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Test Report

Audio Handler Retest

<u>Document Control</u>

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Test Report

1.0 Test of Audio Handler

1.0.0 Summary of testing
These tests should check the functionality of the audio handler. All of the required features will be checked to ensure that they work as intended.

1.0.1   Prerequisites
Audio handler must be completed

1.0.2 Test importance
High (handler is being sold)

1.0.3 Test results

Test Case	Expected Results	Obtained Results
Define a source file to played locally	**Audio handler should play the correct file**	**PASS**
Define an invalid source file	**Should display "File not Found" or similar**	**PASS**
Define a source file to be played from an online source	**Audio handler should play the correct file**	**PASS**
Define start and end points for the icon to be drawn	**Icon is drawn in correct position**	**PASS**
Set audio controls boolean true	**Controls should be visible**	**PASS**
Mute button	**Pressing the mute button should mute the audio**	**PASS**
Pause button	**When pressed the pause button should become a play button and pause the audio at the current point**	**PASS**
Set controls false	**controls should not be visible**	**PASS**
Set auto play true	**Audio handler should play the source file as soon as it is created**	**PASS**
Use volume controls	**Volume of audio should change corresponding to the control**	**PASS**
Skip to points in audio using progress bar	**Audio should skip to the correct position**	**FAIL – Can click and drag the progress bar only but volume controls can be**

		clicked
Enable Loop	**Audio File should play again when it reaches end**	**PASS**
Multiple audio handlers on one page	**Should be possible to define multiple audio handlers to be displayed at once**	**PASS**
Set controls invisible and auto play off	**Audio handler should auto play regardless**	**PASS**
Time elapsed/remaining displayed above progress bar	**The audio handler should display the time remaining and elapsed through any audio file**	**FAIL – On numerous occasions the time remaining went negative when the handler thought the song would end earlier than it did**
Audio handler has been updated such that it is now possible to return the end coordinates of each audio object on a page. The following cases test this functionality		
Add a single audio object to the page with all controls visible	**The returned coordinates should be correct**	**FAIL – X end is correct but Y end is 0**
Add multiple audio objects to a page	**All of the returned coordinates should be correct**	**FAIL – Y end is only 0**
Overlap audio objects	**The overlapping object should still return the correct coordinate**	**Fail – Y end is only 0**
Place an audio object with the bottom right corner off of the edge of the screen	**The audio objects coordinates should be greater than the size of the monitor**	**Fail – Y end is only 0 (retested pass)**
Set progress bar to hidden	**The correct end coordinates should be returned**	**PASS – both coordinates correct**
Audio handler adjusted such that when it reaches the end of a clip the seeker returns to the beginning and player stops.		
Reach end of an audio clip whilst loop is false	**Seeker should return to the beginning of the clip and the pause button should become a play button**	**PASS**
Reach end of an audio clip whilst loop is true	**Should loop**	**FAIL**

1.0.4 Changes made due to test

1.0.5 Additional comments on test

On multiple occasions when the audio handler is run an exception is thrown "Connection refused:

connect", I am unsure as to what causes this.