.	1 and 2 are not implemented; only a frontend mockup is available, though the required information is passed to the frontend.	The frontend must render the relevant elements.
6	Backend	backend/views.py backend/packages.py backend/serializers.py	Agent package installation	Assert that users can install new bundles and that existing bundles are not overwritten.	The backend Docker Compose environment should be running.	When installing a new agent through the installAgent endpoint, a copy of the bundle should be created.  The bundle should be decompressed and copied to the backend's package listing.  An Agent model should be created on successful package installation.  If a bundle already exists, it should be rejected.	All as expected.	No actions required.
7	Frontend	backend/views.py backend/serializers.py credentials/+page.js credentials/+page.svelte	User sign up	Assert that the user can sign up, creating a User model with no permissions by default.	The backend and frontend Docker Compose environments should be running.	When signing up through the frontend, a new User model should be created.  The credentials used should be valid.	All as expected.	No actions required.
8	Frontend	backend/views.py backend/serializers.py credentials/+page.js credentials/+page.svelte	User login	Assert that the user can log in, passing Django session	The backend and frontend Docker Compose environments	When logging in, a Django session token should be	Works as expected.	No actions required.

# Acceptance Criteria and Testing Strategy and Plan (P3)

				information through Svelte.	should be running.	passed up through Svelte to the user, bypassing Svelte authentication.		
9	Backend	backend/views.py backend/serializers.py	Authentication test	Assert that users must be authenticated and have the required roles to access resources.	The backend Docker Compose environment should be running.	When attempting to access the dashboard (non-privileged ), the user should be redirected to the login page.  When attempting to access the payload construction page, only administrative users should be allowed to access it.	1 as expected.  Role-based authentication from Svelte is not currently validated, though it is validated in Django.	Impelement a "not authorized" error message in Svelte provided information from Django.
10	Backend	backend/views.py backend/models.py backend/packages.py backend/serializers.py	Package uninstallation	Assert that when agents or protocol models are deleted, their corresponding packages are deleted.	The backend Docker Compose environment should be running.	When deleting an agent through the RESTful API, the packages should be synchronously uninstalled.  When deleting an agent through the admin interface, the packages should be uninstalled.	All as expected.	No actions required.

## VI. Unit Testing

#### Han

This unit test checks for the correct implementation of the user model. It checks to make sure that the creation of a user to the user database is working and the new user is being registered. This is important as when a new user registers, we would like for them to be able to log in without any problems.

This unit test uses Django's built-in testing framework which uses Python's <u>unittest</u> module. To run the test, you can execute python3 manage.py test or make test. The unit test shown below can be found in the <u>tests.py</u> file on the Django server repo.

```
# make test
python3 manage.py test
Found 1 test(s).
Creating test database for alias 'default'...
System check identified some issues:

WARNINGS:
backend.Endpoint.connections: (fields.W340) null has no effect on ManyToManyField.

System check identified 1 issue (0 silenced).
...
Ran 1 test in 0.272s

OK
Destroying test database for alias 'default'...
#
```

Full screenshot of the test output. All tests pass, so the entire run passes.

```
from django.test import TestCase, Client
from django.contrib.auth.models import User

# Create your tests here.
class TestModels(TestCase):
def test_model_User(self):
    username = 'user'
    pwd = 'pass'
    user = User.objects.create_user(username=username, password=pwd)
    self.assertEquals(str(user), username)
    self.assertTrue(isinstance(user, User))
```

Screenshot of the unit test itself.

Acceptance Criteria and Testing Strategy and Plan (P3)

### Keaton

This unit test checks that DeadDrop Dropbox (dddb) is correctly encoding and subsequently decoding video. This unit test uses the default Python <u>unittest</u> module and so has no additional requirements that the library does not. To run the test simply execute the library module as you would any other Python script.

To test the video encoding it passes text into the encoder object and passes the resulting video as bytes into the decoder object. It then ensures that the resulting binary blob is equivalent to the text passed into the encoder.

Screenshot of the unit test successfully running (also include Bytes/Second encode and decode)

Screenshot of the unit test itself (also includes just testing encoding)

### Brian

This unit test checks for the correctness of creating superusers, which ensures that only privileged users are allowed to access sensitive models (when configured). This forms the basis for the frontend's role-based authentication system. It checks that the creation of a superuser within Django's database works as expected, registering the administrator and marking their account as privileged. It additionally asserts that Django regular users are not marked as superusers internally, ensuring that unprivileged users are unable to access the admin interface or make direct edits to the underlying models.

This unit test uses Django's built-in testing framework, which utilizes python's unittest module. To run the test, you can execute python3 manage.py test or make test. The unit test shown below can be found in the test.py file of the prototype\_backend repository.

```
class TestModels(TestCase):
    def test_is_superuser(self):
        suser_name = 'suser'
        spwd = 'spwd'
        username = 'uuser'
        upwd = 'upwd'
        suser_user = User.objects.create_superuser(username=suser_name, password= spwd)
        user = User.objects.create_user(username=username, password=upwd)
        self.assertTrue(super_user.is_superuser)
        self.assertFalse(user.is_superuser)
```

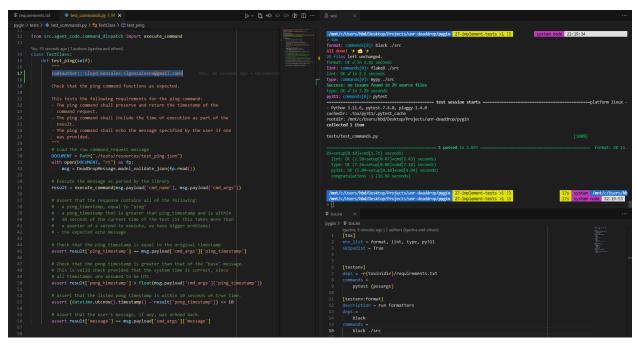
Screenshot of the create superuser unit test.

Screenshot of the unit test output.

## Lloyd

This unit test checks for the correct implementation of Pygin's command execution system. At its core, it tests the correct operation of the "ping" command, a low-complexity command provided by Pygin for testing connectivity between the server and the agent. However, it also indirectly tests that internal changes in Pygin's command execution system do not cause previously valid command request messages to suddenly fail.

This unit test leverages the <u>pytest</u> framework for testing, leveraging <u>tox</u> to set up automated testing environments on multiple Python versions. Running the unit test is as simple as installing tox with pip, and then executing tox at the root of Pygin's directory. The unit test shown below can be found in <u>Pygin's test directory</u>.



Full screenshot of the code, test environment (tox.ini), and tox/pytest output. Screenshots of individual components follow.

```
/mnt/c/Users/hbd/Desktop/Projects/unr-deaddrop/pygin 27-implement-tests >1 !3
                                                                                    system node 22:19:34
format: commands[0]> black ./src
All done! 🌣 👼 🧩
29 files left unchanged.
lint: commands[0]> flake8 ./src
lint: OK √in 2.5 seconds
type: commands[0]> mypy ./src
Success: no issues found in 29 source files
py311: commands[0]> pytest
                          ----- test session starts -----
platform linux -- Python 3.11.6, pytest-7.4.0, pluggy-1.4.0
cachedir: .tox/py311/.pytest_cache
rootdir: /mnt/c/Users/hbd/Desktop/Projects/unr-deaddrop/pygin
collected 1 item
tests/test_commands.py .
                                  ----- 1 passed in 2.07s -----
 congratulations :) (16.68 seconds)
```

The result of running tox, which runs several linters and static code checkers (black, flake8, mypy) in addition to pytest. All linters and tests pass, so the entire tox run passes for the Python 3.11 environment.

```
■ requirements.txt

                    test_commands.py 1, M ×
pygin > tests > 🌵 test_commands.py > 😭 TestClass > 😚 test_ping
       from src.agent_code.command_dispatch import execute_command
      You, 1 minute ago | 2 authors (Igactna and others)
      class TestClass:
           def test_ping(self):
               codeauthor:: Lloyd Gonzales <lgonzalesna@gmail.com>
               Check that the ping command functions as expected.
              This tests the following requirements for the ping command:
               - The ping command shall preserve and return the timestamp of the
              - The ping command shall include the time of execution as part of the
               - The ping command shall echo the message specified by the user if one
                was provided.
               DOCUMENT = Path("./tests/resources/test ping.json")
               with open(DOCUMENT, "rt") as fp:
                   msg = DeadDropMessage.model validate json(fp.read())
               result = execute_command(msg.payload['cmd_name'], msg.payload['cmd_args'])
               # - a ping_timestamp, equal to "ping"
              # - a pong_timestamp that is greater than ping_timestamp and is within
               # Check that the ping timestamp is equal to the original timestamp
               assert result['ping timestamp'] == msg.payload['cmd args']['ping timestamp']
 46
               # Check that the pong timestamp is greater than that of the "base" message.
               # This is valid check provided that the system time is correct, since
               # all timestamps are assumed to be UTC.
               assert result['pong timestamp'] > float(msg.payload['cmd args']['ping timestamp'])
               assert (datetime.utcnow().timestamp() - result['pong_timestamp']) <= 10</pre>
               assert result['message'] == msg.payload['cmd_args']['message']
```

Screenshot of the unit test itself.

```
∆ wsl
                                                                                                     + 🗆 ...
cachedir: .tox/py311/.pytest cache
rootdir: /mnt/c/Users/hbd/Desktop/Projects/unr-deaddrop/pygin
collected 1 item
tests/test_commands.py F
                                                                                                         [100%]
  TestClass.test_ping
self = <tests.test commands.TestClass object at 0x7f9b21496c50>
    def test_ping(self):
        codeauthor:: Lloyd Gonzales <lgonzalesna@gmail.com>
        Check that the ping command functions as expected.
        This tests the following requirements for the ping command:
        - The ping command shall preserve and return the timestamp of the
         command request.
        - The ping command shall include the time of execution as part of the
          result.
        - The ping command shall echo the message specified by the user if one
         was provided.
        # Load the raw command_request message
        DOCUMENT = Path("./tests/resources/test_ping.json")
        with open(DOCUMENT, "rt") as fp:
            msg = DeadDropMessage.model_validate_json(fp.read())
        # Execute the message as parsed by the library
        result = execute command(msg.payload['cmd name'], msg.payload['cmd args'])
        # Assert that the response contains all of the following:
        # - a ping_timestamp, equal to "ping"
        # - a pong_timestamp that is greater than ping timestamp and is within
        # 10 seconds of the current time of the test (if this takes more than
        # a quarter of a second to execute, we have bigger problems)
        # - the expected echo message
        # Check that the ping timestamp is equal to the original timestamp
        assert result['ping_timestamp'] == msg.payload['cmd_args']['ping_timestamp']
        # Check that the pong timestamp is greater than that of the "base" message.
        # This is valid check provided that the system time is correct, since
        # all timestamps are assumed to be UTC.
        assert result['pong_timestamp'] < float(msg.payload['cmd_args']['ping_timestamp'])</pre>
        assert 1709475909.333437 < 1709442984.879301 + where 1709442984.879301 = float(1709442984.879301)
tests/test_commands.py:50: AssertionError
                                          == short test summary info ==
FAILED tests/test_commands.py::TestClass::test_ping - assert 1709475909.333437 < 1709442984.879301
py311: exit 1 (8.90 seconds) /mnt/c/Users/hbd/Desktop/Projects/unr-deaddrop/pygin> pytest pid=2481
```

Demonstration of a failing unit test and its traceback (which was achieved by inverting one of the conditions in the unit test assertions).

# VII. Time Worked

Note that the recorded time includes time spent performing research, writing code, and implementing the modules described in this document (since P2). This also includes meetings to discuss the project as a team as relevant to P3.

Team Member	Hours	Sections Contributed		
Jann Arellano 20		<ul><li>User Stories and Acceptance</li><li>Unit Testing</li></ul>		
Brian Buslon	15	<ul><li>User Stories and Acceptance</li><li>Unit Testing</li></ul>		
Keaton Clark	23	- Testing Workflow - Unit Testing		
Lloyd Gonzales	19	<ul> <li>Abstract</li> <li>Project Updates and Changes</li> <li>Testing Strategy</li> <li>Unit Testing</li> </ul>		