Testing

1. Unit Testing (Testing Small Parts of Code)

- Test Individual Functions

  o Check if the play, pause, next, and previous functions work correctly.

2. Integration Testing (Checking How Components Work Together)

- Test Audio API with Player Controls

  o Ensure the Audio API plays the correct track when clicking "Play".

- Test Event Listeners

  o Check if button clicks trigger the expected actions.

3. End-to-End (E2E) Testing (Simulating User Interaction)

- Test User Interactions (Using tools like Cypress, Selenium, or Puppeteer)

  o Check if clicking "Play" actually starts the music.

  o Verify that the progress bar updates correctly.

  o Ensure volume control responds correctly.