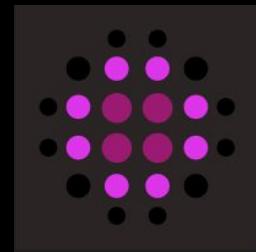


# SPEEZER MUSIC

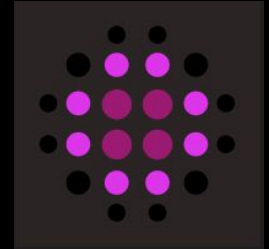


Desenvolvedores: Jean Barp, Paulo Ramos e Pedro Vinicius

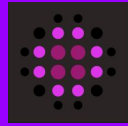


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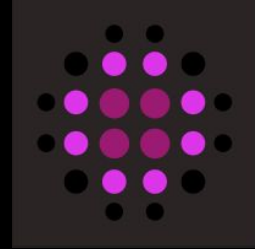
# INTRODUÇÃO/STORYTELLING



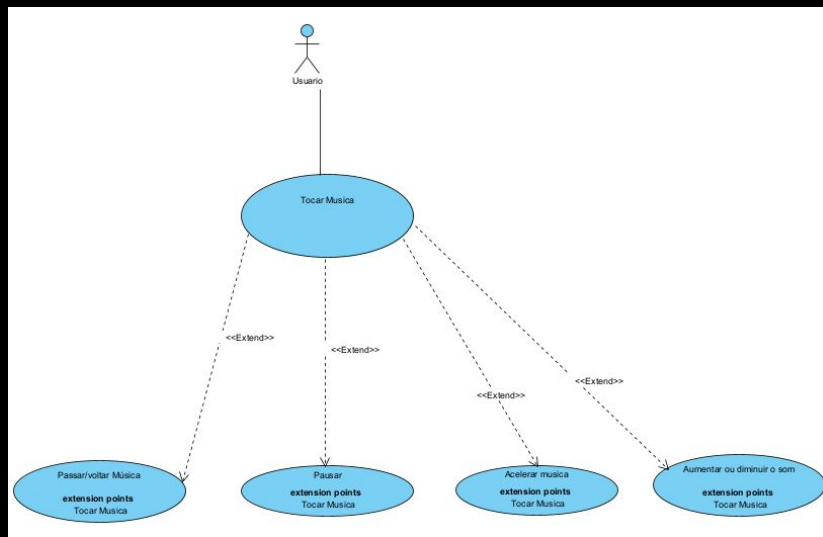
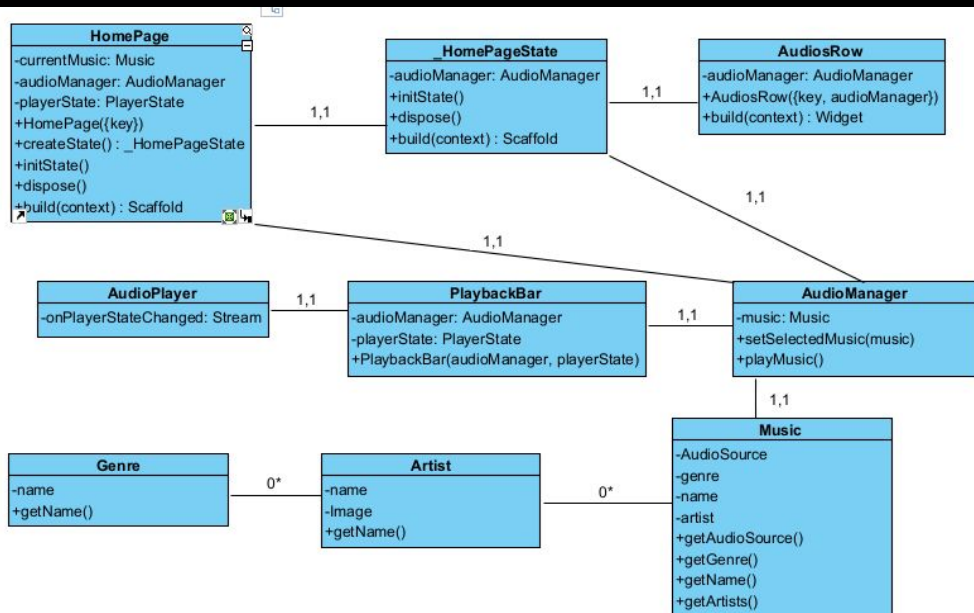
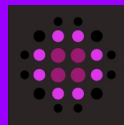
# PITCH



# METODOLOGIA

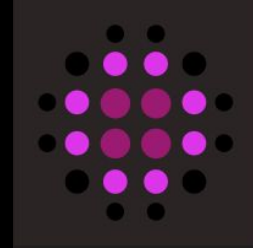


# DIAGRAMAS



# RELATOS DE TESTES

- TESTE DE CAIXA PRETA;
- TESTE DE CAIXA BRANCA;
- TESTE DE RELEASE;
- TESTE DE UX;



# TESTES AUTOMATIZADOS

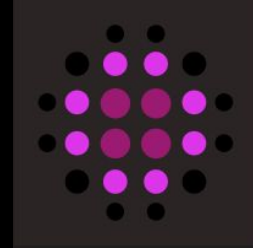
```
Run | Debug
✓ void main() async {
  Run | Debug
  testWidgets('Play music test', (WidgetTester tester) async {
    await tester.pumpWidget(const SpeezerApp());

    //Verify that the player state is reseted and being rendered
    expect(find.text("0:00"), findsWidgets);

    //Verify if all control buttons are being rendered
    expect(find.byIcon(Icons.skip_next), findsOneWidget);
    expect(find.byIcon(Icons.skip_previous), findsOneWidget);

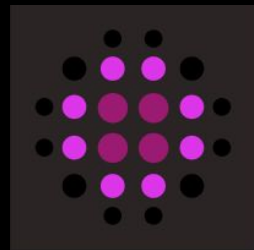
    //Find and play icon and start repdroucing
    expect(find.byIcon(Icons.play_arrow), findsOneWidget);
    await tester.tap(find.byIcon(Icons.play_arrow));

    //Verify if music is running by icon
    sleep(const Duration(seconds: 1));
    expect(find.byIcon(Icons.pause), findsOneWidget);
  });
}
```



**COMO DIZIA MINHA EX:**

**TERMINAMOS!**



**OBRIGADO PELA ATENÇÃO!**

