

Seeded Defect Log

Team 15 - *Beefed Up Music Scheduler*

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About

The MusicScheduler project was developed by the members of Team 15 for the spring class of CS 408 at Purdue University. This program will allow a user to play MP3 files and playlists from a directory. It will also allow a user to schedule songs and playlists to begin playing at a specified time and to create alarms using user-specified sounds.

Requirements

This project was developed as a desktop application using the Java programming language. MusicScheduler was developed in a Linux/OSX environment. Currently, the Linux/OSX environment is required to be able to compile and run the project. At least the Java JDK version 8 update 73 must be installed to compile and run this project (x86 and x64 can both be used).

Source Files

The files required to run this project are listed below.

- **./src:**
 - Alarm.java
 - Audio.java
 - BooleanChangeDispatcher.java
 - BooleanChangeEvent.java
 - BooleanChangeListener.java

- BooleanEventListener.java
- PlaylistScheduleGUI.java
- MusicHome.java
- MusicPlayer.java
- Playlist.java
- saveData.java
- ScheduledAlarms.java
- ScheduledPlay.java
- **./lib:**
 - jll1.0.1.jar
- **./images:**
 - pause.png
 - play.png
 - stop.png
 - delete.png
 - left.png
 - right.png
 - shuffle.png
 - top.png
 - next.png

How to Run MusicScheduler

The script *run.sh* should be used to compile and run the MusicScheduler project. Follow the instructions below to run the project.

1. Change directory to the parent folder of the project (if you are not already in this directory).
2. Ensure the script can be executed by running the command “`chmod +x run.sh`”.
3. Run the script with the command “`./run.sh`”.

Once the script *run.sh* is executed, the project will compile and eventually be ran. Once MusicScheduler project is open, the user can select a directory that contains MP3 files. To play an MP3 file, highlight a song in the *Song List* pane. Double-click on the song or press the *Play* button. Once the song is playing, it can be paused by pressing the *Pause* button or stopped by pressing the *Stop* button. The volume can be changed using the slider beside the music control buttons.

The user can change the current directory by navigating to *File | Change Directory* where they will be prompted to select a new directory. A playlist or a song can be scheduled by navigating to *Schedule | New Schedule*. A new alarm can be chosen by navigating to *Alarm | New Alarm*. The program can be exited by navigating to *File | Exit* or closing the window by selecting the system “x” button.

Defect Log

Defect #	Defect	Output Before Seeding	Output After Seeding	Suggested Correction	Black/White Box Testing	Severity
1	Volume slider does not change the volume; sets volume to zero.	Volume correctly changes based on the slider input.	Volume is always set to 0.0f no matter the slider value.	Make sure a float is being passed into <i>Audio.setMasterOutputVolume()</i> ;	Whitebox	1
2	Volume slider does not change the volume.	Volume slider appears in the GUI and can change the volume.	Volume slider can't change the volume, but music can play with this defect.	Add the change event listener for the volume slider for the <i>musicControlPanel</i> .	Whitebox	2
3	Null pointer exception does not allow the volume to change.	Volume slider appears in the GUI; no null pointer exception.	Volume slider appears in the GUI null pointer exception created and no sound and volume cannot change.	Add another conditional line in <i>Audio.getMasterOutputLine()</i> to find the correct audio Line.	Whitebox	1
4	The queue panel is outlined with a random color outline, looks out of the ordinary.	The outline of the queue panel was black like the rest of outlines.	The outline of the queue panel is now a random color.	Remove the code that sets the outline color to a random RGB value.	Blackbox	3
5	When a song is played over the song title there is an indication of what song is	When a song is playing it the song is indicated	When a song is playing it the song is indicated	Fix the typo inside the JLabel 'heading' inside the method <i>CurrentSong()</i>	Blackbox	3

	playing. There is a typo with “Now playing:”	under “Now playing:”	under “Now praying:”	that is displayed over the song name.		
6	The even song numbers don’t show for songs inside the song panel.	It shows all song numbers	It shows only odd numbers.	Remove the if condition that checks to see if the song is even then doesn’t add song number in front of the song name.	Blackbox	3
7	Vertical scroll bar does not show for queue.	Vertical scrollbar is visible when there is a scrollbar needed.	The scroll bar never appears even if it is needed. The items you cannot see are unreachable	Set the queueScrollPane vertical scrollbar to VERTICAL_SCROLLBAR_AS_NEEDED instead of VERTICAL_SCROLLBAR_NEVER	Blackbox	2
8	The File exit button is non-functional.	The file exit button closes the application.	The file exit button doesn't do anything.	Uncomment the System.exit(0) located inside the ActionListener for the file exit menu.	Blackbox	1
9	To add a playlist to the queue it requires a triple click instead of a double click.	If you double-click a playlist it will add the entire playlist to the queue.	You must triple-click the playlist in order for it to add it to the queue.	Inside the playlist mouset listener change the getclickcount value that is being checked to 2.	Blackbox	2
10	Schedules playlist at 5:00 am no matter what time is chosen	Schedules playlist at the time chosen	Schedules playlist at 5:00am only	Set the correct date when the Schedule Playlist button is clicked	Whitebox	2

11	Displays only the first 3 playlists to schedule when trying to schedule a playlist	Displays all the playlists to schedule	Displays only 3 playlists to schedule	When getting the palylist directory names fix the loop to display the directories	Blackbox	2
12	Image icons swap when stopping the current song being played.	Image icons remain constant, and reflect what is happening in the music player.	Image icons swap and don't do what they are indicating they will be doing. Such as pause replaces play.	Swap these icons in the boolean change listener when the song is stopped on the play and pause buttons.	Blackbox	1
13	If you double-click song number 7 the entire application close.	If you double click song number 7 the song will play.	If you double click song number 7 the application will close.	Remove the if statement that checks to see if the 7th song is double clicked then removes it.	Whitebox	1
14	When you open and close the queue panel, it will add more pixels to the frame.	When you open and close the queue panel, it will not adjust the size of the frame more than usual.	When you open and close the queue panel, it will add more pixels to the frame each time.	Inside the showQueue.add ActionListener remove the integer variable named annoyance.	Blackbox	2
15	Selecting a playlist in the music player will show a wrong list of songs in the SongList	Shows the correct songlist for the appropriate playlist	Shows the songlist of the wrong playlist	Get the right index of playlistEntries and get the song file names in the the appropriate playlist directory	Blackbox	1
16	Inside the about	The about	The about		Blackbox	3

	me tab which shows the developers, the developer textarea is editable so you can change the names.	me tab contains an non-editable text area.	me tab contains an editable text area.			
17	Alarm does not work at midnight from 12am -1am	Correctly Triggers an alarm scheduled at 12am	Alarm does not work for 12AM-1A M	Since Calendar works on a 24hr clock when its 12AM the 24hr equivalent is 00:00AM	Blackbox	3
18	Alarm does not modify snooze time	Correctly executes snooze timer in the selected amount	Snooze last 1 minute no matter input	Make sure the input from the promptbox goes inside the function for setting the snooze length	Blackbox	2
19	Alarm snooze picker has apple as an option	Alarm snooze length picker only has numbers	Snooze Length picker shows apple as an option	Remove Apple from the choice of possibilities in the possibilities array	Whitebox	2
20	Snooze pop up box always shows 11;11 no matter what alarm goes off	Snooze pop up box shows the correct alarm that is going off	Snooze box shows the wrong alarm going off	Pass the alarm time to the snoozebox	Whitebox	1
21	Scheduling playlist more than a day in advance will not schedule or save	Scheduled song is saved for any time in the future	If a playlist is scheduled for more than three days in advance, the application will appear to do	Remove the code to not schedule on if it is far in the future	Whitebox	1

			nothing			
22	Playlist adds songs in reverse order	Playlist is added in order from the folder	Playlist is reversed from folder order	Remove code to reverse playlist	Blackbox	3
23	Playlist names are only partially saved when scheduling	The whole name of the playlist folder is saved	Only the first 8 characters of the playlist name are saved	Remove the substring in the code for playlist names	Blackbox	3
24	Scheduling Playlist only plays even songs	All songs in a playlist play in order correctly	Only even songs from a playlist are added and the odd numbered ones are skipped	Remove the code that only adds the evens and replace it with adding all songs instead	Whitebox	2
25	Playlist getposition is off by one	Playlist returns the correct position	One is added to the position of the playlist	Remove the added one in the getposition function	Whitebox	2