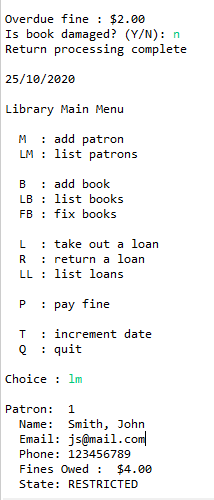
Bug 3 – Bug Log

Bug – Seems like the overdue fine is applied twice to the patron



# Hypothesis 1

# Somehow the UI is mangling the fine amount of the patron when displaying the patron?

# Test 1

# Check patron in the Main class.

# Result 1

# False – the value passed isn’t mangled by the UI but mangled further back

# Conclusion 1

# Issue must be in the control class somewhere involving the fine calculation perhaps?

