

Spec section	Number of tests	Test behavior	Tested in
All	378		
1. Introduction	0	No normative statement to test	
2. MediaSource Object	1	calling MediaSource object constructor without arguments returns a non-null object	
	1	calling MediaSource object constructor with arguments returns a non-null object	
	1	EventTarget: addEventListener can be called	
	1	EventTarget: removeEventListener can be called	
	1	EventTarget: dispatchEvent can be called	
2.1 MediaSource.readyState	1	readonly	
	1	the value is "closed" when not yet attached	
	0	the value is "closed" when not attached anymore (already tested during detachment)	
	0	the value is "ended" (already tested with endOfStream tests)	
2.1 MediaSource.sourceBuffers	1	readonly	
	9	SourceBufferList tests	
	1	contains no value when readyState is "closed" at creation	
	1	contains no value when readyState is "closed" after detachment	
	1	contains values when readyState is "ended" (if contained value before)	
	0	contains at least as many SourceBuffer as in activeSourceBuffers (already covered by tests on enabling/disabling tracks)	
2.1 MediaSource.activeSourceBuffers	1	readonly	
	9	SourceBufferList tests	
	0	uses the same order as sourceBuffers (already covered by tests on enabling/disabling tracks)	
2.1 MediaSource.duration	1	the value is NaN when MediaSource is created	
	1	the value is NaN when MediaSource is closed (after detachment)	
	3	change of value after media changes (appendBuffer, appendStream, endOfStream)	
	3	setting the value to <0 throws in all states (open, closed, ended)	
	3	setting the value to NaN throws in all states (open, closed, ended)	
	2	setting the value to a positive value throws in closed and ended	
	1	setting the value to a positive value throws if any sourceBuffer is updating	
	1	setting the duration to the same value fires no event (updatestart, update, updateend or durationchange)	mediasource-duration.html
	1	setting the duration to a smaller value, removes frames (audio, video, text) and fire events	
	1	setting the duration to a smaller value that does not match the end of an audio frame or text cue, fires event and actually sets the value to a different value from the given one	
2.2 MediaSource.addSourceBuffer()	1	the value can be set to +Infinity	
	1	call with a null argument throws an exception	
	1	call with no argument throws an exception	
	1	call with an empty argument throws an exception	mediasource-addsourcebuffer.html
	1	call with an unsupported mime type value (e.g. random value) throws an exception	mediasource-addsourcebuffer.html
	1	adding a large number (e.g. 100) of SourceBuffers throws a quota_exceeded_error	
Chrome-specific behavior	1	adding one buffer, appending an init segment, adding another buffer throws quota_exceeded_error	
	1	calling when readyState is "closed" throws an exception	
	1	calling when readyState is "ended" throws an exception	
	1	calling with a type corresponding to a supported byte stream format with "generate_timestamp_flag" set to true returns a non-null SourceBuffer, with mode set to "sequence", that an addsourcebuffer event is fired and that the SourceBuffer is present in sourceBuffers	
	1	calling with a type corresponding to a supported byte stream format with "generate_timestamp_flag" set to false returns a non-null SourceBuffer, with mode set to "segments" that an addsourcebuffer event is fired and that the SourceBuffer is present in sourceBuffers	
2.2 MediaSource.endOfStream()	1	call with a null argument throws an exception	mediasource-endofstream-invaliderror.html
	1	call with a random error argument throws TypeError	2 tests in mediasource-endofstream-invaliderror.html
	3	calls with (no value, "decode", "network") when readyState is "closed" throw an exception	
	3	calls with (no value, "decode", "network") when readyState is "ended" throw an exception	
	3	calls with (no value, "decode", "network") when one sourceBuffer is updating, throws an exception	
	1	when the duration of the buffers is equal to the MediaSource.duration, the duration is unchanged after the call	
	1	when the duration of the buffers is greater than the MediaSource.duration, the duration changes to a greater value (other duration change algorithm paths are not possible)	
	1	call with no argument works, check that readyState changes to "ended", and that "sourceended" event is fired	
	1	call with type = "network", no appendBuffer done yet, an error event is fired on the video element, that networkState = no source and video.error is set to MEDIA_ERR_SRC_NOT_SUPPORTED,	
	1	call with type = "network", some appendBuffer done already, fires an error event on the video element, video.error = MEDIA_ERR_NETWORK, networkState = idle	
	1	call with type = "decode", with updating=true, fires error and updateend events, updating changes to false	
	1	call with type = "decode", with updating=false, no appendBuffer done yet, fires an error event on the video element, video.error = MEDIA_ERR_SRC_NOT_SUPPORTED, networkState = no source	
	1	call with type = "decode", with updating=false, some appendBuffer done already, fires an error event on the video, video.error = MEDIA_ERR_NETWORK, networkState = idle	
	1	void return	
2.2 MediaSource.isTypeSupported()	1	call with a null argument throws an exception	
	1	call with no argument throws an exception	
	1	call when type is empty string returns false	
	1	call when type is a random string returns false	
	1	call when type is a valid MIME string w/ random values returns false	
	1	call when type is a valid MIME string w/ random codecs value returns false	
	1	call with a MIME type with multiple supported codecs values returns true	
	1	call with a MIME type with multiple codecs values, only one being supported returns false	

	1 call with a supported type returns true	
2.2 MediaSource.removeSourceBuffer()	1 call with a null argument throws an exception	
	1 call with no argument throws an exception	
	1 call with an argument of a different type throws an exception	
	call with a SourceBuffer of a different MediaSource object throws	
	1 NOT_FOUND_ERROR	
	call when updating, changes of update to false, fires abort and updateend	
	1 events on the SourceBuffer object	
	1 removing a sourceBuffer containing only one audio track, enabled	
	1 removing a sourceBuffer containing only one audio track, disabled	
	1 removing a sourceBuffer containing only one video track, selected	
	1 removing a sourceBuffer containing only one video track, not selected	
	1 removing a sourceBuffer containing only one text track, showing	
	1 removing a sourceBuffer containing only one text track, hidden	
	1 removing a sourceBuffer containing only one text track, disabled	
	removing a sourceBuffer containing one audio and one video track, not	
	1 enabled, not selected	
	removing a sourceBuffer containing one audio and one video track, enabled,	
	1 not selected	
	removing a sourceBuffer containing one audio and one video track, not	
	1 enabled, selected	
	removing a sourceBuffer containing one audio and one video track, enabled,	
	1 selected	
	1 removing a SourceBuffer containing more than 2 tracks	
2.3 MediaSource Events	0 sourceopen fired (tested in other tests)	
	0 sourceended fired (tested in other tests)	
2.4.1 MediaSource attachment	0 sourceclose fired (tested in other tests)	
	1 attaching on a video element using src	
	1 attaching on a video element using source.src	
	1 attaching on an audio element using src	
	1 attaching on an audio element using source.src	
	attaching a MediaSource when it is in the "open" state, fires an error event,	
	1 video.error = MEDIA_ERR_SRC_NOT_SUPPORTED and networkState = no_source	
	attaching a MediaSource when it is in the "ended" state, fires an error event,	
	1 video.error = MEDIA_ERR_SRC_NOT_SUPPORTED and networkState = no_source	
2.4.2 MediaSource detachment	detaching a MediaSource from a video element changing src, fires a	
	1 sourceclose event, readyState=closed, duration=NaN, activeSourceBuffers empty, sourceBuffers empty (and any number of removessourcebuffer event)	
	(detaching from a source element are not relevant as source elements	
	1 changes are ignored per HTML)	
	1 detaching a MediaSource from an audio element changing src	
2.4.3 Seeking	seeking when all of the objects in activeSourceBuffers have media data for the	
	1 new playback position fires timeupdate and seeked events and seeked = false	mediasource-duration.html
	seeking when one or more of the objects in activeSourceBuffers is missing	
	1 media data for the new playback position sets video.readyState = HAVE_METADATA but no event is fired	
2.4.4 SourceBuffer Monitoring (Regular playback)	appending first init segment fires loadedmetadata and video.readyState =	
	1 HAVE_METADATA	
	appending init segment + media segment with presentation time greater than	
	1 0 fires updateend and video.readyState = HAVE_METADATA	
	appending init segment + media segment with presentation time greater	
	1 starting at 0 and lasting exactly MediaSource.duration fires updateend and canplaythrough event and video.readyState = HAVE_ENOUGH	
	appending sufficient data from an HAVE_CURRENT_DATA state resumes	
	1 playback	
	appending init segment + media segment with presentation time greater	
	1 starting at 0 but with only 1 frame fires loadeddata and updateend events and video.readyState = HAVE_CURRENT_DATA and playback is paused	
	appending init segment + media segment with presentation time greater	
	1 starting at 0 but with only N frames, fires canplay and updateend events and video.readyState = HAVE_FUTURE_DATA	
2.4.5 Changes to selected/enabled/hidden/showing	unselecting a video track when the track is the only track in its sourceBuffer,	
	1 fires removessourcebuffer/addsourcebuffer on activeSourceBuffers	
all tests check that the order of SourceBuffer obje	unselecting the selected video track when the track is the only video track in	
	1 its sourceBuffer (e.g. contains additional audio track), does not fire removessourcebuffer on activeSourceBuffers, fires addsourcebuffer on activeSourceBuffers	
	unselecting the selected video track and selecting another video track in the	
	1 same sourceBuffer, does not fire removessourcebuffer and addsourcebuffer on activeSourceBuffers	
	disabling an audio track alone in its sourceBuffer, fires removessourcebuffer	
	1 on activeSourceBuffers	
	disabling an audio track with an other disabled audio track in its sourceBuffer,	
	1 fires removessourcebuffer on activeSourceBuffers	
	disabling an audio track with an other unselected video track in its	
	1 sourceBuffer, fires removessourcebuffer on activeSourceBuffers	
	disabling an audio track with an other enabled audio track in its sourceBuffer,	
	1 fires absence of removessourcebuffer on activeSourceBuffers	
	enabling an audio track alone in its sourceBuffer, fires addsourcebuffer on	
	1 activeSourceBuffers	
	enabling an audio track with an other disabled audio track in its sourceBuffer,	
	1 fires addsourcebuffer on activeSourceBuffers	
	enabling an audio track with an other unselected video track in its	
	1 sourceBuffer, fires addsourcebuffer on activeSourceBuffers	
	enabling an audio track with an other enabled audio track in its sourceBuffer,	
	1 fires absence of addsourcebuffer on activeSourceBuffers	
	1 disabling a text track alone in its sourceBuffer	
	1 disabling a text track not alone in its sourceBuffer (no other active/enable/selected track)	
	1 disabling a text track not alone in its sourceBuffer (other active/enable/selected tracks)	
	1 showing a text track alone in its sourceBuffer	
	1 showing a text track not alone in its sourceBuffer (no other active/enable/selected track)	
	1 showing a text track not alone in its sourceBuffer (other active/enable/selected tracks)	
	1 hiding a text track alone in its sourceBuffer	
	1 hiding a text track not alone in its sourceBuffer (no other active/enable/selected track)	
	1 hiding a text track not alone in its sourceBuffer (other active/enable/selected tracks)	

2.4.6 Duration change	0	tested with the MediaSource.duration attribute	
2.4.7 End of stream algorithm	0	tested with MediaSource.endOfStream() calls	
3. SourceBuffer object	1	test calling a constructor fails	
3.1 appendWindowEnd	1	test value is +Infinity upon creation	
	1	test setting with +Infinity (unrestricted double)	
	1	test the setting on a SourceBuffer removed from its parent throws	
	1	InvalidStateError	
	1	test the setting while updating throws InvalidStateError	
	1	test setting with NaN throws InvalidAccessError	
	1	test setting to a smaller value than appendWindowStart throws	
	1	InvalidAccessError: positive value, negative value	
	1	test setting to the same value as appendWindowStart throws	
	1	InvalidAccessError (0, value > 0)	
	1	test successful setting does not add frames with timestamp above	
3.1 appendWindowStart	1	test setting +Infinity throws a TypeError	
Why no sentence for NaN ? because of unrestricted	1	test value is 0 upon creation	
	1	test the setting on a SourceBuffer removed from its parent throws	
	1	InvalidStateError	
	1	test the setting while updating throws InvalidStateError	
	1	test setting with a negative value throws InvalidAccessError	
	1	test setting to a greater value than appendWindowEnd throws	
	1	InvalidAccessError	
	1	test setting to the same value as appendWindowEnd throws	
	1	InvalidAccessError	
	1	test successful setting does not add frames with timestamp below	
3.1 audioTracks/textTracks/videoTracks	1	tests for XXXTrackList	
	1	test read-only	
3.1 buffered	1	test read-only	
	1	test getting when the SourceBuffer is removed from its parent throws	
	1	InvalidStateError	
	1	test getting while updating does not throw	
	1	test getting for single track when it contains: no frame, 1 frame, N contiguous frames, N non-contiguous frames	
	1	test getting for multiple tracks when: the intersection is empty, overlaps at the beginning, at the end, in the middle of one track	Side effect on getting. The track buffer should be updated when the readyState transitions to ended
	1	test getting the length	
	1	test getting an entry	
3.1 mode	1	check initial value	
	1	test getting when the SourceBuffer is removed from its parent does not throw	
	1	test setting when a SourceBuffer removed from its parent throws	
	1	InvalidStateError	
	1	test the setting while updating throws InvalidStateError	
	1	test setting mode to segments when the media format does not use timestamps throws InvalidAccessError	
	1	test the order of Exception (InvalidAccessError throws instead of InvalidStateError): 2 cases	
	1	test the setting when the readyState of the MediaSource is closed	
	1	test the setting when the readyState of the MediaSource is open	
	1	test the setting when the readyState of the MediaSource is ended, check the sourceopen event and change of readyState	
	1	test changing the AppendMode from "segments" to "sequence" while in the middle of parsing a media segment throws InvalidStateError	
	1	test changing the AppendMode from "sequence" to "segments" while in the middle of parsing a media segment throws InvalidStateError	
	1	test successful append in "segments" mode: continuous range, discontinuous range, overlap, ... with and without timestampOffset	
	1	test successful append in "sequence" mode: continuous range without timestampOffset, discontinuous range, overlap, ... with timestampOffset	
3.1 timestampOffset	1	test initial value is 0	
	1	getting with the SourceBuffer removed from the MediaSource, does not throw	
	1	getting returns successfully	
	1	setting to +Infinity throws a TypeError	
	1	setting when the SourceBuffer is removed from the MediaSource throws	
	1	InvalidStateError	
	1	setting when the SourceBuffer is updating throws InvalidStateError	
	1	setting when in closed state	
	1	setting when in open state	
	1	setting when in ended state, check sourceopen event and change in state	
	1	setting when half a frame is parsed, throws InvalidStateError	
	1	setting when half an initialization segment is parsed, does not throw	
	1	InvalidStateError	
	1	setting in sequence mode offsets the frame	
	1	setting in segments mode offsets the frame	
3.1 trackDefaults	1	check empty initial value	
	1	getting return empty	
	1	getting return non empty	
	1	setting when SourceBuffer is removed throws InvalidStateError	
	1	setting when SourceBuffer is updating throws InvalidStateError	
	1	successful update in open, ended, closed modes	
3.1 updating	1	read-only	
	1	check false on creation	
	1	getting when updating from appendBuffer	
	1	getting when updating from remove	
	1	getting when updating from appendStream	
	1	getting when in closed mode	
	1	getting when in open mode	
	1	getting when in ended mode	
	1	getting when SourceBuffer is removed from the parent	
3.2 abort()	1	check passing random argument does not throw	
	1	check void return	
	1	call when SourceBuffer is removed from the MediaSource throws	
	1	InvalidStateError	SourceBuffer-abort-removed.html
	1	call when the MediaSource is "ended" throws InvalidStateError	SourceBuffer-abort-readyState.html
	1	call when the MediaSource is "closed" throws InvalidStateError	
	1	call when not updating throws InvalidStateError, check appendWindowStart	
	1	set to 0 and appendWindowEnd to +Infinity, no abort or updateend events	

		call when updating from appendBuffer, check abort and updateend event and updating change to false, appendWindowStart set to 0 and appendWindowEnd to +Infinity	SourceBuffer-abort-updating.html
		call when updating from appendStream, check abort and updateend event and updating change to false, appendWindowStart set to 0 and appendWindowEnd to +Infinity	
3.2 appendBuffer()		call when updating from remove, check abort and updateend event and updating change to false, appendWindowStart set to 0 and appendWindowEnd to +Infinity	
		1 call passing no argument throws	
		1 call passing a null argument throws	
		1 call passing a non ArrayBuffer or ArrayBufferView argument throws	
		1 call returns void	
		1 call passing an ArrayBuffer or ArrayBufferView	
		call when SourceBuffer is removed from MediaSource throws	
		1 InvalidStateError	
		1 call when updating is true throws InvalidStateError	
		call when ended, check sourceopen event and changing in readyState to open	
		1 open	
		call when buffer full flag is set, throws QuotaExceededError, check updatestart event and updating is true	
		1 call when open	
		1 call when closed	
		1 check append when buffer full flag is true, removal ranges ?	
3.3 remove()		1 call with no argument throws	
		1 call with one argument throws	
		1 call with 1 null argument throws	
		1 call with 2 null arguments throws	
		1 call when 2 arguments are NaN throws	
		1 call with two +Infinity throws	
		1 check void return	
		1 call when the SourceBuffer is created throws InvalidAccessError	
		1 call when the SourceBuffer is closed throws InvalidAccessError	
		1 call when start is negative throws InvalidAccessError	
		1 call when start is greater than duration throws InvalidAccessError	
		1 call when end is smaller than start throws InvalidAccessError	
		1 call when end is NaN throws InvalidAccessError	
		call when SourceBuffer is removed from its MediaSource throws	
		1 InvalidStateError	
		1 call when SourceBuffer is updating throws InvalidStateError	
		call when SourceBuffer is closed, check sourceopen event and change to open	
		1 open	
		1 call when SourceBuffer is ended	
3.3 Track Buffers		0 N/A	
3.4 SourceBuffer Events		0 updatestart, already tested in other tests	
		0 update, already tested in other tests	
		0 updateend, already tested in other tests	
		0 error, already tested in other tests	
		0 abort, already tested in other tests	
3.5.1 Segment Parser Loop		check append one RAP frame at the start does not throw	
		1 QuotaExceededError	
"Remove any bytes that the byte stream format s		check appending garbage data (as the first data) triggers sourceended, error and updateend events	
		1 triggers sourceended, error and updateend events	
		check appending garbage data (in the middle of parsing an init segment) triggers sourceended, error and updateend events	
		1 sourceended, error and updateend events	
		check appending garbage data (after the parsing of an init segment) triggers sourceended, error and updateend events	
		1 sourceended, error and updateend events	
		check appending garbage data (in the middle of the parsing of a media segment) triggers sourceended, error and updateend events	
		1 sourceended, error and updateend events	
		check appending a media segment before the initialisation segment triggers sourceended, error and updateend events	
		1 sourceended, error and updateend events	
3.5.2 Reset Parser State		1 check all frames in the buffer are processed	
		1 passing a non RAP frame after reset	
3.5.3 Append Error Algorithm		0 Already tested in other tests	
3.5.4 Prepare Append Algorithm		0 Tested as part of the appendBuffer tests	
3.5.5 Buffer Append Algorithm		0 Tested as part of the appendBuffer tests	
3.5.6 Stream Append Loop		0 Tested as part of the appendStream tests	
3.5.7 Range Removal		0 Tested as part of ???	
3.5.8 Initialization Segment Received		append an initialization segment that contains a duration, check the duration is set	
		1 set	
Pb:		append an initialization segment that does not contain a duration, check the new duration is +Infinity	
		1 +Infinity	
- what if initialization mime type does not match tr		append an initialization segment that has no audio, no video, no text check	
		1 sourceended, updateend, error events	
- what if initialization mime codecs does not match		append a second initialization segment that does not match the first in number of video tracks, check error	
		1 error	
		append a second initialization segment that does not match the first in number of audio tracks, check error	
		1 error	
		append a second initialization segment that does not match the first in number of text tracks, check error	
		1 error	
		append a second initialization segment that does not match the first in number of trackIDs with only one track per type (ok)	
		1 ok	
		append a second initialization segment that does not match the first in number of trackIDs with two video tracks, check error	
		1 error	
		append a second initialization segment that does not match the first in number of trackIDs with two audio tracks, check error	
		1 error	
		append a second initialization segment that does not match the first in number of trackIDs with two text tracks, check error	
		1 error	
		append a second initialization segment that does not match the first in codec types of video tracks, check error	
		1 error	
		append a second initialization segment that does not match the first in codec types of audio tracks, check error	
		1 error	
		append a second initialization segment that does not match the first in codec types of text tracks, check error	
		1 error	
		1 append a second initialization segment that changes the frame size	
		1 error	
		1 append a second initialization segment that changes audio channel count	
		1 error	
		1 append a frame that is not a RAP after a second initialization segment	
		1 error	
		append an initialization segment with a track with a codecs that is not supported, check error	
		1 error	

		1	append an init segment with one supported audio track, check track becomes enabled	
		1	append an init segment with two supported audio tracks, check first track becomes enabled	
		1	append an init segment with one supported video track, check track becomes selected	
		1	append an init segment with two supported video tracks, check first track becomes selected only	
		1	append an init segment with one supported hidden text track, check the track is active	
		1	append an init segment with one supported showing text track, check the track is active	
		1	append an init segment with one supported disabled text track, check the track is not active	
		1	append an init segment with multiple supported text tracks, with multiple modes and check active tracks	
Track default creation (audio, video, text) 2 cases: given trackID, or no trackID		1	append an init segment with one supported track, with an empty language with an empty matching language track default, check empty track language	
Pb: track creation algorithm is painful to read, ver		1	append an init segment with one supported track, with an empty language with a non-empty matching language track default, check non-empty track language	
		1	append an init segment with one supported track, with 'und' as language with an empty matching language track default, check empty track language	
		1	append an init segment with one supported track, with 'und' as language with a non-empty matching language track default, check non-empty track language	
Pb: 'und' in track default language ?		1	append an init segment with one supported track, with a non-undefined, non-empty language, check non-empty track language	
		1	append an init segment with one supported track, with a non-undefined, non-empty language A and a non-empty track default language B, check track language is A	
		1	append an init segment with one supported track, with an empty label with an empty matching label track default, check empty track label	
		1	append an init segment with one supported track, with an empty label with a non-empty matching label track default, check non-empty track label	
		1	append an init segment with one supported track, with a non-empty label, check non-empty track label	
		1	append an init segment with one supported track, with a non-empty label A and a non-empty track default label B, check track label is A	
		1	append an init segment with one supported track, with an empty kinds array with an empty matching kinds array in track default, check one track is created with an empty kind	
		1	append an init segment with one supported track, with an empty kinds array with a non-empty value matching kinds array track default, check one track is created with the given kind value	
		1	append an init segment with one supported track, with a non-empty single-value kinds array, check one track is created with the given track kind	
		1	append an init segment with one supported track, with a non-empty two-value kinds array, check two tracks are created with the given track kinds	
		1	append an init segment with one supported track, with a non-empty kinds array A and a non-empty track default kinds array B, check as many tracks are created with kinds of A	
3.5.12 Coded Frame Processing in "segments" m		1	append a first frame that is a RAP with no timestamp	
		1	append a first frame that is a RAP with a zero timestamp	
		1	append a first frame that is a RAP with a non-zero timestamp	
		1	append a first frame that is not a RAP	
		1	append a first frame with timestampOffset set to a value greater than 0	
		1	append a non-first frame with timestampOffset set to a value greater than 0	
		1	append a frame that overlap the last frame(s) (DTS < last DTS) that is a RAP	
		1	append a frame that overlap the last frame(s) (DTS < last DTS) that is not a RAP	
		1	append a frame with PTS < appendWindowStart and append another next frame with PTS >= appendWindowStart that is a RAP	
		1	append a frame with PTS < appendWindowStart and append another next frame with PTS >= appendWindowStart that is not a RAP	
		1	append a frame with PTS > appendWindowEnd and append another next frame with PTS < appendWindowEnd that is a RAP	
		1	append a frame with PTS > appendWindowEnd and append another next frame with PTS < appendWindowEnd that is not a RAP	
		1	append a frame whose DTS < PTS check sourceended, error, and updatend events	
		1	append an overlapping audio frame	
		1	append an overlapping video frame	
		1	append an overlapping video frame with 1 micro-second difference	
		1	append an overlapping text frame	
		1	append an audio frame that has a gap with the next frame smaller than its duration, check one range in buffered attribute	
Pb: what if 2 different frame sizes in two different		1	append a video frame that has a gap with the next frame smaller than the audio frame size, check one range in buffered attribute	
3.5.12 Coded Frame Processing in "sequence" m		1	append a frame that is overlapping with the previous frame	
		1	append a frame that is overlapping with the previous frame with a positive timestampOffset	
		1	append a frame that is overlapping with the previous frame with a negative timestampOffset	
3.5.13 Coded Frame Removal Algorithm		1	call with a multi-track SourceBuffer	
Bug: "If this track buffer has a random access poi		1	call with a single-track SourceBuffer	
		1	call when duration is +Infinity	
		1	call when duration is greater than the last end time	
		1	call when duration is equal to the last end time	
		1	call when duration is smaller the last end time	
		1	call when duration is smaller the first time	
		1	call when MediaSource is ended	
		1	call when MediaSource is closed	
		1	call when MediaSource is open	
		1	call when a RAP is greater than duration on the single track	
		1	call when a RAP is greater than duration on one track in a multi-track SourceBuffer	
		1	call when OpenGoP, check dependencies removal	
		1	call when SourceBuffer is active and the current playback position is the remove window, check playback stall and readyState change	
		1	call when SourceBuffer is not active	
		1	call leading to buffer full flag to false	

	1 call leading to buffer full flag to true	
3.5.14 Coded Frame Eviction Algorithm	1 call when buffer is not full	
	1 call when buffer is full	
3.5.15 Audio Splice Frame Algorithm	1 TODO	
3.5.16 Audio Splice Rendering Algorithm	1 TODO	
3.5.17 Text Splice Frame Algorithm	1 TODO	
4. SourceBufferList Object	1 Absence of constructor	
	1 EventTarget: addEventListener can be called	
	1 EventTarget: removeEventListener can be called	
	1 EventTarget: dispatchEvent can be called	
	1 calling the getter with no argument throws	
	1 calling the getter with a null argument throws	
	1 calling the getter with no unsigned long argument throws	
	1 calling the getter with an non existing entry returns undefined	
	1 calling the getter with an existing entry returns a non-null object	
5. VideoPlaybackQuality Object	1 TODO	
6. TrackDefault Object	1 constructor with no argument throws TypeError	
	1 constructor with 1 argument throws TypeError	
	1 constructor with 2 arguments throws TypeError	
	1 constructor with 3 arguments throws TypeError	
	1 constructor with 4 arguments, first = null throws TypeError	
	1 constructor with 4 arguments, second = null throws TypeError	
	1 constructor with 4 arguments, third = null throws TypeError	
	1 constructor with 4 arguments, fourth = null throws TypeError	
	1 constructor with 4 arguments, language empty string does not throw	
	1 constructor with 4 arguments, language non-BCP-47 string throws	
	1 InvalidAccessError	
	1 constructor with 4 arguments, type = audio and with 1 kind value = random string throws TypeError	
	1 constructor with 4 arguments, type = audio and with 1 kind value = text kind string throws TypeError	
	1 constructor with 4 arguments, type = audio and with n kind values including one random string throws TypeError	
	1 constructor with 4 arguments, type = video and with 1 kind value = random string throws TypeError	
	1 constructor with 4 arguments, type = video and with 1 kind value = text kind string throws TypeError	
	1 constructor with 4 arguments, type = video and with n kind values including one random string throws TypeError	
	1 constructor with 4 arguments, type = text and with 1 kind value = random string throws TypeError	
	1 constructor with 4 arguments, type = text and with 1 kind value = audio/video kind string throws TypeError	
	1 constructor with 4 arguments, type = text and with n kind values including one random string throws TypeError	
	1 constructor with 5 arguments including a byteStreamTrackID being not a decimal value	
Pb: TrackDefault Constructor should throw TypeE	1 constructor with 5 arguments including a byteStreamTrackID being a decimal value	
	1 TODO	
7. TrackDefaultList Object	1 TODO	
8. URL Object Extensions	0 No applicable test	
8.1 createObjectURL	1 static	
	1 call with no argument throws	
	1 call with one null argument throws	URL-createObjectURL-null.html
9. HTMLMediaElement Extensions	1 TODO	
10. HTMLVideoElement Extensions	1 TODO	
10.1 getVideoPlaybackQuality	1 TODO	
11.HTML AudioTrack Extensions	1 read-only	
	1 nullable	
12.HTML VideoTrack Extensions	1 read-only	
	1 nullable	
13.HTML TextTrack Extensions	1 read-only	
	1 nullable	
14. Byte Stream Formats	1 missing encryption parameters creates error	

Test file	Sub-tests	Number of tests	Notes
All		228	
interfaces.html		117	missing trackDefaults
mediasource-addsourcebuffer.html		4	
	Test addSourceBuffer() with empty type	1	
	Test addSourceBuffer() with unsupported type	1	
	Test addSourceBuffer() with Vorbis and VP8	1	
	Test addSourceBuffer() with Vorbis and VP8 in separate SourceBuffers	1	
	Test addSourceBuffer() with AAC and H.264	0	
	Test addSourceBuffer() with AAC and H.264 in separate SourceBuffers	0	
SourceBuffer-abort-readyState.html	If the readyState attribute of the parent media source is not in the "open" state then throw an INVALID_STATE_ERR exception and abort these steps.	1	
SourceBuffer-abort-removed.html	if this object has been removed from the sourceBuffers attribute of the parent media source, then throw an INVALID_STATE_ERR exception and abort these steps.	1	
SourceBuffer-abort-updating.html	Check the algorithm when the updating attribute is true.	1	
SourceBuffer-abort.html	Check the values of appendWindowStart and appendWindowEnd.	1	missing in spec coverage?
URL-createObjectURL-null.html	URL.createObjectURL(null)	1	
URL-createObjectURL-revoke.html	Check revoking behavior of URL.revokeObjectURL(url).	1	missing in spec coverage
URL-createObjectURL.html	URL.createObjectURL(mediaSource) should return a unique Blob URI.	1	missing in spec coverage
mediasource-append-buffer.html	Test SourceBuffer.appendBuffer() event dispatching.	1	missing in spec coverage
	Test SourceBuffer.appendBuffer() call during a pending appendBuffer().	1	
	Test SourceBuffer.abort() call during a pending appendBuffer().	1	
	Test SourceBuffer.appendBuffer() triggering an 'ended' to 'open' transition.	1	
	Test MediaSource.removeSourceBuffer() call during a pending appendBuffer().	1	~OK
	Test set MediaSource.duration during a pending appendBuffer() for one of its SourceBuffers.	1	
	Test MediaSource.endOfStream() during a pending appendBuffer() for one of its SourceBuffers.	1	
	Test set SourceBuffer.timestampOffset during a pending appendBuffer().	1	
	Test appending an empty ArrayBufferView.	1	missing in spec coverage
	Test appending an empty ArrayBuffer.	1	missing in spec coverage
mediasource-appendwindow.html	Test correctly reset appendWindowStart and appendWindowEnd values	1	Sets twice the values. OK/Missing.
	Test set wrong values to appendWindowStart and appendWindowEnd.	1	Wrong values for appendWindowStart. OK
	Test appendwindow throw error when mediasource object is not associated with a sourcebuffer.	1	
	Test set appendWindowStart and appendWindowEnd when source buffer updating.	1	
	Test appendWindowStart and appendWindowEnd value after a sourceBuffer.abort().	1	missing in spec coverage?
mediasource-buffered.html	Demuxed content with different lengths	1	endOfStream changes the buffered value ?
	Muxed tracks with different lengths	1	endOfStream changes the buffered value ?
	Demuxed content with an empty buffered range on one SourceBuffer	1	???
	Muxed content empty buffered ranges.	1	??? 4052 ?
mediasource-closed.html	Test attribute values on a closed MediaSource object.	1	
	Test addSourceBuffer() while closed.	1	
	Test removeSourceBuffer() while closed.	1	
	Test endOfStream() while closed.	1	
	Test setting duration while closed.	1	
mediasource-duration.html	Test seek starts on duration truncation below currentTime	2	missing in spec coverage
	Test appendBuffer completes previous seek to truncated duration	1	
	Test endOfStream completes previous seek to truncated duration	1	
	Test setting same duration multiple times does not fire duplicate durationchange	1	
mediasource-endofstream-invaliderror.html	Test MediaSource.endOfStream() with invalid non-empty error string.	1	
	Test MediaSource.endOfStream() with invalid empty error string.	1	
	Test MediaSource.endOfStream() with invalid null error parameter.	1	
mediasource-getvideoplaybackquality.html	Test HTMLVideoElement.getVideoPlaybackQuality() with MediaSource API	1	missing in spec coverage
mediasource-is-type-supported.html		35	
mediasource-multiple-attach.html	Test exactly one succeeds when two MediaElements attach to same MediaSource	1	not in spec coverage
	Test that MediaSource can reattach if closed first	1	not in spec coverage
mediasource-play-then-seek-back.html	Test playing then seeking back.	1	
mediasource-play.html	Test normal playback case with MediaSource API	1	
mediasource-redundant-seek.html	Test redundant fully prebuffered seek	1	

mediasource-remove.html	Test remove with an negative start.	1	
	Test remove with a start beyond the duration.	1	
	Test remove with a start larger than the end.	1	
	Test remove after SourceBuffer removed from mediaSource.	1	
	Test remove while update pending.	1	
	Test aborting a remove operation.	1	
	Test remove transitioning readyState from 'ended' to 'open'.	1	
	Test removing all appended data.	1	
	Test removing beginning of appended data.	1	
	Test removing the middle of appended data.	1	
	Test removing the end of appended data.	1	
mediasource-seek-beyond-duration.html	Test seeking beyond updated media duration.	1	
	Test seeking beyond media duration.	1	
mediasource-seek-during-pending-seek.html	Test seeking to a new location before transitioning beyond HAVE_METADATA.	1	
	Test seeking to a new location during a pending seek.	1	
mediasource-sourcebuffer-mode.html	Test initial value of SourceBuffer.mode is "segments"	1	
	Test setting SourceBuffer.mode	1	
	Test setting a removed SourceBuffer's mode	1	
	Test setting SourceBuffer.mode while still updating	1	
	Test setting SourceBuffer.mode triggers parent MediaSource 'ended' to 'open' transition.	1	
	Test setting SourceBuffer.mode and SourceBuffer.timestampOffset while parsing media segment.	1	
mediasource-sourcebufferlist.html	Test SourceBufferList event dispatching.	1 missing	
	Test that only 1 removesourcebuffer event fires on each SourceBufferLis	1 missing	