

**TAB2XML**

Testing Document

**Group 6**

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# **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.

# **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.

# **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.

# **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".

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