**DOCUMENT NAME**

The bug document name format: BugFix-*Name of Application*-*Date-BugNum*.doc

* BugFix - the prefix to the bug document name.
* *Name of Application* – acronym for the application (e.g., “GALE”).
* *Date* – The date of the bug fix.
* *BugNum* – The number of the fix for that date (numeric, e.g., 013117-1)

**Application / Version / Build Number**

Gale

**Submitter**

Name: Fan Hu

E-mail: [hu504@pnw.edu](mailto:hu504@pnw.edu)

**Date Seen**

02/17/2017

**Date Fixed**

03/04/2017

**Versions**

Operating system version: Win 10

**Bug Description**

If we input some wrong information during the interview, such as wrong patient name or wrong relationship (The program will only accept some relationships that are stored in the database), the program will store multiple information. For example, if we input wrong name once and wrong relationship once, we will get three same information in the “familyhistorytable”.

**Severity**

Major

**Steps to Reproduce**

1. Start the program, click “Gale” and “Start Gale”
2. Input wrong name (e.g. Bob 1) or wrong relationship (e.g. mother, Dad), then finish the rest questions correctly.
3. Check the “familyhistorytable” table, you will find there are some duplicate information

**Actual Behavior**

It seems at the end of the interview, the program will insert the latest information more than one times. The reason maybe the “runDecision” function of “FamilyInterview” class is called more than one times.

**Expected Behavior**

Because it is an interview and the previous information is wrong, we should only insert one patient’s information into the database.

**Workaround**

Not yet.

**CODE FIX**

1. Go to GaleAII-> Reactive -> FamilyInterview, add a Boolean member as a flag to make sure the store function will only be called once.

boolean flag=false;

1. Go to GaleAII-> Reactive -> FamilyInterview-> doEvent13(), change the function as follow:

if(!flag) {

writeFamily();

flag=true;

}

1. Go to GaleAII-> Reactive ->Reactive, change the default part of runCurrentNode() to as follow. In this way, if we input some wrong information, the program will give some prompt.

default:

try {

nodeAnswer = userResponse.mentions(listeningType).get(0);

found = (nodeAnswer != null);

if (found) {

decesionAnswer = "FOUND";

} else {

runCurrentNode();

}

} catch (IndexOutOfBoundsException e) {

JOptionPane.showMessageDialog(null, "Please check the information and input again", "Information Error", JOptionPane.ERROR\_MESSAGE);

runCurrentNode();

}

break;

1. Import the swing packet to the Reactive class

import javax.swing.\*;