CS352 Software Engineering II

Software Testing Report Chat Server

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Development Plan

Introduction

- This document describes the Unit Test Cases performed on the software developed during this project and its results and describes the different tests and their results.
- The audience for this document are the developers, people working on the project or supervising it.

Unit Test Cases and Results

Tested Method	public void set Title (String title)
Tested Method Class	AbstractRoom
Testing Method	public void testSetTitle()
Testing Method Class	AbstractRoomTest
Test Case	Create AbstractRoom Instance
	Set title to "Test Title"
Result	Pass
Comments	Any changes in the title doesn't affect the test
	outcome

Tested Method	public String to String()
Tested Method Class	AbstractRoom
Testing Method	public void testToString()
Testing Method Class	AbstractRoomTest
Test Case	Create AbstractRoom Instance
	Set title to "Test Title"
	Set the instance title to the title
	Set ID to 5
	Set the instance ID to the ID
	Create AbstractUser user
	Set user ID to 10
	Set user name to "Admin"
	Add user to the instance users
	Set expected to "Title: " + Title + "ID: " + ID
Result	Pass
Comments	Any changes in the title or ID don't affect the test
	outcome

Tested Method	public String getTitle()
Tested Method Class	AbstractRoom
Testing Method	public void testGetTitle()
Testing Method Class	AbstractRoomTest
Test Case Test Case	Create AbstractRoom Instance



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	Set title to "Test Title" Set the instance title to the title The expected title is that title
Result	Pass
Result Comments	Pass Any changes in the title doesn't affect the test

Tested Method	public void setDecription(String desc)
Tested Method Class	AbstractRoom
Testing Method	public void testSetDecription()
Testing Method Class	AbstractRoomTest
Test Case	Create AbstractRoom Instance
	Set Description to "Test Description"
Result	Pass
Comments	Any changes in the description doesn't affect the
	test outcome

Tested Method	public String getDesciption()
Tested Method Class	AbstractRoom
Testing Method	public void testGetDesciption()
Testing Method Class	AbstractRoomTest
Test Case	Create AbstractRoom Instance
	Set description to "Test Description"
	Set the instance description to the description
	The expected description is that description
Result	Pass
Comments	Any changes in the description doesn't affect the
	test outcome

Tested Method	public ArrayList <abstractuser> getUsers()</abstractuser>
Tested Method Class	AbstractRoom
Testing Method	public void test Get Users ()
Testing Method Class	AbstractRoomTest
Test Case	Create AbstractRoom Instance
	Create AbstractUser user
	Set user ID to 5
	Set user name to "Admin"
	Add user to the instance users list
	Create a new ArrayList
	Add user to the ArrayList



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	The expected result is that ArrayList
Result	Pass
Comments	Any changes in the name or ID of the user don't affect the outcome of the test

Tested Method	public void setID(int roomId)
Tested Method Class	AbstractRoom
Testing Method	public void testSetID()
Testing Method Class	AbstractRoomTest
Test Case	Set room ID to 5
	Create AbstractRoom Instance
Result	Pass
Comments	Any change in the room ID doesn't affect the
	outcome of the test

Tested Method	publicint getID()
Tested Method Class	AbstractRoom
Testing Method	public void test GetID()
Testing Method Class	AbstractRoomTest
Test Case	Create AbstractRoom Instance
	Set ID to 5
	Set instance ID to that ID
	Expected result is ID
Result	Pass
Comments	Any change in the ID doesn't affect the outcome of
	the test

Tested Method	public void set Sender (Abstract User user)
Tested Method Class	ChatMessage
Testing Method	public void testSetSender()
Testing Method Class	ChatMessageTest
Test Case	Create AbstractUser user
	Create ChatMessage instance
	Set instance message to "Testing Hello"
Result	Pass
Comments	Any change in the message doesn't affect the
	outcome of the test

Tested Method	public AbstractUser getSender()



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Tested Method Class	ChatMessage
Testing Method	public void test Get Sender ()
Testing Method Class	ChatMessageTest
Test Case	Create ChatMessage instance
	Create AbstractUser user
	Set user name to "Admin"
	Set user ID to 1
	Set instance sender to user
	The expected result is user
Result	Pass
Comments	Any changes in the user name or ID don't affect the
	outcome of the test

Tested Method	public void set Message (String msg)
Tested Method Class	ChatMessage
Testing Method	public void testSetMessage()
Testing Method Class	ChatMessageTest
Test Case	Create message "Testing Hello"
	Create ChatMessage instance
	Set instance message to message
Result	Pass
Comments	Any change in the message doesn't affect the
	outcome of the test

Tested Method	publicString getMessage()
Tested Method Class	ChatMessage
Testing Method	public void testGetMessage()
Testing Method Class	ChatMessageTest
Test Case	Create ChatMessage instance
	Create message "Testing Hello"
	Set instance message to message
	The expected result is the message
Result	Pass
Comments	Any change in the message doesn't affect the
	outcome of the test

Tested Method	public String to String ()
Tested Method Class	ChatMessage
Testing Method	public void testToString()
Testing Method Class	ChatMessageTest



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Test Case	Create ChatMessage instance
	Create message "Testing Hello"
	Set instance message to message
	Create AbstractUser user
	Set user name to "Admin"
	Set user ID to 1
	Set instance sender to user
	The expected result is a statement containing the
	sender name and the message
Result	Pass
Comments	Any changes in the message, name or ID don't affect
	the outcome of the test

Ownership Report

Item	Owner
Test Cases 1 – 4	Ahmed AbdelHameed
Test Cases 5 – 8	Hady ElHady
Test Cases 9 – 13	Waleed Ziad