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SDEV140

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Validation testing

* Test case 1: Click the YouTube button and verify that the YouTube website is opened in the default web browser
* Test case 2: Click the Twitch button and verify that the Twitch website is opened in the default web browser
* Test case 3: Click the TikTok button and verify that the TikTok website is opened in the default web browser
* Test case 4: Resize the window and verify that the buttons and logos are resized and repositioned correctly
* Test case 5: Use different image files for the logos and verify that they are displayed correctly on the buttons

After running these test cases, you should check the results to see if the program is working as expected. If you encounter any issues, you can try to reproduce the problem and then debug the code to find and fix the issue.

(My experience):

I had trouble linking the pictures to the buttons. This resulted in various errors across the the application and made me restart over and over again. Setting up too many components was my biggest issue as I could have had less widgets and cleaner code and a better looking gui.