**TalkBox Testing Documentation**

EECS 2311

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**CongifurationAppGUI**

1. Test Click Play Button

A test case that checks for the functionality of the Play JButton. The purpose of this button is to begin playing an audio file that has been selected by the user.

To ensure a audio file is correctly played, the setSelectedIndex() method is used to select an arbitrary audio file. Once selected, the Play button is clicked using the doClick() method. When running the Junit test, one can observe the sound being played if the test is passed.

To pass this test, the audio must begin playing after the Play button is clicked.

1. Test Click Stop Button

The functionality of the Stop JButton is tested in this test case. The purpose of the Stop button is to stop any audio that is currently playing.

To test if the stop button is fully functional, a file is selected and played. Once played, before the audio ends, the Stop button is clicked using the doClick() method. One can observe the audio file stop suddenly during testing.

To pass this test, the Stop button must successfully stop any file currently playing. If the Play button is clicked after the stop button, the audio file must be played from the start rather than resumed.

1. Test Click Pause Button

The purpose of the Pause button is to stop the audio file from playing, but contains the ability of resuming the audio file instead of starting from the beginning afterwards.

To test the functionality of the Pause button, a file is selected and played as done in the Play button test. Once an audio file is playing, the Pause button is clicked before the end of the file has been reached. After the audio output has stopped playing, the play button is clicked once again to check if the output is played from the correct place.

To pass this test, the Pause button must stop audio output when clicked without resetting the audio file to the beginning, providing the user with the ability to resume the audio output.

1. Test Click Resume Button

The purpose of the Resume button is to allow the user to continue playing an audio file once it has been paused.

Testing the functionality of the Resume button requires for an audio file to be played using the Play button, the audio file to be paused using the Pause button before reaching the end of the file, and then finally click the Resume button using the doClick() method.

To pass this test, the audio file must continue playing from the same place where it was paused rather than playing from the beginning.