
SYSTEM AND UNIT TEST REPORT

PRODUCT & GROUP NAME: AMAZING MUSIC

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System Test Scenarios (25 points per sprint - total 75 points)

Sprint 1 Completed User Stories:

- a. As a user, I can import music from my local disk.**
- b. As a user, I can know if a file is a valid .wav or not**
 - i. Import file by calling windows file explorer
 - ii. File is read through java.io.*, exception is thrown if file is invalid

*user story was finished, but not included in final product after later adaptation

Sprint 2 Completed User Stories:

- a. As a user, I want to navigate an attractive and easy-to-use interface where I can click to play, edit, and share audio files. (Story pts: 8)**
 - i. Launch Visual Studio 2017
 - ii. Open project “UserInterface_AM.csproj”
 - iii. Build by pushing green play button
 - iv. Login page opens.
 - v. User can login or create account from here.

- vi. After login, main page opens. Can add files to file list using “Add File” button.
- vii. To edit, play, or share a file, select it from the file list, and click button corresponding to desired function

b. As a user, I want to be able to play my audio track in the app. (Story pts: 8)

- i. Import file by calling windows file explorer
- ii. decode the import file (a wav file) into array
- iii. read each element in the array to the Java audio function

c. As a user, I want to be able to share music with other people. (Story pts: 21)

- i. Start AmazingMusic app; select ‘Sign Up’; type
 - 1. Enter email address = <> (nothing)
 - 2. Set password = <> (nothing)
- ii. Select ‘Create Account’ key
- iii. User should see the error message: ‘Please enter email address’
- iv. Type
 - 1. Enter email address = <ciy405x@kaist.ac.kr>
 - 2. Set password = <cofls8680*>
- v. Select ‘Create Account’ key
- vi. If ‘USEREXISTS’ message is displayed, try iv. and v. again with another email.
- vii. User should see ‘Sign In’ page
- viii. Type
 - 1. Email = <ciy405x@kaist.ac.kr>
 - 2. Password = <cofls8680*>
- ix. Select ‘Login’ button
- x. Select ‘Add File’ button
- xi. Select desired file from your computer
- xii. Select desired file from file list
- xiii. Click the file that you want to share in the file list.
- xiv. Click ‘Share button’

Sprint 3 Completed User Stories:

a. As a user, I want to play music in the application. (5)

- i. Start AmazingMusic app; type
 1. Email = <ciy405x@kaist.ac.kr>
 2. Password = <cofls8680*>
- ii. Select 'Login' button
- iii. User could see the Main screen
- iv. Select 'Add File' button
- v. Select desired file from your computer
- vi. Select desired file from file list
- vii. Select 'Play' button
- viii. Windows media player will open in a new window, displaying waveform graphic and audio timeline
- ix. Press blue play button to play audio track

b. As a user, I want to edit the music in the application. (13)

- i. Start AmazingMusic app; type
 1. Email = <ciy405x@kaist.ac.kr>
 2. Password = <cofls8680*>
- ii. Select 'Login' button
- iii. User should see the Main screen
- iv. Select 'Add File' button
- v. Added file will be present in file list. Select the file
- vi. Select 'Edit' button
- vii. Edit page opened. Use trackbar to select desired pitch or editing factor.(only one feature can execute at a time)

For Pitch Editing:

1. 15 Notches on trackbar.
2. (from left to right) first 5 notches lower pitch(0.5-0.9)
3. 6th notch will result in unchanged pitch(1.0)

4. Last 9 notches raise pitch(1.1-2.0)

For Tempo Editing

1. 12 Notches
 2. (from left to right) first 2 notches will decrease tempo(0.8-0.9)
 3. 3rd notch will result in unchanged tempo(1.0)
 4. Last 9 notches result in increased tempo(1.1-2.0)
- viii. Select “Save Changes” button corresponding to pitch or tempo editing. App will close.
- ix. Edited file will be in same directory that original resides. The name of the edited file will be the name of original file without its extension, + “_pitch.wav” (for pitch-edited) or + “_tempo.wav” (for tempo-edited) (+ denotes concatenation)

c. As a user, I want to be able to search other’s music artworks. (13)

- i. Start AmazingMusic app; select ‘Sign Up’; type
 1. Enter email address = <dlee143@ucsc.edu>
 2. Set password = <dlee>
- ii. Select ‘Create Account’ key
- iii. Type
 1. Email = <dlee143@ucsc.edu>
 2. Password = <dlee>
- iv. Select ‘Login’ button
- v. User should see the Main screen
- vi. Click search button
- vii. Search with search keyword “guitar”
- viii. Click ‘Go’
- ix. User should find a file if someone has already uploaded a file whose name contains “guitar”

d. As a user, I want to be able to download other’s music from the server. (8)

- i. Take same step above (Sprint 3 - c)

- ii. Click the desired result
- iii. Type
 - 1. Name file as= <lala#\$ hal>
 - 2. Name file as it will be downloaded to your machine
- iv. Click 'download file'
- v. If user see 'SUCCEED' message, click 'OK'
- vi. User should be able to find the file in C:\Users\user\AppData\AmaMusic

e. As a user, I want the application to be reliable and bug-free. (13)

Unit tests (25 points)

We should include a file/directory named 'Testing' in our Git Repo. There should be details (can be in a separate file in the directory) provided by each team member about the module and the functional testing they have done. Each team member picks a module or module and lists the equivalence classes and the test cases selected to cover all equivalence classes.