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| VERSION | CHANGE DESCRIPTION |
| 1.0 | Initial code created by Machyl 30017609 |
| 1.1 | Updated Form:   * repositioned buttons, text box, and list box * added label at top for title of application * added background image and updated buttons, title label, to match background image of neutrinos   Code updated by: Bruce Fisher P197681 |
| 1.2 | * Organised code methods into logical block order   Code updated by: Bruce Fisher |
| 1.3 | * Added comments to code where needed * Added regions to code for readability * Added Tool Tips for buttons hover over   Code updated by: Bruce Fisher P197681 |
| 1.4 | * Check code logic and add comments to code * Change order of Methods in code to better reflect order on the form * Add regions to code for readability * Add tooltips to buttons * Change errors messages to Status Bar * Add messages for user to status bar to reflect button operations completed   Code updated by: Bruce Fisher P197681 |
| 1.5 | * Limited TextBox input to 2 digits only * Added clear TextBox when data entered is invalid * Binary search added message for when not found * Added clearing textbox contents once processing finished to prevent mistakes * Delete Button added confirm to delete Message * Fixed spelling for my method (which displays flashed errors in toolStripLabel) from DisplayTooLableMsg to DisplayToLabelMsg   Code updated by: Bruce Fisher P197681 |
| 1.6 | * Lists CR: Client Requirements & PR: Program Requirements for CODE and FORM DESIGNER   Code updated by: Bruce Fisher P197681 |
| 2.0 | Final version produced after Test Document completed  Errors found and fixed:   * Test Case 3 – Value not cleared from Text Box when error occurs “List already full” added to line 80 TextBoxMain.Clear() before displaying error message. * Test Case 5 – Value not cleared from Text Box when user selects NO from confirm to delete added to line 146 TextBoxMain.Clear() before displaying “Did NOT Delete…” message. * Test Case 6 – User after selecting NO to confirm delete can click on delete again without selected a value again from the list, added to line 147 SelectedIndex = -1 to clear the selected item.   Code updated by: Bruce Fisher P197681 |
| 2.1 | * Test Case 23 – Binary search algorithms cannot deal with finding a search item with a list of duplicate entrees very well. * Changed Binary Search Algorithm to deal with single and multiple searches found with the following code.   Line 196 to 198 added  int firstFound = 0;  int lastFound = 0;  bool foundDuplicates = false;  Lines now 203 to 241 amended code  if (NeutrinoInteractions[mid].HasValue && NeutrinoInteractions[mid].Value == inputInt)  {  firstFound = mid;  if (mid != 0 && (NeutrinoInteractions[mid - 1].HasValue && NeutrinoInteractions[mid - 1].Value == inputInt))  {  foundDuplicates = true;  while (firstFound != 0 && (NeutrinoInteractions[firstFound - 1].HasValue && NeutrinoInteractions[firstFound - 1].Value == inputInt))  {  firstFound--;  }  }  lastFound = mid;  if (mid != NeutrinoInteractions.Length - 1 && (NeutrinoInteractions[mid + 1].HasValue && NeutrinoInteractions[mid + 1].Value == inputInt))  {  foundDuplicates = true;  while (lastFound != NeutrinoInteractions.Length - 1 && (NeutrinoInteractions[lastFound + 1].HasValue && NeutrinoInteractions[lastFound + 1].Value == inputInt))  {  lastFound++;  }  }  if (foundDuplicates)  {  SelectedIndex = firstFound; // set item found in list to first item found  ListBoxMain.SetSelected(firstFound, true);  DisplayToLabelMsg("Multiple Values Found : " + NeutrinoInteractions[mid] + " at indexes " + (firstFound + 1) + " to " + (lastFound + 1));  SelectedIndex = -1; // Set nothing selected from list box  TextBoxMain.Clear(); // clear search item  return;  }  else  {  SelectedIndex = mid; // set item found in list  ListBoxMain.SetSelected(mid, true);  DisplayToLabelMsg("Value Found : " + NeutrinoInteractions[mid] + " at index " + (mid + 1));  SelectedIndex = -1; // Set nothing selected from list box  TextBoxMain.Clear(); // clear search item  return;  }  }  New Binary Search Developed and Coded by: © Bruce Fisher P197681 |
| 2.2 | * Test Case 25 – User input to Text Box within range 10 to 99 only added to lines 59, 103   if (Int32.TryParse(inputText, out inputInt) && inputInt >= 10)  and line 185  if (!Int32.TryParse(searchText, out inputInt) || inputInt < 10)  and lines 85, 114, 188  DisplayToLabelMsg("Error - Please enter an integer 10 to 99");  Code updated by: Bruce Fisher P197681 |