Bug Log – Bug 2

**NOTE IT’S WORTH NOTING SOME OF THE LOGICAL JUMPS HERE ARE BUILT ON THE UNDERSTANDING OF THE CODE PICKED UP FROM BUG 1 SUCH AS KNOWING THAT THE FINE RETURNS 1 AND JUMPING STRAIGHT INTO THE CALCULATION RATHER THAN RECHECK ALL THE OTHER LITTLE BITS LIKE IS THE OVERDUE FINE BEING MANGLED FROM THE START**

# Hypothesis 1

# The UI displays the wrong value for the overdue fine

# Test 1

# Check the value for the overdue fine in the UI class

# Result 1

# False – overdue fine is the same in the UI as the control classes

# Conclusion 1

Issue must therefore be in the control classes somewhere

