Test Set 2: Recovery

Test 2.1: Manual Recovery to a Second Machine

Test Description: This tests that the client can handle a crash sequence.

Test Procedure:

1. Start up all components; however skip starting of the executives. We don't need to start the executives because this test does not test automatic recovery.

   Script runServer1 starts the primary.
   Script runServer2 starts the backup.

2. Crash Server1 using kill-9
3. Verify:
    a. The client catches the resulting exception.
    b. The Replication Manager tells Server2 to become the primary
    c. Server 2 loads the state from the database.
    d. The client contacts the Replication Manager and switches over to Server2.

4. Restart the killed process on a new machine (any one of the Game machines) . Log into the machine and run script runServer1.
5. Verify that the client continues to talk to Server 2.
6. Crash Server2 using kill-9
7. Verify:
    a. The client catches the resulting exception.
    b. The Replication Manager tells Server1 to become the primary
    c. Server 1 loads the state from the database.
    d. The client contacts the Replication Manager and switches over to Server1.