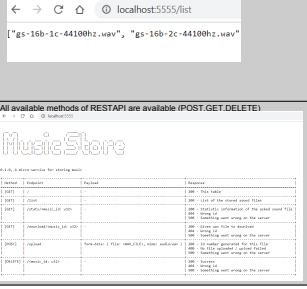


# Music Store Version 0.1.0

## TEST PLAN

| Requirement   | Test number | Test Title  | Initial Condition  | Test Description  | Expected  | SW Version | Test Result | Result Message   | Criticality |
|---|-------------|---|--|---|---|------------|-------------|--|-------------|
| Req1: Expose a restful API.   | 1           | Check that music store server run on most known version of Windows    | Window10 machine   | For each machine<br>1- Run music <b>music_store_server-0.1.0</b> executable<br>2. From Client side, open web address: <a href="http://localhost:5555">http://localhost:5555</a>   | The request should success, the page is displayed<br>status code 200  | 0.1.0      | OK          |  |             |
|   |             |   | Window XP machine  | For each machine<br>1- Run music <b>music_store_server-0.1.0</b> executable<br>2. From Client side, open web address: <a href="http://localhost:5555">http://localhost:5555</a>   |   | 0.1.0      | Not tested  |  |             |
|   |             | Check that music store server run on most known distribution of Linux | Linux ubuntu   | For each machine<br>1- Run music <b>music_store_server-0.1.0</b> executable<br>2. From Client side, open web address: <a href="http://localhost:5555">http://localhost:5555</a>   |   | 0.1.0      | Not Tested  |  |             |
|   |             |   | Linux Debian   | For each machine<br>1- Run music <b>music_store_server-0.1.0</b> executable<br>2. From Client side, open web address: <a href="http://localhost:5555">http://localhost:5555</a>   |   | 0.1.0      | Not Tested  |  |             |
|   | 3           | Check that music store server run on Mac                              | Macbook  | For each machine<br>1- Run music <b>music_store_server-0.1.0</b> executable<br>2. From Client side, open web address: <a href="http://localhost:5555">http://localhost:5555</a>   |   | 0.1.0      | Not Tested  |  |             |
|   | 4           | music store server is accessible via most important web browser       | Google Chrome  | 1- Run <b>music_store_server 0.1.0</b> executable<br>2. From Client side, open Chrome and enter web address: <a href="http://localhost:5555/">http://localhost:5555/</a>  |   | 0.1.0      | OK          |  |             |
|   |             |   | Internet Explorer  | 1- Run <b>music_store_server 0.1.0</b> executable<br>2. From Client side, open IE and enter web address: <a href="http://localhost:5555/">http://localhost:5555/</a>  |   | 0.1.0      | OK          |  |             |
|   | 5           | Several client can connect at same time without crash                 | Run music store server 0.1.0   | 1. open at least 10 different web pages at same time and enter address: <a href="http://localhost:5555">http://localhost:5555</a>   |   | 0.1.0      | OK          |  |             |
| Req2: The port and storage folder are configurable                        |             | Check that port is configurable                                       |  | 1. Run music store server 0.1.0 executable by opening a shell command line and launch following command:<br>>> <b>music_store_server-0.1.0-windows.exe -p 3000</b><br>2. open a web browser and tape following address:<br><a href="http://localhost:3000">http://localhost:3000</a>  | The request should success, the page is displayed<br>status code 200  |            |             | The request failed,<br>the page is not<br>displayed<br>The port is not<br>configurable   |             |
|   | 1           |   | Use any machine (windows or Linux, or Mac)   |   |   | 0.1.0      | KO          |  |             |
|   | 2           | Check that Storage folder is configurable                             |  | 1. Create a folder "Storage" in <local_adress>\Storage<br>2. Run <b>music_store_server 0.1.0</b> executable by opening a shell command line and launch following command:<br><b>music_store_server-0.1.0-windows.exe -p 5555 -l&lt;local_adress&gt;\Storage</b><br>3.Put several wav file sample in Storage folder<br>4.open a web browser and tape following address:<br><a href="http://localhost:5555/list">http://localhost:5555/list</a>   |   |            |             |  |             |
| Req3: Expose the documentation of the available routes in a welcome page. |             |   |  |   | The request should success, the wav file list should be displayed in web page   |            |             |  |             |
|   | 1           | check available routes are available and comprehensive for user       | Use any machine (windows or Linux, or Mac)   | 1. Run <b>music_store_server 0.1.0</b> executable<br>2. From Client side, open Chrome and enter web address: <a href="http://localhost:5555/">http://localhost:5555/</a>  |                                   |            |             |  |             |
| Req4: Return the list of the audio samples stored.                        |             | Check the upload of an high quality audio wav sample                  | Download and install python environment<br>Generate a wav audio sample with following Characteristics:<br>duration_milliseconds = 500<br>sample_rate = 44100.0<br>nber_channels = 1 channel<br>sampwidth = 2 | 1. open a python cmd console.<br>2. copy the generated audio wav sample in same repertory of python command line.<br>3. send following command :<br><pre>&gt;&gt;&gt;import requests &gt;&gt;&gt;import requests &gt;&gt;&gt;f= open('sample.wav', "rb") &gt;&gt;&gt;myurl = "http://localhost:5555/upload" &gt;&gt;&gt;header = { 'content_type': 'audio/wav' } &gt;&gt;&gt; r = requests.request("POST", url=myurl, data = f, headers=header ) &gt;&gt;&gt;print (x.text) &gt;&gt;&gt;print (x.status_code)</pre> | The POST request should return code status ( 200 ). Data content returned should contain ID of downloaded sample file |            |             | 1.The command return<br>error status 400.<br><br>2.Returned message:<br>{"description":"The<br>request didn't have a<br>post content type","<br>cause":"null"} |             |
|   | 1           |   |  |   |   | 0.1.0      | KO          |  |             |
|   | 2           | Check the upload of an low quality audio wav sample                   | Download and install python environment<br>Generate a wav audio sample with following Characteristics:<br>duration_milliseconds = 500<br>sample_rate = 8000<br>nber_channels = 1 channel<br>sampwidth = 2    | 1. open a python cmd console.<br>2. copy the generated audio wav sample in same repertory of python command line.<br>3. send following command :<br><pre>&gt;&gt;&gt;import requests &gt;&gt;&gt;f= open('sample.wav', "rb") &gt;&gt;&gt;myurl = "http://localhost:5555/upload" &gt;&gt;&gt;header = { 'content_type': 'audio/wav' } &gt;&gt;&gt; r = requests.request("POST", url=myurl, data = f, headers=header ) &gt;&gt;&gt;print (x.text) &gt;&gt;&gt;print (x.status_code)</pre>                             |   |            |             |  |             |



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|--|------------|--|--|--|--|--|--|--|--|
|  |            |  |  |  |  |  |  |  |  |
|  | OK         |  |  |  |  |  |  |  |  |
|  | KO         |  |  |  |  |  |  |  |  |
|  | Not tested |  |  |  |  |  |  |  |  |
|  | Blocked    |  |  |  |  |  |  |  |  |