Test Category: Unit	Description: Test of the play and pause button and its functionality		
Test Case: 1	Case Name: Handler Play and Pause	Version: 1.0	Written By: Andrew Chverchko
Requirements Fulfilled: 3.1.2.1 and 3.1.2.2	Purpose: To test correct use and uncover any runtime errors involving the play or pause button on the Slash Handler.		

Setup Conditions:

- **Log on to a user account**
- **Insert text "He ran in front of the meadow" into the text input**
- **Clash the text**
- **Navigate to the Slash handler**

	Test Case Activity	Pass/Fail	Comments	Expected Result
1	Press the play button			The lexical bundles begin to display on screen starting with "He". The text should display the entire sentence and stop after "meadow".
2	Return the slash handler to setup conditions			The screen before step one should not be different.
3	Press the play button the immediately press the pause button			The text "in front of" should be displayed on screen.
4	Press the play button			The text should continue to display and stop at "meadow".

3.1.2 Slash Handler (Andrew)

The Slash Handler feature shall provide the capability to retrieve documents that were previously saved by an Instructor and the player will display lexical bundles from the document on the screen one at a time. Playback controls are provided to the user.

The following functional requirements shall be met, as defined in table 2, for all levels of user:

Object	Function
"Play"	Input control which initiates a display of the text in lexical bundles at the speed chosen in the speed control.
"Pause"	Input control which halts the progression of the display of lexical bundles at its current position in the stream.
"Speed Settings"	Input control which the user has the ability to increase and decrease the speed for the Slash Handler by lexical bundles per minute thresholds.
"Speed Display"	Output that shall display the current selected speed of the lexical bundles from the speed settings object.