**Video Player with Content Stitching  
Test Cases**

**Happy Test Cases**

| **Functionality** | **Use Case** | **Expected Behavior** | **Comment** |
| --- | --- | --- | --- |
| Video Playback | Play the main content video | The main content video should start playing smoothly with basic playback controls (play/pause). |  |
| Content Stitching | During video playback, an ad should seamlessly play at a predetermined timestamp (e.g., 30 seconds). After the ad finishes, the main content should resume playback from the point where it was interrupted | At the predefined timestamp (e.g., 30 seconds), the player should transition to the ad .The ad should play in its entirety, respecting the playback controls (e.g., play/pause).  Once the ad finishes, the main content should resume playback from the exact point it was paused, ensuring a smooth user experience |  |
| Playback Controls | Use play/pause controls during any video playback | When the user taps the play button, the video should start/resume playback from the current position. |  |
| Progress Tracking | Check seek bar behavior during playback | The seek bar should update in real-time to reflect the current playback position. |  |
| Playback Disruption During Rotation | The user rotates the screen while a video is playing. | The video playback should not stop or restart; it should continue seamlessly from the current position. |  |

**Negative Test Cases**

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| --- | --- | --- | --- |
| Basic Error Handling | Simulate video playback when the file is not available. | App should logs the ERROR\_CODE\_IO\_FILE\_NOT\_FOUND error, and displays a user-friendly message (e.g., *"The requested video file is missing or unavailable."*). Playback halts gracefully without crashing, with an option to retry or switch to an alternative source. |  |