Description of XML files

Document Control

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1.0 Description of XML files

This document outlines the purpose of each XML file used for the purpose of facilitating testing. All of the XML files can be found online. See me (Sam Raeburn) if further advice is required.

1. answerNoAnswers.xml
   a. This XML file is used to test the answer box handler when no answers are defined.
2. answerNoCharacterLimit.xml
   a. This XML file is used to test the answer box handler when no character limit is defined.
3. answerNoMarks.xml
   a. This XML file is used to test the answer box handler when no value is given for the amount of available marks.
4. answerNoPosition.xml
   a. This XML file is used to test the answer box handler when no position is defined.
5. answerNoRetry.xml
   a. This XML file is used to test the answer box handler when it is not defined whether the user should be able to retry the question or not.
6. audioNoPosition.xml
   a. This XML file is used to test the audio handler when no position is defined.
7. audioNoProgress.xml
   a. This XML file is used to test the audio handler when it is not defined whether the progress bar should be visible or not.
8. blankSlide.xml
   a. This XML file is used to test LearnEasy when a slide is defined but no content is defined to be placed on the slide.
9. badColour.xml
   a. This XML file is used to test the text handler when a font colour is supplied but not formatted as 8-digit hex.
10. badBackgroundColour.xml
   a. This XML file is used to test LearnEasy when no background colour is given.
11. badlyFormattedXML.xml
   a. This XML file is used to test the XML parser when an XML file is not correctly formatted; the slide element has no end tag.
12. badTextData.xml
   a. This XML file is used to test the text handler when no font, font colour or font size is defined.
13. checkDataStored.xml
   a. This XML file is used to test the XML parser; it is used to check that the data in an XML file is entered into the correct data structures in the program.
14. checkDefaults.xml
   a. This XML file is used to check that if certain fields are null the program will retrieve the values from the defaults section of the XML.
15. colourFormatting.xml
   a. This XML file is used to check what happens if colours are not defined as 8-digit hex.

16. graphicsDefaults.xml
    a. This XML file is used to check that data in the defaults section is entered into the correct fields of the graphics object.
17. graphicsLocation.xml
    a. This XML file is used to check what happens if no location is defined for a graphics object.
18. graphicsNoColour.xml
    a. This XML file is used to test the graphics handler. It checks what happens if no colour is defined for a graphics object.
19. graphicsNoPosition.xml
    a. This XML file is used to test the graphics handler when no position is defined for a graphics object.
20. graphicsNoShadingColour.xml
    a. This XML file is used to test the graphics handler when no value is given for the shading colour.
21. graphicsNoSolid.xml
    a. This XML file is used to test the graphics handler when it is not defined whether the displayed graphic should be solid or not.
22. graphicsNoType.xml
    a. This XML file is used to test the graphics handler when no type is defined for the graphic object to be drawn.
23. imageBadOnlineSourcefile.xml
    a. This XML file is used to test the image handler when a URL is defined but there is no image at the destination.
24. imageBadPosition.xml
    a. This XML file is used to test the image handler when the start position is not defined as a floating point number.
25. imageBadSourcefile.xml
    a. This XML file is used to test the image handler when a non-existent source file is defined.
26. imageNoPosition.xml
    a. This XML file is used to test the image handler when no position is defined.
27. imageNoSourcefile.xml
    a. This XML file is used to test the image handler when no source file is defined.
28. imageNoScale.xml
    a. This XML file is used to test the image handler when no value is given for the scale.
29. incorrectLocation.xml
    a. This XML file is used to test what happens if the location is given as a negative number.
30. missingDefaults.xml
    a. This XML file is used to check what happens if no defaults are defined in the XML.
31. missingDocumentInfo.xml
    a. This XML file is used to check what happens if no document information is included in the XML.
32. missingImageAudioVideoData.xml
    a. This XML file is used to check what happens if a slide is defined which does not contain an image, audio or video object.
33. multiChoiceTest.xml
    a. This XML file is used to test the multiple choice handler.

34. multiNoAnswers.xml
    a. This XML file is used to test the multiple choice handler when no answers are defined.
35. multiNoMarks.xml
    a. This XML file is used to test the multiple choice handler when no value is defined for the amount of marks available.
36. multiNoOrientation.xml
    a. This XML file is used to test the multiple choice handler when no orientation is given.
37. multiNoPosition.xml
    a. This XML file is used to test the multiple choice handler when no position is defined.
38. multiNoType.xml
    a. This XML file is used to test the multiple choice handler when no type is defined.
39. negativeFont.xml
    a. This XML file is used to test the text handler when a font size is defined as a negative number.
40. noBoundaryInfo.xml
    a. This XML file is used check what happens if no information about pass boundaries is supplied.
41. noCorrectAnswer.xml
    a. This XML file is used to test the answer box handler when no correct answers are defined.
42. noGradeSettingInfo.xml
    a. This XML file is used to check what happens if no grade setting information is supplied.
43. nonBooleanBooleans.xml
    a. This XML file is used to check what happens if boolean variables are not defined as true or false.
44. noRichText.xml
    a. This XML file is used to test the text handler when no rich text fragments are defined.
45. noSlideInformation.xml
    a. This XML file is used to check what happens if a slide is defined but no information (background colour/slide number) is supplied.
46. notFloats.xml
    a. This XML file is used to check what happens if certain floating point numbers are defined as strings.
47. passBoundaryTest.xml
    a. This XML file is used to check what happens if the pass boundary supplied is higher than the maximum number of available marks.
48. multipleSlide.xml
    a. This XML file is used to test a lesson which contains multiple slides.
49. testingDefaults.xml
    a. This XML file is used to check that data in defaults section is correctly stored if other data is not present.
50. testOutput.xml
    a. This XML file checks that all data defined in an XML is correctly outputted by LearnEasy.

51. testOutput2.xml

    a. This XML file checks that all data defined in an XML is correctly outputted by LearnEasy.

52. videoNoPosition.xml
    a. This XML file tests the video handler when no start position is defined.

53. videoNoScreenshot.xml
    a. This XML file tests the video handler when no screenshot is defined.

54. videoTest.xml
    a. This XML file was used to generally test the video handler.

55. writerTestCorrectXML.xml
    a. This XML file was used to check the XML writer.

As well as these there was an additional 3 XML files, demo.xml, which was used for the sales presentation demo, screenshots.xml, which was used to get screenshots for the website and Release1Lesson.xml which was used to test release 1.