

## Main Module

### Functions:

- pushMusictoDB()
- getRoomKey()
- componentDidMount()
- getRoomName()
- destroyRoom()
- videoSearch()

### Unit Tests:

#### componentDidMount()

- Refreshed the page to ensure that the method prints to the console after each refresh

#### getRoomName()

- Component tested by refreshing the page because this method is called in componentDidMount()
- Switched rooms and printed to console to verify correct room names
- After every refresh, printed room name to console to check if it was null or if the room name was successfully retrieved from the database and printed

#### pushMusictoDB()

- Component tested by printing to console the link of the corresponding music selection as well as the youtube's thumbnail, song title, and song duration
- Created an "add button" that will load in the music link into the database as well as display it on the music queue within the module

#### getRoomKey()

- Component tested by printing to console the room key in order to verify the correct key
- Refreshed the page several times and printed to console again to verify the same unique key for each room
- Switched rooms and repeated printing room keys to console to ensure that each room had its own unique key

#### destroyRoom()

- Created a "delete" button that will call this method when clicked and print to console
- If user was not admin, component was tested by printing to console would verify and room will not be called to be deleted in the database
- If user was admin, component was tested by printing to console the room key which verified to be null after deletion

#### videoSearch()

- Created an input box so that when given input, calls this method to utilize the Youtube search API
- Tested component by typing in song names, artist names, or any word which brings up the lists of videos associated with the terms of the input search

