Iteration 23

- 1. Develop as much as possible the functionality described in chosen Product Backlog
- 2. Zip file named 'Iteration2and3_XX' containing
- 3. Revised Product Backlog that clearly label which of the stories / tasks you have finished in this iteration. The revised Product Backlog should clearly indicate what was the estimated and what was the actual effort for each of the finished stories / *-tasks. A diagram showing your team velocity over time is mandatory
- 4. A test plan indicating tests with test conditions, test inputs, and expected outputs
- 5. A test report indicated which tests were run and which of them have passed
- 6. Complete source code of your project, with all the files needed
- 7. 'ReadMe.txt' file that describes the delivery package, including the names of team members who have contributed to the iterations

Product Backlog

Task	Estimate	Implementati on Notes	Classes
Linked list contain desired songs for a playlist and will be used to save the playlist. Read into a queue to be played	2 hours		playlist
Song queue will have limitations that require the total time of songs to be between 1 to 3 hours. Otherwise the queue will not be able to be playable	30 minutes		playlist
User classified as the administrator will be able to select a button on the song library that will allow the admin to select songs for restricted access	1 hour		User
Drop down menu implemented for any classification necessary, with list of options. Selection options should accurately search the list and find songs which are of those properties	3 hours	1 hour	GUI
A toolbar implemented which contains the menus and allows for	1.5 hours		GUI

expansion for future classification menus			
Tool will do smart search which take users previous selections of songs, dissect its traits and compare them to other songs in the database, actively displaying the results to the user	3 hours		GUI Playlist
Randomizing tool will be available somewhere near the top of the song browser GUI, with check indicating it is active	1 hour		GUI
While tool is active, set of classifications will be available (genre, musician, mood) and are selectable	2 hours	Task complete within the set time of 2 hours.	GUI Playlist
Queue auto fills with randomly selected songs, without repeat, if possible. The songs must follow the restriction set by users	2.5 hours		Playlist User
Next to every song, a statistics page button will be available to bring them to a page with that song stats	2 hours		Stats GUI
Relative frequency stats section will be available and it will have a time frame selection by utilizing a Google calendar. The songs relative frequency in that time period will be displayed as a line graph with the y-axis being relative frequency in percentage and the x-axis representing time	4 hours		Stats
A list will be created for every user, with basic information of each song that they played	2 hours		User
A time frame can be selected from a drop down menu containing time	1.5 hours		GUI

frames, such as 1 day, 1 week, all time, etc		
A statistics page will be automatically created for each user account created	2 hours	Stats User
Pages of stats will be available on the user's stats page, with a tool bar located to the left to select the desired page. This side bar must be customizable	1.5 hours	Stats User GUI
Since saved playlists utilize a linked list, adding, removing and general reorganization of playlist will be done using typical list modifications algorithms such as changing required pointers from song to song	1.5 hours	Playlist
Currently active playlists utilize a queue, so a user will have the ability to designate an upcoming song to be skipped with a button on the GUI	1 hour	GUI
The queue will accept addition to the playlist on the fly by adding any new songs to the end of queue	1 hour	GUI Playlist
Each user be given hash table upon creation of an account which will store all user's playlists. The keys for each table will be the user's unique user name in conjunction with a unique playlist name per playlist	5 hours	User
For each current user, the head administrator will be able to access a "make admin" option in the user's option pane	1.5 hours	Admin GUI

Test Conditions	Test Inputs	Expected Output
Signing up for an account	Clicking the signup button	Brings the user to the signup page
Unsuccessful signup because the passwords don't match	Password: 123456 Confirm Password: 12345	Produce an error message that says "Password does not match"
Successful signup	Username: newuser Password: abc Confirm Password: abc Press the signup button	Produce a message that says "Signup Successful" and brings user back to the login page
User leaves a field empty on the signup page	The username field is empty Password: abc Confirm Password: abc	Produce a message that says "Missing username or password"
User enters the correct username and password and selected the "User"	Username: newuser Password: abc Select the "User" option then press the login button	A message box pops up saying "Login Successful" and takes the user to a new page.
User enters the incorrect username	Username: newuse Password: abc	A message box pops up saying "Username does not exist"
User enters the incorrect password	Username: newuser Password: abcd	A message box pops up saying "Incorrect Password"
User enters correct username and password, but selects the wrong option	Username: newuser Password: abc Select the "Admin" option then press the login button	A message box pops up saying "You're not authorized"
Admin enters the correct username and password	Username: admin Password: 1234 Select the "Admin" option then press the login button	Takes you to the admin page
Admin enters the correct username and password, but selects the wrong option	Username: newuser Password: abc Select the "User" option then press the login button	Produce a message that says "Not a user account"
User/admin leaves a field empty on the login page	The username field is empty Password: 1234	Produce a message that says "Missing username or password"