

## Player

### Functions:

- componentDidMount()
- onPageLoad()
- incrementDownvotes()
- checkUserDownvote()
- setDownvotesToZ()
- skipVideo()
- findDownvotePercentage()

### Unit Tests:

#### componentDidMount()

- Refreshed the page to make sure things were printed to the console after each refresh.

#### onPageLoad()

- Does two main things: updates the song's progress and video progress to resume, and updates the song name and current song playing
- We tested these onPageLoad by first isolating whether or not the song progress would resume on refresh and logging out and then logging back in.
  - Still has issues with resuming sometimes.
- We tested updating the current song name and thumbnails by printing them in the console after each song is skipped.
- Connected the skip button to skip songs and see if it dynamically loads the current song's title and thumbnail.
- Also tested when the song finishes.

#### IncrementDownvotes()

- This was tested by creating a button that will add 1 to the already existing number of downvotes in firebase database
- We printed the number of downvotes after each time the skip button was pressed.

#### checkUserDownvote()

- This was tested, by printing to the console whether or not the user has already voted
- Created a button to print users to the console and returning true and false
- We also needed to make sure that the IncrementDownvotes does not increment multiple times, by one user.
- Tested this by printing the list of users in the downvoters tree and the number of downvotes.

#### setDownvotesToZ()

- We tested this component by creating a button that will set the downvoters to empty and the downvotes to 0.
- A button was created called reset and we checked whether it would set our numbers to 0. We also printed the data to the console to verify them.

#### skipVideo()

- We tested skipVideo by printing to the console the current song playing and the next song that is up in the queue.
- We verified it by visually looking at the firebase JSON tree.
- Also after each iteration of the tree we printed to see where the current snapshot was within the tree.

#### findDownVotePercentage()

- Testing pushes to firebase to see if we are currently pushing into the branch containing the data we are trying to grab (number of users and downvotes values of room branch)
- Utilizing console log functions to see if the mathematical calculations are what we intended them to be (majority being greater than 50% of the room downvotes)
- Printing out the value of the percentage state to see if the percentage is correct before passing it into the progress bar