Describes the test cases that have been implemented

First test cases check the function of the save and load method as well as the buttonCatalog.

A test case was made to ensure that the serialized file is loaded correctly.

It checks by ensuring the loaded object has the proper state. Assertions will check actual button data.

Another test case was created to ensure that if the file did not exist, that the proper exception was thrown.

These tests are sufficient as it only involves two methods, save and load, and the main object of interest is the button

The next text will assure that the correct buttons are loaded. This will be done by creating a mock button in the gridPane

upon loading of the button an output will be created and that will be tested with an assertion. this is sufficient to

test the functionality of the GUI, because it is one of the only dynamically generated layouts that all other functions depend on.

Most of the methods in the provided interface will be tested as well. Most of the methods are getters for state, and will be checked to ensure

the correct state of the object. This will ensure functionality of the implemented interface and is sufficient for this case.

Another series of text cases will ensure that audio files are created upon compile. it will test the count, and name, compared to the amount

of buttons in the catalog. This is sufficient to ensure proper GUI layout loading since as long as there are the right amount of buttons,

and right amount of state the GUI has loaded properly.