# Software Engineering Project Test Cases

Test Case #: 1.1 Test Case Name: Check Audio Recording Page: 1 of 5

System: Emotion Analyser Subsystem: GUI

Designed by: Jatin Mudgal Design Date: 24/11/22

Executed by: Execution Date: 25/11/22

**Short Description: Test the working of the Record button** 

## **Pre-conditions:**

The required libraries/dependencies are installed.

The client computer has a working mic/recording device.

The user inputs a valid human voice in the recording.

The user has an up-to-date web browser.

Step	Action	Expected System Response	Pass/	Comment
			Fail	
1	Click the 'Click to record' button	The system starts to record audio from the user interface device.	P	-
2	Click the 'Click to record' button again	The system stops recording the audio	P	-
3	Check post-condition 1			
4	Click the play icon on the media-player	The system should playback the recorded audio	P	-
5	Check post-condition 2			

- 1. Audio is recorded and a media interface to listen to recorded audio pops-up.
- 2. Recorded audio is successfully played back to the user.

Test Case #: 1.2 Test Case Name: Check Audio Re-Recording Page: 2 of 5

System: Emotion Analyser Subsystem: GUI

Designed by: Jatin Mudgal Design Date: 24/11/22

Executed by: Execution Date: 25/11/22

**Short Description: Test the working of the Record Button** 

## **Pre-conditions:**

The required libraries/dependencies are installed.

The client computer has a working mic/recording device.

The user inputs a valid human voice in the recording.

The user has an up-to-date web browser.

Step	Action	<b>Expected System Response</b>	Pass/	Comment
			Fail	
1	Click the 'Click to record' button	The system starts to record audio from the user	P	-
		interface device.		
2	Click the 'Click to record' button	The system stops recording the audio	P	-
	again			
3	Check post-condition 1			
4	Click the play icon on the	The system should playback the recorded audio	P	-
	media-player			
5	Check post-condition 2			
6	Repeat steps 1,2,3,4	The system should record the audio again, replacing	P	-
		the previously recorded audio		
7	Check post-condition 3			

- 1. Audio is recorded and a media interface to listen to recorded audio pops-up.
- 2. Recorded audio is successfully played back to the user.
- 3. The previous audio is replaced and the new audio is recorded and played

Test Case #: 2.1 Test Case Name: Predict Emotion Page: 3 of 5

System: Emotion Analyser Subsystem: GUI & ML Model

Designed by: Jatin Mudgal Design Date: 24/11/22

Executed by: Execution Date: 25/11/22

**Short Description: Test the working of the Emotion Analyser** 

#### Pre-conditions:

The required libraries/dependencies are installed.

The client computer has a working mic/recording device.

The user inputs a valid human voice in the recording.

The user has an up-to-date web browser.

Step	Action	<b>Expected System Response</b>	Pass/	Comment
			Fail	
1	Click the 'Click to record' button	The system starts to record audio from the user	P	-
		interface device.		
2	Click the 'Click to record' button	The system stops recording the audio	P	-
	again			
3	Check post-condition 1			
4	Click the 'Predict Emotion'	The system start processing the recorded audio and	P	-
	button	predict the emotion from it.		
5	Check post-condition 2			

- 1. Audio is recorded and a media interface to listen to recorded audio pops-up.
- 2. The system successfully predicts the emotion from the given recording and outputs it to the screen.

Test Case #: 2.2 Test Case Name: Predicting emotion (NO Audio) Page: 4 of 5

System: Emotion Analyser Subsystem: GUI & ML Model

Designed by: Jatin Mudgal Design Date: 24/11/22

Executed by: Execution Date: 25/11/22

**Short Description: Test the working of the Record button** 

#### **Pre-conditions:**

The required libraries/dependencies are installed.

The client computer has a working mic/recording device.

The user has an up-to-date web browser.

Step	Action	<b>Expected System Response</b>	Pass/ Fail	Comment
1	Don't click the 'Click to record' button	The system doesn't record audio from the user interface device.	P	-
2	Check post-condition 1			
3	Click the 'Predict Emotion' button	The system should recognise that no audio has been recorded and output ERROR message.	F	Unsuccessful; No error functionality for no audio recording. Cached result is displayed
4	Check post-condition 2			1

- 1. No audio is recorded.
- 2. The system displays Error message.

Test Case #: 2.3 Test Case Name: Predict Emotion (Audio Defect) Page: 5 of 5

System: Emotion Analyser Subsystem: ML Model

Designed by: Jatin Mudgal Design Date: 24/11/22

Executed by: Execution Date: 25/11/22

Short Description: Test the working of the Emotion Analyser

#### Pre-conditions:

The required libraries/dependencies are installed.

The client computer has a working mic/recording device.

The user has an up-to-date web browser.

Step	Action	<b>Expected System Response</b>	Pass/	Comment
			Fail	
1	Click the 'Click to record' button	The system starts to record audio from the user interface device.	P	-
2	Record Audio using interface	-	P	The recorded audio should
				not be a human voice.
3	Click the 'Click to record' button	The system stops recording the audio	P	-
	again			
4	Check post-condition 1			
5	Click the 'Predict Emotion'	The system starts processing the recorded audio and	F	The system falsely
	button	should display an Error message.		predicts an emotion from
				non-human voice.
6	Check post-condition 2			

- 1. Audio is recorded and a media interface to listen to recorded audio pops-up.
- 2. The system produces an ERROR message instructing to record an audio of only HUMAN voice.