

Appendix 5 – Errors handbook

This short guide gives an overview of the error messages that can be displayed by Codzworth and their meaning. Developers wishing to add their own error messages are encouraged to follow the guidelines in this document.

Error messages have a four characters unique identifier. The first two characters of the identifier are letters, these two letters correspond to a specific java class in the application. This allows developers to quickly narrow down the origin of the error in the code. This can be particularly useful due to the substantial number of classes in the application. The second half of the error identifier is made up of two numbers. These numbers start at 01 and increase by one with each error messages. The number assigned to each error depends on the order in which each error appears in each class (i.e. the first error in class AA will be AA01 and the first error in class BB will be BB01). Following the four digits identifier can appear a severity tag. The severity tag is represented as a single 'S' letter, separated by a dash from the rest of the identifier. Error that display the severity identifier are classed as *severe*, they are critical and prevent the functioning of the application (e.g. if the GUI cannot be loaded a severe error will be displayed to the user).

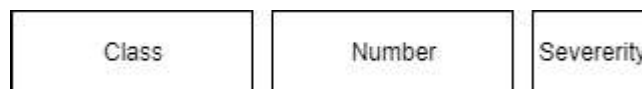


Figure 18. Error message structure

The list below is a comprehensive list of the class codes and their associated class for Codzworth version 0.3.1.

- **OF** OpenFile.java
- **LG** Logic.java
- **GI** GUI.java
- **TC** TermsAndConditions.java
- **PF** ProcessFrame.java
- **HT** HowToFrame.java
- **LF** LicenseFrame.java
- **CF** CreditsFrame.java
- **CO** Connect.java
- **SR** StreamReader.java