

## Side Navigation

### Functions:

- checkValidKey()
- joinPrivateRoom()
- joinPublicRoom()
- leaveRoom()
- getRoomList()
- createRoom()
- componentDidMount()

### Unit Tests:

#### componentDidMount():

- Tested the component by refreshing the page and making sure the method printed to the console
- Tested to see if it would give errors

#### checkValidKey():

- Tested to see if the function would grab the right key from the database by printing the key to the console
- Tested to see if the key submitted from the user is the same key from the database by printing out both keys in the console to see if they're the same
  - Tested to see when the user inputs the wrong key the output would be printed false from the console

#### joinPrivateRoom():

- Tested to see when the user inputs the wrong key and doesn't do anything
- Tested to see when the user inputs the right key, they will have the user join the room and have all the contents from the room be displayed
- Tested to see if the user's room changes when joining the private room and updates all the information for the desired room

#### joinPublicroom():

- Tested to see when the user clicks on the public room they join and has the music, chatroom, and users be loaded from the room

#### leaveRoom():

- Tested to see when user transfers from one room to another, then the user leaves the current room by printing out the room the user is in to the console

#### getRoomList():

- Tested to see if the function gets the room desired by printing out to the console what room has been retrieved
- Tested to see if the function retrieves the important room and key information by printing out to console

#### createRoom():

- Tested to see if the room name is created and either contains a key or not due to privacy
- Tested to see if the room is displayed on the room list

- Tested to see if the room contains the values for the room name, down voters, songs, chats, privacy/public, admin, users, down votes, and number of users by printing them out to the console