Introduction to Programming II Project Log №4

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| **Project title:** | The player with music visualization function |
| **Topic:** | Testing, bug-fixing, refactoring, and tidying up the code |
| **What progress have you made this topic?** | |
| I send this player to 5 of my friends to test its behavior on different computers, to identify some bugs that I missed, and test the program as a whole. | |
| **What problems have you faced and were you able to solve them?** | |
| My friends were very helpful and helped me to identify few bugs: if a user was to set volume, then delete all songs from the playlist and then add something again, then the player returned the volume level to the default value. Another bug was occurring when the player completed the whole playlist, ended the cycle. After that, if a user was to enable “shuffle” or “loop playlist” modes and start song not by play button but by click on the timeline, then in the end the player switched song right way (random for “shuffle”, and the first one for “loop”) but not played them. I fixed both these bugs and tweaked some parts of the user visual interface that my “testers” complained about. Also, when the user adds songs, turns the repeat mode on, then delete all songs and add new ones and start a new cycle by clicking on the timestamp that this song is not repeated. The problem was that the timeline click listener jumped to the time stamp but ignored settings. | |
| **What are you planning to do over the next few weeks?** | |
| I hope to write the report, compile all logs into one file, test one last time and submit my project. | |
| **Are you on target to successfully complete your project? If you aren’t on target, how will you address the issue?** | |
| It’s hard to evaluate my own work, so I hope that the final submission will be enough to get a good mark. Anyway, I learned a lot and touched even more topics that I still need to learn. So, even without knowing marks, I can say that at least for me this course was a success. | |