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

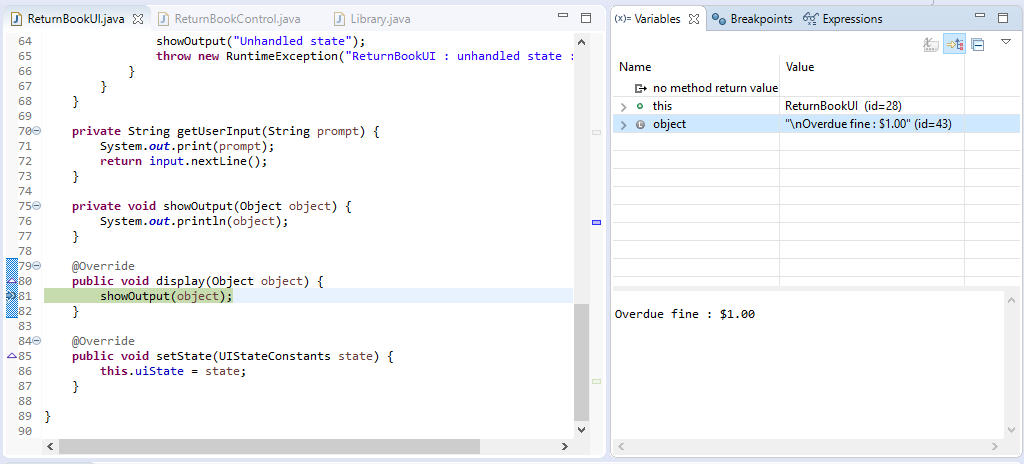
# Check the value for the overdue fine in the UI class

# 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



# Hypothesis 2

# The issue must be with the value being calculated in the control class

# Test 2

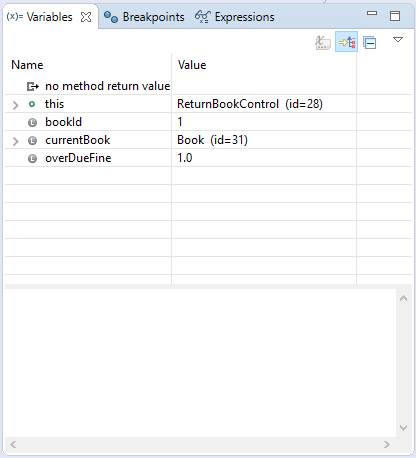
# Check overdue fine in control class

# Result 2

# True – the value of overdueFine is 1 after calculation

# Conclusion 2

The issue must again be with how the fine is calculated



# Hypothesis 3

# daysOverdue is somehow incorrect (even after fixing it with the last bug)

# Test 3

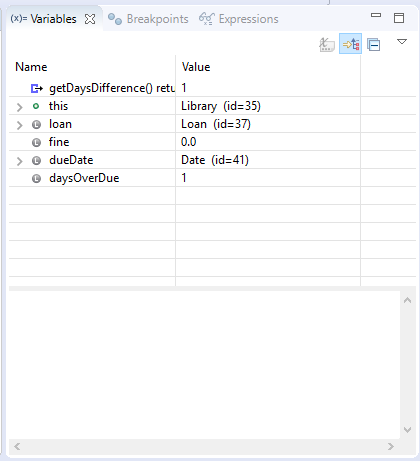
# Check daysOverdue in calculateOverDueFine

# Result 3

# False – daysOverdue is returning the correct value

# Conclusion 3

# Must be the fine amount then.



# Hypothesis 4

# The value of the fine\_per\_day must be half as much as it should be

# Test 4

# Check fine\_per\_day in the ILibrary class

# Result 4

# True, the value is set to 1.0

# Conclusion 4

# Suggest changing to 2.0?

