

Test Type	Section	Test Information	Expected Result	Actual Result	Comments
Functional Testing	Import Panel	Able to import a MIDI file	File appears in table and matrix is updated accurately	Working	
		Able to import multiple MIDI files	Files appear in table and matrix is updated accurately	Working	
		Importing file that has already been importing	Throw an error	Not Working	Was not throwing an error, does nothing. Since updated to throw an error.
		Removing a single imported MIDI file	Remove the selected file and update the matrix	Working	
		Removing multiple imported MIDI files	Remove the selected files and update the matrix	Working	
		Importing a non MIDI file	Throw an error telling the user the file is not a MIDI file	Working	
		Click view matrix button	Show the matrix view panel	Working	
		Click info button	Show info panel	Working	
		Click generate button	Show score manager panel	Working	
		Remove all imports then try to remove again	Remove button should become disabled	Working	
		Import 300 MIDI files	Import files and update matrix	Not Working	I looked into why the program would crash with large amounts of MIDI files, and it turns out that issues with memory reserves in jMusic prevent large amount of songs from being read in. Not fixible.
		Click generate with no files imported	Throw an error dialog	Working	
		Click view matrix with no files imported	Throw an error dialog	Working	
		Click close button	All process should be exited	Working	Checked for remaining processes in Windows task manager
		Click back button	Show import panel	Working	
		Zoom in to max	Show matrix at largest form	Working	Still readable at 1280x800 resolution
		Zoom out to max	Show matrix at smallest form	Working	Not readable (Intended to just show overview) at 1280x800 resolution, but can still see structure
		Increase a value from 0 to 0.25 when another cell in the same row contains 1	Probability at 1 should go to 0.75, other probability should go to 0.25	Working	
		Decrease a value from 0.25 to 0 when another cell in the same row contains .75	Probability at .75 should go to 1, other probability should go to 0	Working	
Functional Testing	Matrix Panel	Change a probability to 0.76	Colour should go brightest green	Working	
		Change a probability to 0.51	Colour should go slightly darker green	Working	
		Change a probability to 0.26	Colour should go very dark green/dark red	Working	
		Change a probability to 0.01	Colour should go dark red	Working	
		Change a probability to 0	Colour should go darkest red	Working	
		Change a probability to "A"	Error dialog should pop up	Working	
		Change a probability to "B"	Error dialog should pop up	Working	
		Change a probability to 1.01	Probability should not change (Rows cannot be higher than 1)	Working	
		Click generate score button	Score displayed by generate score should be different than previous	Working	Tested multiple times
		Click randomize score	All parameters on panel should randomize, first notes should be a successful chain	Working	Tested 30 times to ensure
	Score Manager Panel	Set tempo to 49	Throw an error dialog since accepted values are 50-200	Working	
		Set tempo to 201	Throw an error dialog since accepted values are 50-200	Working	
		Change score to a different instrument	Score should play in a different instrument	Working	Tested all 116 instruments, no run time errors and each is unique
		Enter 200 character string in composition field	Score generated should be very long	Working	
		Change first notes to 66, 80	First two notes in score should be 66, 80	Working	
		Import fur else and change first notes to 76, 75	Total count should equal 15	Working	
		Change composition string to "AAAAAAAAB" and click generate	All phrases in score should be the same except for the last phrase and the first two notes	Working	
		Click view score	Music score window should display with the score in it	Working	
		Change composition string to "@ @@" and click generate	Error dialog should pop up since symbols are not allowed	Working	
		Change composition string to "S"	Error dialog should pop up since non english alphabet letters are allowed	Working	
		Change composition string to "1"	Error dialog should pop up since numbers are not allowed	Working	
		Save score to MIDI file	MIDI file should be created in directory pointed to and should contain the score we tried to save	Working	