

# Design Inspection, Code Inspection, Unit Testing

## Team 15 - *Beefed Up Music Scheduler*

### Team members

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Severity 1  
Severity 2  
Severity 3

## Design & Code Inspection Defect Log

<b>Product</b>	Music Home GUI		
<b>Date</b>	02/11/2016		
<b>Author</b>	Beefed Up Music Scheduler Team		
<b>Moderator</b>	Rachel Gully		
<b>Inspectors</b>	William Vanschaik, Joey Imburgia, Santiago Abondano, Rachel Gully, Gaurav Srivastava		
<b>Recorder</b>			
<b><u>Defect #</u></b>	<b><u>Description</u></b>	<b><u>Severity</u></b>	<b><u>How Corrected</u></b>
1	frame was not displayed when program was run	1	set frame to visible and assigned the frame a size
2	Play button does not play the selected song in the playlist	1	Call play function and give it the needed parameters
3	Changing playlist changes the layout of the frame	2	Set fixed sizes of the panels and frame
4	Does not update the Now Playing field	3	Changed the text in JLabel when a song is started
5	Buttons are not aligned at the top of the frame	3	Change the Layout manager for the frame and placing components at the correct position

<b>Product</b>	Playing song using commandline		
<b>Date</b>	02/11/2016		
<b>Author</b>	Beefed Up Music Scheduler Team		
<b>Moderator</b>	Rachel Gully		
<b>Inspectors</b>	William Vanschaik, Joey Imburgia, Santiago Abondano, Rachel Gully,Gaurav Srivastava		
<b>Recorder</b>	Joey Imburgia		
<b><u>Defect #</u></b>	<b><u>Description</u></b>	<b><u>Severity</u></b>	<b><u>How Corrected</u></b>
1	The play command is encapsulated inside the main method of a Java file.	1	Remove the play command from the main function and put it into its own method.
2	Cannot change the song to another song while playing a song.	2	Create a method change song that stop the current song and then changes the song.
3	When song is finished, a key press is required before continuing to the next song.	3	Implement buttons to interact with the music player so text is not required to pull for input.
4	User might not know song numbers or how many songs are in a folder.	3	Redisplay what songs are available, or statically have all the songs available to play inside the GUI.

<b>Product</b>	Scheduled song or playlist		
<b>Date</b>	02/11/2016		
<b>Author</b>	Beefed Up Music Scheduler Team		
<b>Moderator</b>	Rachel Gully		
<b>Inspectors</b>	William Vanschaik, Joey Imburgia, Santiago Abondano, Rachel Gully,Gaurav Srivastava		
<b>Recorder</b>	William VanSchaik		
<b><u>Defect #</u></b>	<b><u>Description</u></b>	<b><u>Severity</u></b>	<b><u>How Corrected</u></b>

1	Timer class is deprecated	3	Still runs, but if we have time it could be updated to a Calendar object instead of a Timer
2	Playlist class does not contain correct name field	2	add name field and appropriate methods

<b>Product</b>	Playing song from playlist		
<b>Date</b>	02/11/2016		
<b>Author</b>	Beefed Up Music Scheduler Team		
<b>Moderator</b>	Rachel Gully		
<b>Inspectors</b>	William Vanschaik, Joey Imburgia, Santiago Abondano, Rachel Gully, Gaurav Srivastava		
<b>Recorder</b>	William VanSchaik		
<b><u>Defect #</u></b>	<b><u>Description</u></b>	<b><u>Severity</u></b>	<b><u>How Corrected</u></b>
1	Play function currently commented out due to modules not being interfaced correctly	1	set up correct call to play the song using other classes

# Unit Testing Defect Log

<b>Product</b>	Music Playing Capabilities		
<b>Date</b>	02/11/2016		
<b>Author</b>	Joey Imburgia		
<b><u>Defect #</u></b>	<b><u>Description</u></b>	<b><u>Severity</u></b>	<b><u>How Corrected</u></b>
1	Repetitively hitting, pause and resume closes the song, and song stops playing.	1	Allow synchronization for a specific song to prevent a song from being skipped.
2	After pausing, resuming does not resume at the exact location where it was paused.	1	Properly analyse the buffer, or replace the music playing jar file to a properly working one.
3	Improper use of waiting threads, by continuously pausing and resuming over 100 times with too many threads waiting for commands, memory could be exhausted.	2	Close all threads when no longer in use.
4	Command line 'Help' command displays commands that do not exist.	3	Remove the help text command entirely because commandline will not be used. We will be using a Swing GUI.

<b>Product</b>	Song Folder Browsing		
<b>Date</b>	02/11/2016		
<b>Author</b>	Joey Imburgia		
<b><u>Defect #</u></b>	<b><u>Description</u></b>	<b><u>Severity</u></b>	<b><u>How Corrected</u></b>
1	Errors occur when pressing cancel button on selecting a folder.	1	Allow for the user to reselect their playlist.
2	No back button in browse for folder, when messing up you must cancel and restart application.	1	Implement a back button to go back in the folder hierarchy.
3	After choosing a folder location, you are not able to select a new location.	2	Add a command to choose a new location to play songs from.

<b>Product</b>	Scheduled song or playlist		
<b>Date</b>	02/11/2016		
<b>Author</b>	William VanSchaik		
<b><u>Defect #</u></b>	<b><u>Description</u></b>	<b><u>Severity</u></b>	<b><u>How Corrected</u></b>
1	After a scheduled song has played the timer thread continued to run.	3	add a cancel call at the end of the run method for a timed song
2	After a scheduled playlist has played the timer thread continued to run.	3	add a cancel call at the end of the run method for a timed playlist

<b>Product</b>	Playlist Selection GUI		
<b>Date</b>	02/11/2016		
<b>Author</b>	Gaurav Srivastava		
<b><u>Defect #</u></b>	<b><u>Description</u></b>	<b><u>Severity</u></b>	<b><u>How Corrected</u></b>
1	Selecting a playlist shows the wrong list of songs	2	Fixed the selection listener to reference the correct data structure that contains the songs
2	Not displaying column headers	3	Put Jtable in a JScrolPanel

<b>Product</b>	Alarm		
<b>Date</b>	02/11/2016		
<b>Author</b>	Santiago Abondano		
<b><u>Defect #</u></b>	<b><u>Description</u></b>	<b><u>Severity</u></b>	<b><u>How Corrected</u></b>
1	Alarm not setting off at the correct time	2	Switch to using ScheduledExecutorService instead of timer.schedule
2	Alarm does not have snoozing	1	Set in ScheduledExecutorService to add x amount more time after going off