

## Testing strategies for Audio Handler

Ultimately it is up to you what method of testing you choose to use (automatic or manual) but I would suggest manual testing for all handlers. Document all of the tests you complete in a test report which can be found on the google drive.

This document isn't exhaustive of every test you should be completing, it just outlines some ideas, feel free (it is probably necessary) to add more tests of your choice.

- Check that when a source file is defined the audio handler plays the correct file
- Check that the icon is drawn in the correct position with respect to the defined start points
- Check that the progress bar is shown (/not shown) when the viewprogress is set to true (/false)
- Check volume controls work as desired
- Check that you can skip to parts of audio using progress bar