

Test Case Specification

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1. Introduction

This document is a Specification of all the test that we have made during our project, and in this document you can find the server test and also the client test.

2. Test Cases: Server chat

Test ID	1.1
Title	Test login
Feature	Login inside the server chat from a client.
Objective	Test the function that manage the login.
Setup	The chat server must be turend on and use a client from a terminal.
Test Data	User information: <i>username</i> and <i>password</i> .
Test Actions	1. Open the client and try to login. 2. Insert the correct login information and send it.
Expected Results	The server have to send an OK message if the user information are correct, and if it is

Test ID	2.4
Title	Test sending message
Feature	Send a message from a client to another.
Objective	Test the function that manage the sending of message.
Setup	The chat server must be turend on and two other client must be logged in the server.
Test Data	User information: <i>username</i> ; message data: <i>text of the message</i> .
Test Actions	1. From the client 1 select the user that you want to contact. 2. Write the text of the
Expected Results	The server have to recive the message from client 1, and send at the terminal an OK m

Test ID	2.5
Title	Test sending broadcast message
Feature	Send a message from a client to all the online client.
Objective	Test the function that manage the broadcast sending of message.
Setup	The chat server must be turend on and two or more other client must be logged in the
Test Data	User information: <i>username</i> ; message data: <i>text of the message</i> .
Test Actions	1. From the client 1 select the broadcast mode of message. 2. Write the text of the me
Expected Results	The server have to recive the message from client 1, and send at the terminal an OK m

3. Test Cases: Client chat

Test ID	1.1
Title	Login
Feature	Login to the server from the client application.
Objective	Confirm that the login protocol run correctly.
Setup	The client must sent a request of login to the server and must wait an answer.
Test Data	<i>username</i> and <i>password</i>
Test Actions	Open the client application, insert the username and password and click “login”.
Expected Results	After the click on the “login” button, we must be reindereed on the chat interface.

Test ID	1.2
Title	Registration with valid username and password.
Feature	Registration to the server from the client application.
Objective	Confirm that the registration protocol run correctly.
Setup	The client must sent a request of registration to the server and must wait an answer.
Test Data	Valid <i>username</i> and <i>password</i> .
Test Actions	Open the client application click registration, a new page must appear and insert the u
Expected Results	After the click on the “registration” button, we must be reindereed on the registration p

Test ID	1.3
Title	Registration with invalid username and password.
Feature	Registration to the server from the client application.
Objective	Confirm that the registration protocol run correctly.
Setup	The client must sent a request of registration to the server and must wait an answer.
Test Data	Invalid <i>username</i> and <i>password</i> .
Test Actions	Open the client application click registration, a new page must appear and insert the u
Expected Results	After the click on the “registration” button, we must be reindexed on the registration p
