

s o f i a

Test Report

Audio Handler Test

Document Control

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Test Report

1.0 Test of GUI

1.0.0 Summary of testing

This document outlines the test carried out on the audio handler.

1.0.1 Prerequisites

Completion of audio handler.

1.0.2 Test importance

Medium

1.0.3 Test results

Test Case	Expected Results	Obtained Results
Define x and y	The audio player should be situated at the specified x and y	Passed
Define autoplay true	The audio should start playing immediately	Passed
Define autoplay false	Audio shouldn't start playing automatically	Passed
Define visibleControls true	Controls should be visible	Passed
Define visibleControls false	Controls shouldn't be visible	Passed
Define playButton true	Play button should appear on the screen	Passed
Define playButton false	Play button shouldn't appear on the screen	Passed
Adjust volume slider	Volume should increase/decrease accordingly	Passed
Adjust skip slider	Audio should skip to the desired time	Passed. However clicking the slider at an arbitrary location doesn't skip the audio
Toggle Play button	If audio is playing, the button should read "Pause" and clicking it should pause the audio and change the button label to Play. If audio is paused the button should read "Play" and upon clicking the audio should resume.	Passed
Toggle Control button	Upon clicking the controls should appear or disappear appropriately	Passed
Toggle Mute button	Volume should be turned down to 0, the volume slider go to 0 and the button should read "Unmute". Upon clicking again	Passed

	volume should go back to previous value and button should read "Mute".	
Provide file name that doesn't exist	Should display a message that says file doesn't exist.	Failed
Add multiple audios	All audios should be added and should be possible to control them individually	Passed

1.0.4 Changes made due to test

1.0.5 Additional comments on test