## **Test Cases**

## Black-Box Test Cases

These test cases are defined based on the available documentation and execution of the program. The code was not inspected.

#	Test case (very brief description)	Preconditions (any required setup)	Test steps (steps executed during testing)	Expectation	Observation ("pass" or failure description)
1	Checking if the tones played are what they are told to be.	making of .wav files only with specific notes playing, and a way to check if the notes are exact.	playing of .wav file, and right after playing the specific note on an instrument	We expect the tones being exact, because they are exactly measured by hertz rate, and there's no more exact way of specifying tones	the observation passed, 8 out 8 tones were the same
2	Checking if the windows of swing function properly	-	testing all the windows	Other than the fact that not only the main windows exit button closes the app, but all existing windows (like the window of giving the name) that was already told by someone who implemented the app, everything should work as intended.	The observation passed.
3	Editing already put in lines	-	execute the app, put in some lines, and try to edit them	As a way to edit lines was only mentioned in the initial requirements	The observation passed.

making of the lines  lines is quite times. Some are not region registere late. After the or so line, happens on click, and modelicks are not properly put line  Naming, saving a file  executing the app  try to name a file, and save it  lt should work as intended and save a file under the given name as a .wav  Playing of a file  executing the app  play an already existing file  Because we've heard it in the lecture, it should work  The observation of the lines  lines is quite times. Some are not region registere late. After the state. After the s					file, we dont expect editability	
intended and save a file under the given name as a .wav  6 Playing of a file executing the app play an already existing file Because we've heard it in the lecture, it should work  7	4	Drawing lines	executing the app	draw in some lines	· ·	The making of the lines is quite hard at times. Some clicks are not registered, or registered too late. After the fifth or so line, nothing happens on the first click, and multiple clicks are needed to properly put in a line
in the lecture, it should passed work	5	Naming, saving a file	executing the app	try to name a file, and save it	intended and save a file under the given	The observation passed
	6	Playing of a file	executing the app	play an already existing file	in the lecture, it should	The observation passed
	7					
	8					

## White-Box Test Cases

These additional test cases were defined during inspection of the code.

#	Test case	Preconditions	Test steps	Expectation	Observation
	(very brief description)	(any required setup)	(steps executed during testing)		("pass" or failure
					description)
1	Constructor Test Line		construct the class Test with the	The member variables	pass
			implemented constructor then checking	of Line get initialized as	
			with input variables if anything goes	wanted and length gets	
			wrong and calculating the length of the	calculated correctly	
			line then checking if the calculation in		
			the constructor		
2	Constructor Test MyPoint		construct the class Test with the	The member variables	pass
			implemented constructor then checking	of MyPoint get	
			with input variables if anything goes	initialized as wanted	
			wrong		
3	ToString Method		converting a MyPoint into a string via	A given Tupel of points	pass
			Method and checking with what should	(one MyPoint) gets	
			be printed	correctly converted to	
				a String	
4	getDistance		Creating two MyPoints then calculating	Function and	pass
			the distance between them, one time	Pythagoras formula	
			using the function one time using	outputs are the same	
			pythagoras, testing with various		
			different inputs such as negative		
			numbers, zero etc.		
5	roundPoint		creating two MyPoints then using the	points should	pass
			function on one of them in rounding/	have/shouldn't have	

		not in rounding range and checking if the points are the same	the same value after function	
6	setY	Creating two MyPoints then setting the Y coordinate of one with setY and checking if it was set correctly	Y coordinate is set correctly	pass
7				
8				