JAVA PROJECT QUESTION 4 TEST DOCUMENT

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Question 4

Testing and debugging for Java III project.

Debugging


```
205        /// This method loads the song list if there is one into the music player.
206 ⊟      private void loadSongs() {
            System.out.println("Hello World");
208            try {
209                // declare instantiate reader.
210                // Set a FileReader to read from the file.
211                String fileName = "../Docs/SongList.csv";
212                try ( CSVReader csvReader = new CSVReader(new FileReader(fileName))) {
213
214                    String[] nextLine;
215
216                    while ((nextLine = csvReader.readNext()) != null) {
217
218                        Song song = new Song(nextLine[0], nextLine[1]);
219    //                      System.out.println(nextLine[1]);
220                        File file = new File(nextLine[1]);
221                        if (file.exists()) {
222                            mc.add(song);
223                        }
224                    }
225                    mc.sortList(mc.getList());
226                    updateList();
227                }
228
229            } catch (FileNotFoundException e) {
230                System.out.println("The File was not found.");
231    //            System.out.println(
232    //                    "When the program closes the song list will be saved to a new file.");
233            } catch (IOException e) {
234                System.out.println("There was an error reading the file.");
235    //            Logger.getLogger(MusicPlayer.class.getName()).log(Level.SEVERE, null, e);
236            } catch (CsvValidationException ex) {
```

```
Output - MusicPlayer (run)  X
    run:
    Hello World
    file:/F:/Documents/Tafe/Dip_Of_Programming/Java%203/AT3/Music/A%20New%20Beginning.mp3
    file:/F:/Documents/Tafe/Dip_Of_Programming/Java%203/AT3/Music/A%20New%20Beginning.mp3
    file:/F:/Documents/Tafe/Dip_Of_Programming/Java%203/AT3/Music/Beauty%20in%20the%20Eye%20of%20the%20Orbiter.mp3
    file:/F:/Documents/Tafe/Dip_Of_Programming/Java%203/AT3/Music/Beauty%20in%20the%20Eye%20of%20the%20Orbiter.mp3
    file:/F:/Documents/Tafe/Dip_Of_Programming/Java%203/AT3/Music/Epic.mp3
    file:/F:/Documents/Tafe/Dip_Of_Programming/Java%203/AT3/Music/Epic.mp3
    file:/F:/Documents/Tafe/Dip_Of_Programming/Java%203/AT3/Music/Going%20Higher.mp3
    file:/F:/Documents/Tafe/Dip_Of_Programming/Java%203/AT3/Music/Going%20Higher.mp3
    file:/F:/Documents/Tafe/Dip_Of_Programming/Java%203/AT3/Music/Memories.mp3
    file:/F:/Documents/Tafe/Dip_Of_Programming/Java%203/AT3/Music/Memories.mp3
```
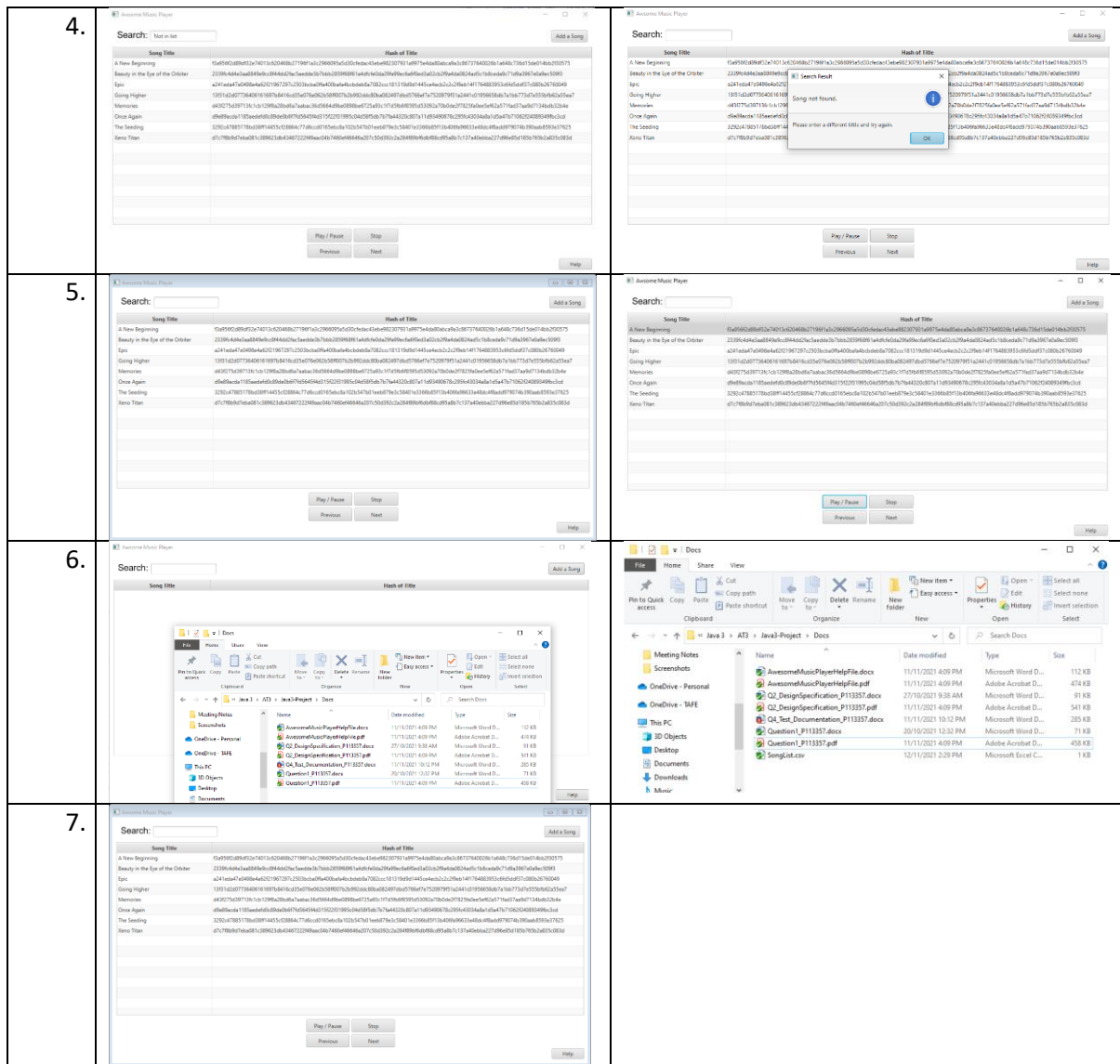
Test Table

Case	Data	Expected Result	Actual Result
1	Add the first song to the list.	The song & hash are added to the table.	As expected, Ref Figure 1
2	Add more songs are added to the list.	More songs are added, and the list is sorted.	As expected, Ref Figure 2
3	Search for a song in the list	The song is found, highlighted in the list, and starts playing.	As expected, Ref Figure 3
4	Search for a song not in the list	A popup appears stating that the song was not found.	As expected, Ref Figure 4
5	Play a song.	The song is highlighted in the list and plays.	As expected, Ref Figure 5
6	Close the program.	The track list is saved to a csv file.	As expected, Ref Figure 6
7	Start the program.	The song list is loaded from the csv file.	As expected, Ref Figure 7

Screen Shots

1.

2.

3.

4.

5.

6.

7.

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