

CommAudio Test Document

COMP4985 - FINAL PROJECT

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GLOKKBWM | [HTTPS://GITHUB.COM/GLOKKBWM/COMMAUDIO](https://github.com/GLOKKBWM/COMMAUDIO)

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CG1	The application loads normally as intended.	N/A	N/A	1. Run the executable to start the program.	The application loads properly without errors. Figure 3 Figure 9	Pass
CG2	The application looks as intended without graphical issues.	CG1	N/A	1. Run the executable to start the program.	The application has no graphical glitches or issues.	Pass
CG3	The application window scales based on the user input.	CG1	Resize application window.	1. Click-and-hold bottom right corner of the window. 2. Drag-and-release the mouse.	The application window is able to resize as needed. The elements of the window scale with the window.	Pass
CG4	Selecting on specific tab opens the desired tab.	CG1	N/A	1. Click any one of the tabs (Connect, Playlist, Voice, Settings). 2. Click another tab.	The window should display the user requested tab.	Pass
CG5	The Connect tab provides proper connection functionality.	CG1	127.0.0.1 7000	1. Click on the 'Connect' tab. 2. Input 'Socket'. 3. Input 'IP Address'.	The application properly handles user input. Allows the user to adjust values as needed.	Pass
CG6	The 'Connect' button in the Connect tab performs intended action.	CG1	N/A	1. Click on the 'Connect' tab. 2. Click 'Connect' button.	If no data is not given, the button does nothing. Otherwise, it performs connect logic. Figure 6	Pass
CG7	The Playlist tab displays all the available songs.	CG1	N/A	1. Click on the 'Playlist' tab.	The list widget should be populated with the available songs. Figure 8	Pass
CG8	The 'Download' button functions as described.	CG1 CG7	N/A	1. Select the desired song. 2. Click 'Download' button.	The application will start the logic for downloading audio (.wav) files from the server.	Pass

CG9	The “Volume” slider in Settings tab adjusts the playback volume accordingly.	CG1	N/A	1. Click-and-drag the slider pointer.	The volume of the playback is adjusted based on the position of the pointer. Figure 5	Pass
CG10	The song title changes based on the current song being played.	CG1	N/A	1. Play a song.	The title changes to the title of the current song being played. Figure 7	Pass
<i>Audio Streaming</i>						
CA1	The application is able to connect to the server without errors.	CG5 CG6	127.0.0.1 7000	1. Click on the ‘Connect’ tab. 2. Input ‘Socket’. 3. Input ‘IP Address’. 4. Click ‘Connect’ button.	The application connects to the server and immediately begins to stream music.	Pass
CA2	Change the streaming song to a different song.	CA1	N/A	1. Double-click on a song in the list.	The server should stop the current stream and stream the new desired song.	Pass
CA3	The title of the song changes when a new song is being played.	CA2	N/A	1. Select a new song to play.	The client updates the title of the song to the current song title.	Pass
CA4	The audio playback has little to no delay. Latency and jitter is to a dismissible minimum.	CA1	N/A	1. Play a song.	The client is able to play the streamed song ‘flawlessly’.	Fail
<i>Voice P2P</i>						
CV1	The client can communicate with other clients via P2P.	CG1	N/A	1. Select a client from the user list. 2. Click “Chat” to start sending audio.	The user is able to select other clients and communicate between them via P2P. Figure 4	Fail
CV2	The client can receive audio data from other clients via P2P.	CG1	N/A	1. Run the application.	The user is able to receive audio data from other clients via P2P and chat with them.	Fail

				Figure 4	
<i>File Transfer</i>					
CF1	The client is able to request a song from the server for download.	CA1	N/A	1. Select a desired song. 2. Click 'Download' button.	The client will request a file for download from the server. Fail
CF2	The request file is downloaded without corruption or other issues.	CF1	N/A	1. Run the downloaded file via an existing .wav file player.	The downloaded file should be exactly like the original. Fail
CF3	The requested file is the correct file that was requested.	CF1	N/A	1. Run the downloaded file via an existing .wav file player.	The downloaded file should be the file that the client requested. Pass
<i>Server</i>					
<i>GUI</i>					
SG1	The application loads normally as intended.	N/A	N/A	2. Run the executable to start the program.	The application loads properly without errors. Figure 3 Figure 9 Pass
SG2	The application looks as intended without graphical issues.	CG1	N/A	1. Run the executable to start the program.	The application has no graphical glitches or issues. Pass
SG3	The application window scales based on the user input.	CG1	Resize application window.	1. Click-and-hold bottom right corner of the window. 2. Drag-and-release the mouse.	The application window is able to resize a needed. The elements of the window scale with the window. Pass
SG4	Selecting on specific tab opens the desired tab.	CG1	N/A	1. Click any one of the tabs (Connect, Playlist, Voice, Settings). 2. Click another tab.	The window should display the user requested tab. Pass

File Transfer

SF1	The server is able to handle song requests from the client for download.	SA1	N/A	1. The client requests a song for download.	The server will handle the request for a file for download to the client.	Fail
SF2	The requested file is sent without corruption or other issues.	SF1	N/A	1. Run the downloaded file via an existing .wav file player on the client side.	The downloaded file should be exactly like the original.	Fail
SF3	The requested file is the correct file that was requested.	CF1	N/A	1. Run the downloaded file via an existing .wav file player on the client side.	The downloaded file should be the file that the client requested.	Fail

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The screenshot shows a dark-themed web interface. At the top, there are two tabs: 'Connect' and 'Playlist'. The 'Connect' tab is selected. Below the tabs, there are two input fields. The first is labeled 'IP Address' and contains the text '192.168.0.3'. The second is labeled 'Socket' and contains the text '7000'. Below these input fields is a large, prominent blue button with the text 'Connect' in white.

Figure 1

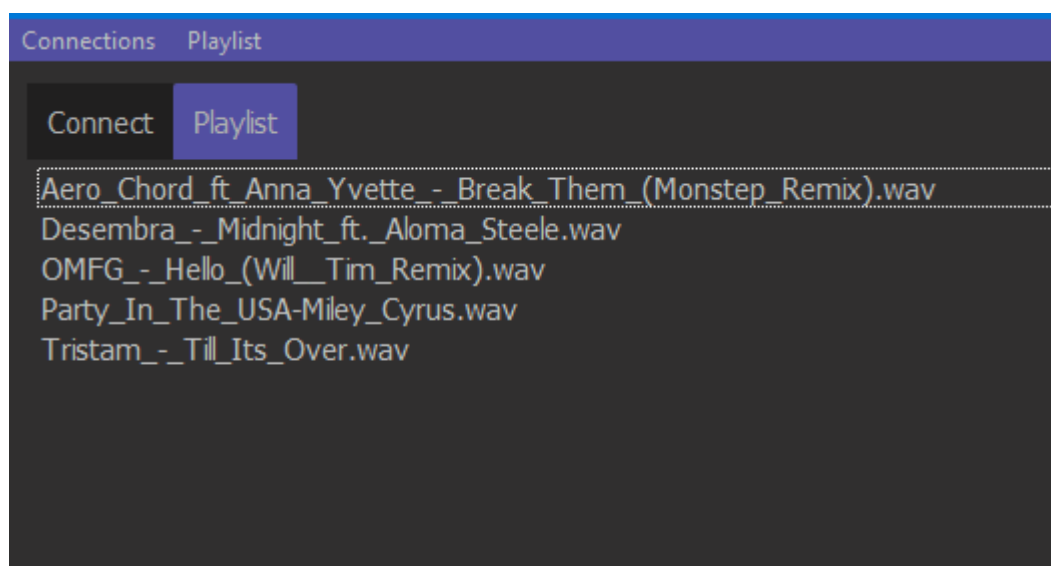


Figure 2

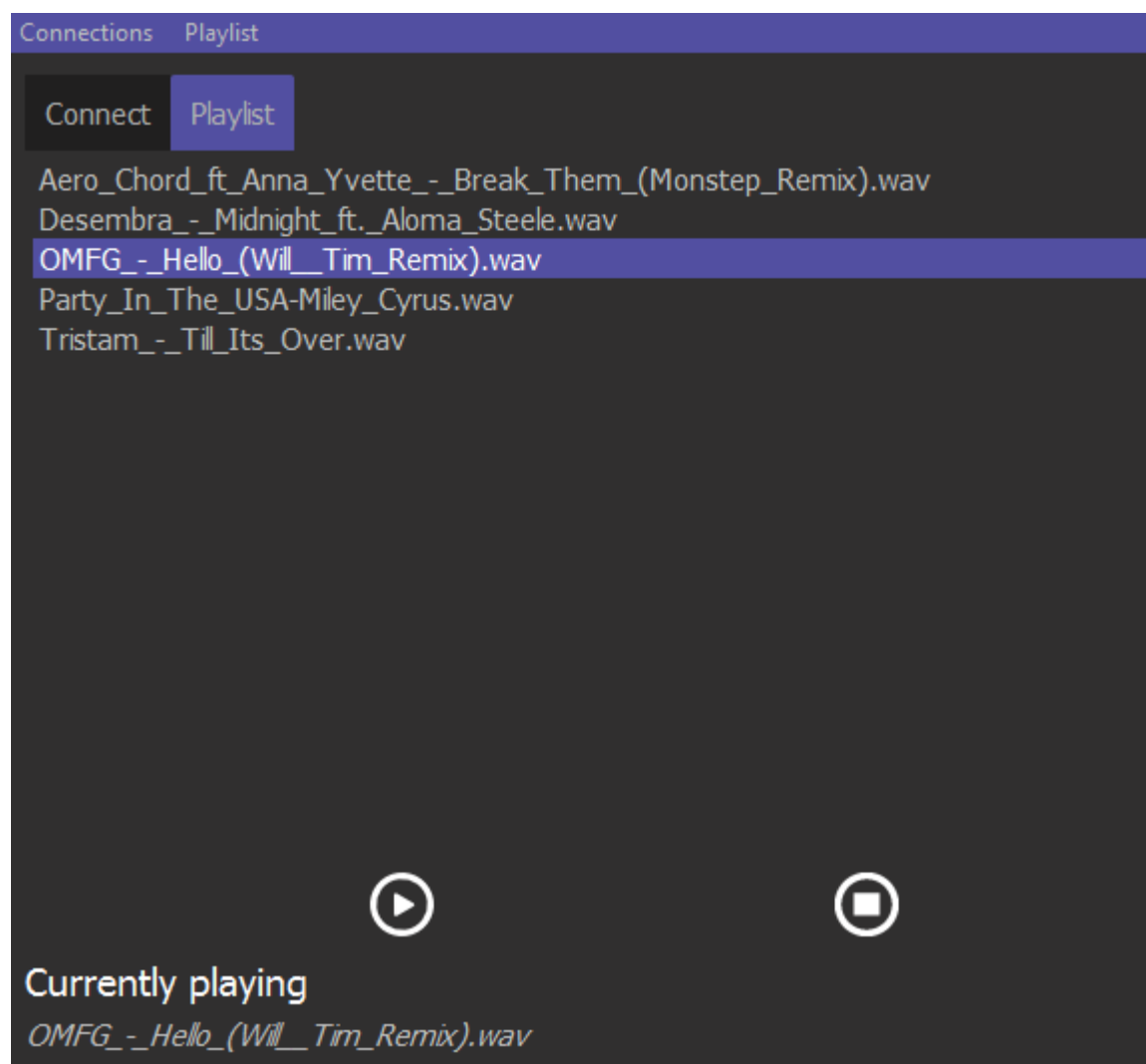


Figure 3

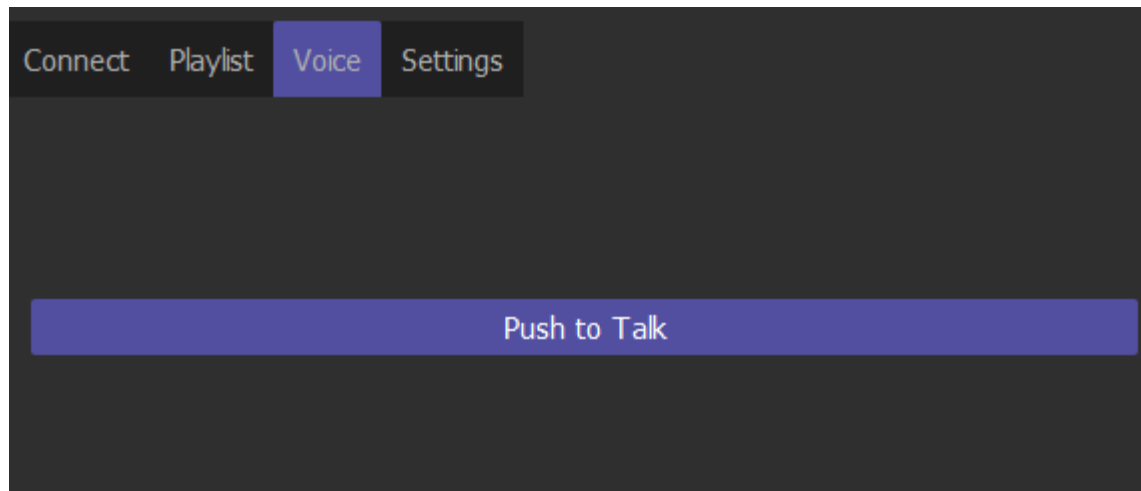


Figure 4

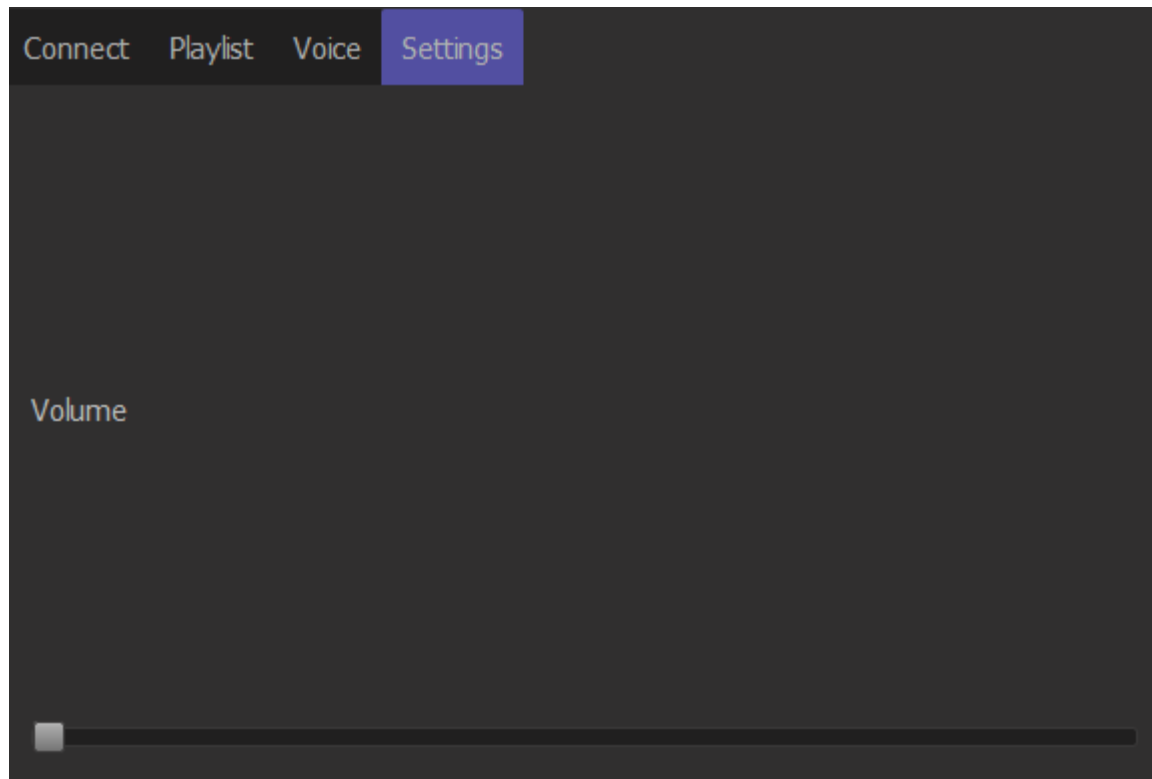


Figure 5

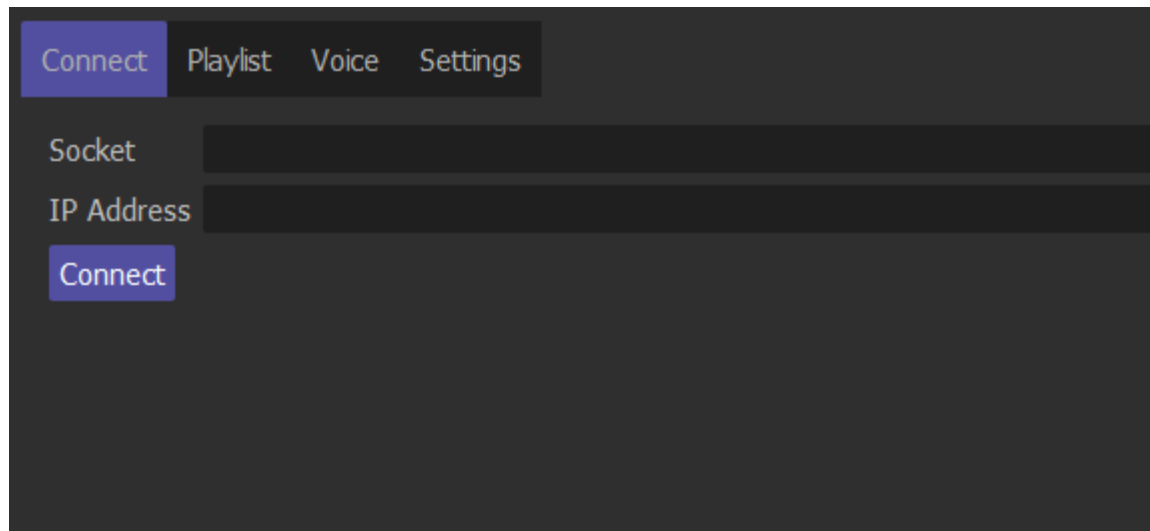


Figure 6

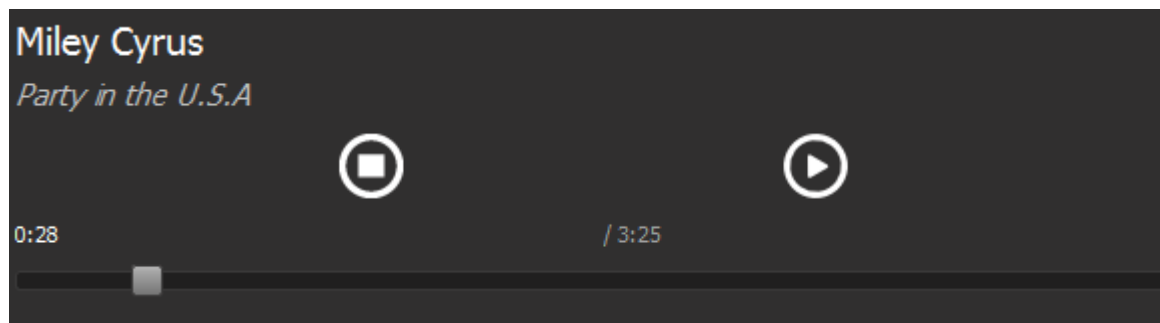
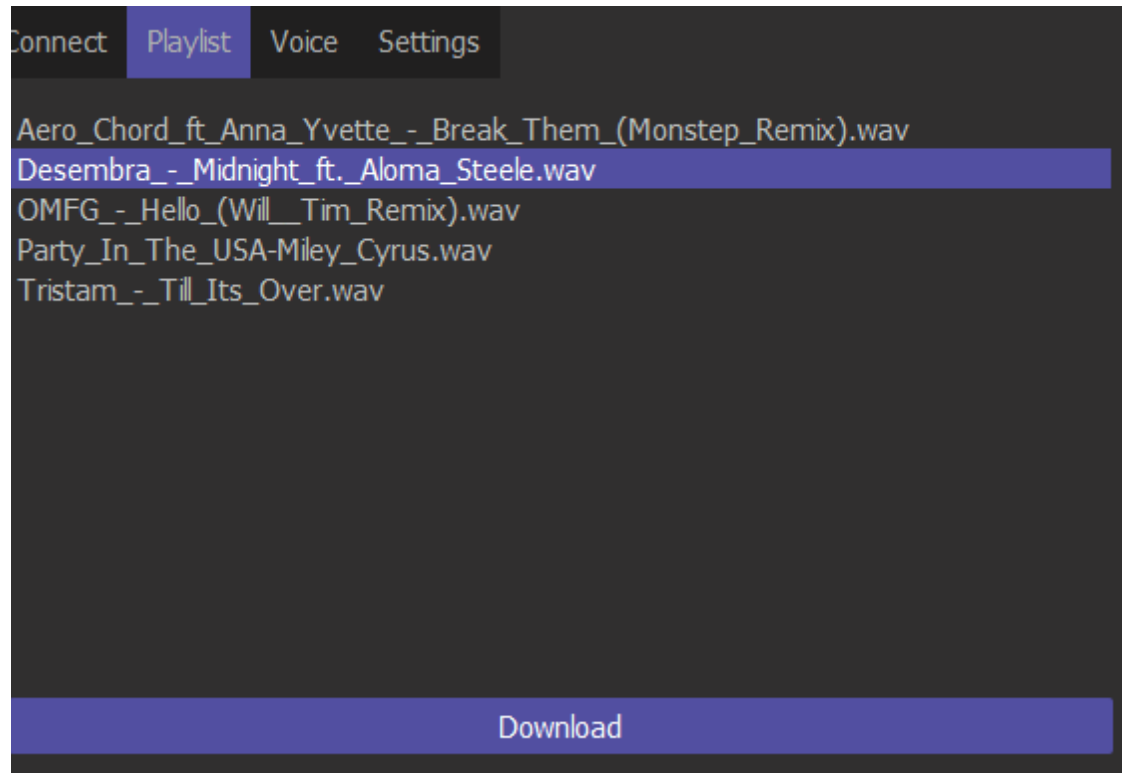


Figure 7

Figure 8



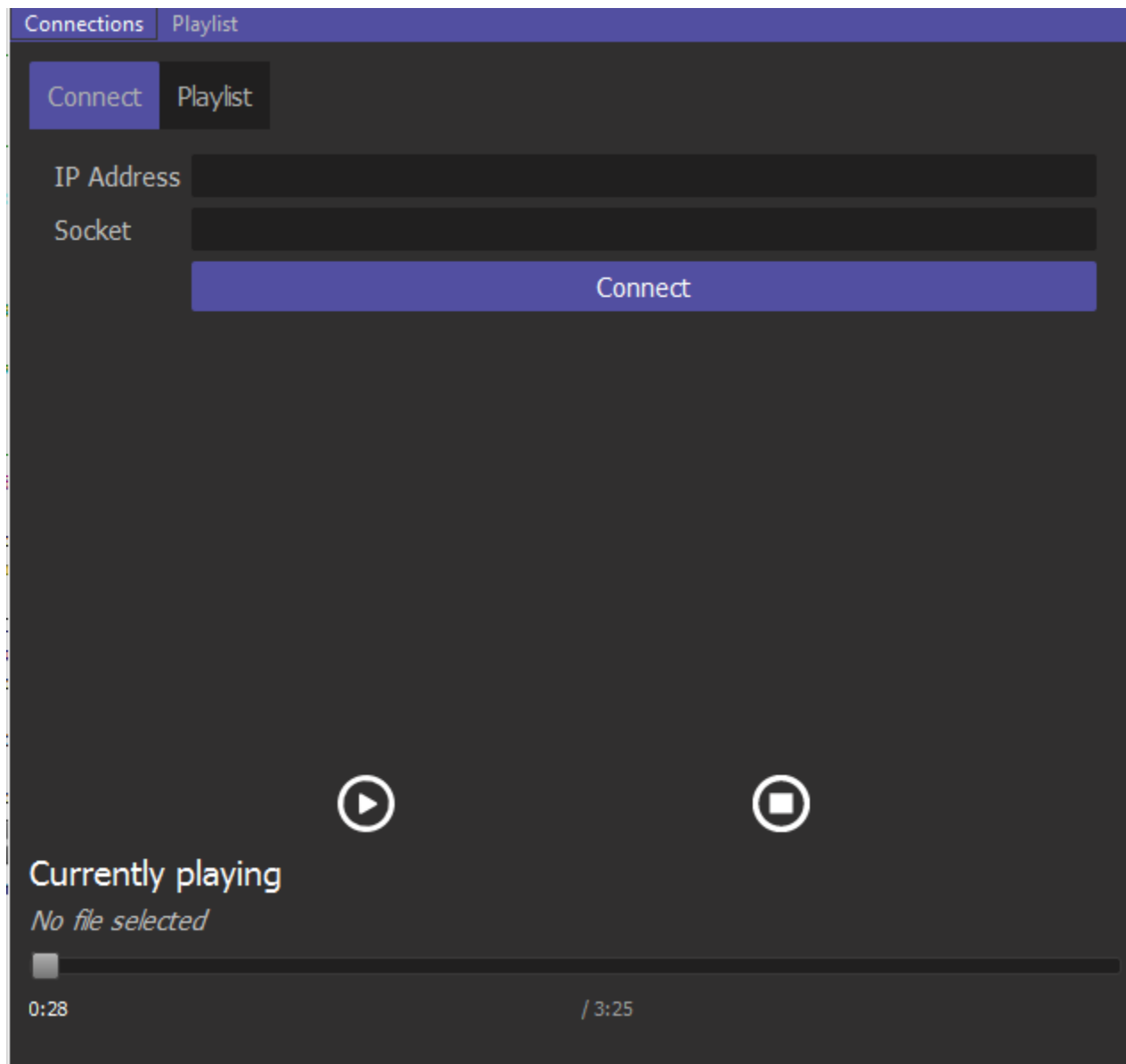


Figure 9