

# **TAB2XML**

## Testing Document

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## 1. DrawBar.java class

This class allows drawing a vertical bar at specific x and y coordinates. The test methods examine that the double value obtained by `getStartX ()` and `getStartY ()` methods are consistent with the expected values. Moreover, the result received by the `getPane ()` method is consistent with the expected result.

- ❖ **Test: testSetGetStart ()**

Test the set and get methods to make sure the method returns the correct X and Y values.

- ❖ **Test: testPane ()**

Test the `getPane ()` method to make sure the method returns the correct result of the pane.

## 2. Guitar.java Class

This class allows creating and drawing a Guitar object based on a given `ScorePartwise` object. The class methods are tested under `TestGuitar.java`.

- ❖ **Test: testExtractClef ()**

Tests the `extractCleft (Measure)` method to make sure the method returns the correct Clef object of the given measure.

- ❖ **Test: testNoteHasChordTrue ()**

Test the `noteHasChord (Note)` method to make sure the method returns true if a given note has a chord attribute attached to it.

- ❖ **Test: testNoteHasChordFalse ()**

Test the `noteHasChord (Note)` method to make sure the method returns false if a given note does not have a chord attribute attached to it.

- ❖ **Test: testNoteHasTechnicalTrue ()**

Test the `noteHasTechnical (Note)` method to make sure the method returns true if a given note has a technical attribute (For guitar note).

- ❖ **Test: testNoteHasTechnicalFalse ()**

Test the `noteHasTechnical (Note)` method to make sure the method returns false if a given note does not have a technical attribute (For guitar note).

❖ **Test: `testGetMeasureList ()`**

Test `getMeasureList ()` to make sure the method returns the correct list of measures.

❖ **Test: `testSetMeasureList ()`**

Test `setMeasureList ()` to make sure given a `List<Measure>` the method sets the variable `measureList` correctly.

### 3. DrawClef.java Class

This class allows drawing a Clef object on the screen. The test methods check if the `getX ()`, `getY ()`, `getPane ()`, and `getClef ()` methods in the `DrawClef` class are producing values consistent with what is expected.

### 4. DrawNoteTest.java Class

❖ **Test: `testDrawFret ()`**

Test `testDrawFret ()` parses a guitar tablature and draws the notes to a pane, checking their x-position, y-position, and text value to make sure they are correct.

❖ **Test: `testDrawO ()`**

Test `testDrawO ()` parses a drum set tablature and draws the notes that are not cymbal notes to a pane. Each note's x-position and y-position are checked, and the text value is checked to make sure they are all "o".

❖ **Test: `testDrawX ()`**

Test `testDrawX ()` parses a drum set tablature and draws the notes that are cymbal notes to a pane. Each note's x-position and y-position are checked, and the text value is checked to make sure they are all "x".