Diploma Software Testing

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Programming3\_Act1\_MusicPlayer

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## Introduction and Purpose.

The purpose of this document is to outline and demonstrate the use and testing process of the application. The application being tested is a Music Player that allows the user to add songs, play songs (first, last, next, previous) and provide the user with visual feedback to confirm any selections made.

## UI Elements

Main Application GUI

Figure 0. Preview of UI and Add Song Button pushed.

Explorer Opened after Add Song button is pushed.

Graphical user interface, application

Description automatically generated

User Buttons

Display Box Listing songs currently loaded into application.

Current music directory full of songs.

Current Song Display Box

Figure 1. – After Add

button is pushed.

Figure 3. Play Last Song button pushed.

Figure 2. Play First

Song button pushed.

Graphical user interface, application, Word

Description automatically generated

Graphical user interface

Description automatically generated with medium confidenceGraphical user interface, text, application

Description automatically generated

Figure 5. Play Previous

Song button pushed.

Figure 4. Play Next

Song button pushed.

Text

Description automatically generated with medium confidenceGraphical user interface, text

Description automatically generated

## Testing Tables

All buttons shall be tested for functionality. Play Next and Play Previous shall be used when the adjacent song is there or valued at null. All buttons shall be tested while there are no songs present in the list.

|  |  |  |
| --- | --- | --- |
| **Test ID, Description** | **Prediction** | **Actual, Pass / Fail** |
| 1) Add Button Pushed. | File Explorer appears allowing user to select files where songs are. | Pass |
| 2) Song Selected and Added. | Song name appears in List Box. | Pass |
| 3) Play First Button pushed. (Song present) | Song Plays. | Pass |
| 4) Play Last Button pushed. (Song present) | Song Plays. | Pass |
| 5) Play Next Button pushed. (Song present) | Song Plays. | Pass |
| 6) Play Previous Button pushed. (Song present) | Song Plays. | Pass |
| 7) Play First Button pushed. (1 Song present) | Song Plays | Pass |
| 8) Play Last Button pushed. (1 Song present) | Song Plays | Pass |
| 9) Play Next Button pushed. (1 Song present) | Song plays. (uses Play first song method) | Pass |
| 10) Play Previous Button pushed. (1 Song present) | Song Plays. (uses Play first song method) | Pass |
| 11) Play First Button pushed. (No Song present) | Error Message Displays. | Pass |
| 12) Play Last Button pushed. (No Song present) | Error Message Displays. | Pass |
| 13) Play Next Button pushed. (No Song present) | Error Message Displays. | Pass |
| 14) Play Previous Button pushed. (No Song present) | Error Message Displays. | Pass |