# Overview

The program will run as a window, with a form to create, and edit existing media. Below that, a table will display all current media where each row can be clicked to edit the media properties. A new media will be added by going to File->new and delete a record by going to File->Delete. A new record can be created by entering in the information and clicking submit.

# Assumptions

* Users will enter a least a title for each media.
* All other fields are optional.

# Flow Diagram/Pseudo-code

# UML

# Test Cases

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **#** | **Description** | **Expected Result** | **Actual Result** | **Pass/Fail** |
| 1 | User enters an integer to determine which cell to use | The players symbol is then placed on the grid. | The players symbol is placed on the grid. | P |
| 2 | User enters nothing | The input is requested again | The input is requested again | p |
| 3 | User enters a value that cannot be parsed into an integer | The input is requested again | The input is requested again | p |
| 4 | User enters a negative number | The input is requested again | The input is requested again | p |
| 5 | A specific players symbol is repeated three times in a row | The game ends with a message indicating which player has won | The game ends with a message indicating which player has won | p |
| 6 | Neither players symbol has been repeated three times in a row and there are no open cells to select | The game ends with a message indicating the match is a draw | The game ends with a message indicating the match is a draw | p |
| 7 | The board is cleared, and the player is prompted to choose a cell | The board is cleared, and the player is prompted to choose a cell | The board is cleared, and the player is prompted to choose a cell | p |
| 8 | The player chooses to stop playing | “Goodbye!” is printed to the screen and the programs ends | “Goodbye!” is printed to the screen and the programs ends | p |