

Empty Input	
Problem report number:	1
Reported by:	Ekaterina Kozlovsky
Date reported:	3/24/2024
Program (or component) name:	Login Scene
Release number:	2
Version (build) identifier:	ITR 2
Report type:	Coding
Can reproduce:	yes / no / sometimes / unknown
Severity:	Moderate
Priority:	Moderate
Problem summary:	User is allowed to sign up and/or log in with empty username and/or empty password.
Problem description and how to reproduce it:	Open application, attempt to sign up then log in with empty password and/or username fields. User will be saved in database, and allowed to log in (granted that there is not already an existing username in the DB)
Fix:	Updated the cases which check for empty fields. Used the correct method (.equals()) to check for empty fields. Sent corresponding error message. This is handled by the authenticator class.
Status:	Open / closed / resolved
Resolution:	pending/ fixed / Cannot reproduce/ Duplicate/
Resolved by:	Ekaterina Kozlovsky

Invalid Character Input	
Problem report number:	2
Reported by:	Ekaterina Kozlovsky
Date reported:	3/24/2024
Program (or component) name:	Login Scene
Release number:	2
Version (build) identifier:	ITR 2
Report type:	Coding
Can reproduce:	yes / no / sometimes / unknown
Severity:	Severe
Priority:	High
Problem summary:	User is allowed to sign up and/or log in with invalid username - program vulnerable to SQL injections.
Problem description and how to reproduce it:	Open application, attempt to sign up then log in with invalid characters in username (non alphanumeric, excluding - and _). User will be saved in database, and allowed to log in (granted that there is not already an existing username in the DB)
Fix:	The Authenticator class now handles authentication of the text fields. Fields are rejected/not called into DB if they contain invalid characters:
Status:	Open / closed / resolved
Resolution:	pending/ fixed / Cannot reproduce/ Duplicate/
Resolved by:	Ekaterina Kozlovsky

Long Input	
Problem report number:	3
Reported by:	Ekaterina Kozlovsky
Date reported:	3/24/2024
Program (or component) name:	Login Scene
Release number:	2
Version (build) identifier:	ITR 2
Report type:	Coding
Can reproduce:	yes / no / sometimes / unknown
Severity:	Moderate
Priority:	Moderate
Problem summary:	User is able to enter a long name and/or password, and incorrect alert is shown.
Problem description and how to reproduce it:	Open application, attempt to sign with too many characters in either, or both password and username fields (long is > 50). The text input is not stopped after 50 characters, and is sent to DB on sign up. The system returns an incorrect alert, stating that the 'username is already taken'
Suggested fix:	Implemented an event listener to prevent the user from typing in too many characters. Limit was set to 20, but this is not hardcoded and can be changed.
Status:	Open / closed / resolved
Resolution:	pending/ fixed / Cannot reproduce/ Duplicate/
Resolved by:	Ekaterina Kozlovsky

Invalid Password Login	
Problem report number:	4
Reported by:	Ekaterina Kozlovsky
Date reported:	3/24/2024
Program (or component) name:	Login Scene
Release number:	2
Version (build) identifier:	ITR 2
Report type:	Coding
Can reproduce:	yes / no / sometimes / unknown
Severity:	Moderate
Priority:	Moderate
Problem summary:	User attempting to sign into account with correct username but incorrect password is shown the wrong alert.
Problem description and how to reproduce it:	Open application, attempt to sign up with new valid username, and new valid password. Log into account using correct, valid username, but an incorrect password. User is not shown a message indicating them that their password is incorrect. Instead, there is a SQL exception in the console.
Fix:	The statement checking password correctness has been adjusted and uses the correct methods (.equals()). The database call was also modified. Correct error is sent, and this authentication is handled by the authenticator class.
Status:	Open / closed / resolved
Resolution:	pending/ fixed / Cannot reproduce/ Duplicate/
Resolved by:	Ekaterina Kozlovsky

Duplicated Code 🐞💡	
Problem report number:	5
Reported by:	Ekaterina Kozlovsky
Date reported:	3/24/2024
Program (or component) name:	User Class
Release number:	2
Version (build) identifier:	ITR 2
Report type:	Coding smell
Severity:	Minimal
Priority:	Minimal
Problem summary:	<p>There are four methods which hold duplicated code. These four methods are identical, and return the same data types.</p> <ul style="list-style-type: none"> • <code>public ArrayList<Attribute> getCopyOfAgePreferences(ArrayList<Attribute> agePreferences)</code> • <code>public ArrayList<Attribute> getCopyOfSexPreferences(ArrayList<Attribute> sexPreferences)</code> • <code>public ArrayList<Attribute> getCopyOfEnergyLevelPreferences(ArrayList<Attribute> EnergyLevelPreferences)</code> • <code>public ArrayList<Attribute> getCopyOfSizePreferences(ArrayList<Attribute> sizePreferences)</code>
Fix:	The methods were replaced with one overall generic method. A copy method was made in the parent class (Attribute) which was inherited by its children, and these children adjusted the return type accordingly through polymorphism. Functionality is the same, and the corresponding method calls were updated as well.
Status:	Open / closed / resolved
Resolution:	pending/ fixed / Cannot reproduce/ Duplicate/
Resolved by:	Ekaterina Kozlovsky

Dead Code 🐞💡	
Problem report number:	6
Reported by:	Ekaterina Kozlovsky
Date reported:	3/24/2024
Program (or component) name:	User class Login scene
Release number:	2
Version (build) identifier:	ITR 2
Report type:	Coding smell
Severity:	Minimal
Priority:	Minimal
Problem summary:	<p>The following attributes and methods are not being used for anything and should be deleted:</p> <ul style="list-style-type: none"> ● User class <ul style="list-style-type: none"> ○ public ArrayList<Dog> getSponsoredDogs() ○ public String toString() ○ public String getPassword() ○ public String setPassword() ● Login Scene <ul style="list-style-type: none"> ○ private User userInfo
Fix:	Deleted the code.
Status:	Open / closed / resolved
Resolution:	pending/ fixed / Cannot reproduce/ Duplicate/
Resolved by:	Ekaterina Kozlovsky

Speculative Generality 🐞💡

Problem report number:	7
Reported by:	Ekaterina Kozlovsky
Date reported:	3/24/2024
Program (or component) name:	User class
Release number:	2
Version (build) identifier:	ITR 2
Report type:	Coding smell
Severity:	Minimal
Priority:	Minimal
Problem summary:	The email attribute is never used/not implemented.
Suggested fix:	Deleted the attribute and its subsequent getters and setters. Edited DB calls to accommodate new change.
Status:	Open / closed / resolved
Resolution:	pending/ fixed / Cannot reproduce/ Duplicate/
Resolved by:	Ekaterina Kozlovsky

Feature Envy 🧑🏻💡	
Problem report number:	8
Reported by:	Ekaterina Kozlovsky
Date reported:	3/24/2024
Program (or component) name:	Login Scene
Release number:	2
Version (build) identifier:	ITR 2
Report type:	Coding smell
Severity:	Minimal
Priority:	Minimal
Problem summary:	<p>There are several features that could be moved into its own class - text field sanitization/ error message class.</p> <p>This includes the following:</p> <ul style="list-style-type: none"> • Cases which check if the string in the text input fields (username, password) are valid • Error message method • Authenticating if the username/password exists
Fix:	<p>Created a login helper class, called Authenticator which:</p> <ul style="list-style-type: none"> • Sanitizes text fields/checks for valid string • Checks if there is an existing user • Validates its password • Logs in/ signs up if successful • Sends error message if unsuccessful
Status:	Open / closed / resolved
Resolution:	pending/ fixed / Cannot reproduce/ Duplicate/
Resolved by:	Ekaterina Kozlovsky

Uncommunicative Names 🐞💡

Problem report number:	9
Reported by:	Ekaterina Kozlovsky
Date reported:	3/24/2024
Program (or component) name:	User class
Release number:	2
Version (build) identifier:	ITR 2
Report type:	Coding smell
Severity:	Minimal
Priority:	Minimal
Problem summary:	<p>The following methods have uncommunicative names (and parameters):</p> <ul style="list-style-type: none">• public void addPassedDogs(Dog likedDog)• public void addLikedDogs(Dog likedDog)
Fix:	<p>Changed the names of these methods and parameters:</p> <ul style="list-style-type: none">• public void addDogToPassedDogs(Dog passedDog)• public void addDogToLikedDogs(Dog likedDog)
Status:	Open / closed / resolved
Resolution:	pending/ fixed / Cannot reproduce/ Duplicate/
Resolved by:	

Comments 🗨️💬

Problem report number:	10
Reported by:	Isaiah Ashton-Kenny
Date reported:	3/24/2024
Program (or component) name:	Wallet, UserProfile, SponsorDogsScene
Release number:	2
Version (build) identifier:	ITR 2
Report type:	Coding smell
Severity:	Minimal
Priority:	Minimal
Problem summary:	Unnecessary use of comments
Fix:	Removed unnecessary comments
Status:	Open / closed / resolved
Resolution:	pending/ fixed / Cannot reproduce/ Duplicate/
Resolved by:	Ekaterina Kozlovsky

Lack of Dogs for Specific Attributes 🐕💡

Problem report number:	11
Reported by:	Edson Takei
Date reported:	3/24/2024
Program (or component) name:	UserProfileScene + Attributes
Release number:	2
Version (build) identifier:	ITR 2
Report type:	Design
Severity:	Minimal
Priority:	Minimal
Problem summary:	There are not enough dogs in the DB to cover all of the attribute types.
Fix:	Updated the database to make sure there are dogs which cover every attribute.
Status:	Open / closed / resolved
Resolution:	pending/ fixed / Cannot reproduce/ Duplicate/
Resolved by:	Ekaterina Kozlovsky

ScrollBar 🐛💡

Problem report number:	12
Reported by:	Edson Takei
Date reported:	3/24/2024
Program (or component) name:	UserProfileScene
Release number:	2
Version (build) identifier:	ITR 2
Report type:	Coding
Severity:	Minimal
Priority:	Minimal
Problem summary:	Code related to the scrollbar is commented out, but not removed
Fix:	Removed unnecessary comments
Status:	Open / closed / resolved
Resolution:	pending/ fixed / Cannot reproduce/ Duplicate/
Resolved by:	Ekaterina Kozlovsky

Problem report number	1
Reported by	Zainab Ansari
Date reported	March 24,2024
Program (or component) name	Calendar
Release number	3
Version (build) identifier	Iteration 2
Configuration(s): HW and SW configurations	HW: AMD ryzen 4000 series 5, 4GB RAM SW: Windows 11, Java openjdk version "21.0.2"
Report type: e.g., coding, design issue, etc.	Bug - Coding
Can reproduce:	yes / no / sometimes / unknown.
Severity:	moderate
Priority:	moderate
Problem summary: 1-line	Users are able to book an appointment for a date in the past.
Key words	Appointment booking, constraint missing.
Problem description and how to reproduce it	Do a valid log-in, go to the "dog profiles" page and like any dog. Then in the "liked dogs" page, click "meet me". On the calendar, click any date prior to the current while in the same month. For example, if the current date is 21st of March, select 1st of March on the calendar. The appointment is able to be booked.
Fix	Fixed the condition in the calendar scene that sets active calendar dates,if the date is before the current date, it is set to inactive so that it cannot be clicked.
Status:	Open / closed /resolved
Resolution:	pending/fixed/Cannot reproduce/Duplicate/etc.
Resolved by:	Zainab Ansari

Problem report number	2
Reported by	Zainab Ansari
Date reported	March 24,2024
Program (or component) name	Calendar
Release number	3
Version (build) identifier	Iteration 2
Configuration(s): HW and SW configurations	HW: AMD ryzen 4000 series 5, 4GB RAM SW: Windows 11, Java openjdk version "21.0.2" Gradle version 8.6
Report type: e.g., coding, design issue, etc.	Coding
Can reproduce:	n/a
Severity:	low
Priority:	low
Problem summary: 1-line	Appointment.class is largely a data class, with methods being getters, setters, one method to change the format of the date, and an unused equals method.
Key words	Data class
Problem description and how to reproduce it	N/A
Fix	Moved appointment-related logic from the UI to this class, for example, checking if a date is before a certain selected date and checking if a year is a leap year.
Status:	Open / closed /resolved
Resolution:	pending/ fixed /Cannot reproduce/Duplicate/etc.

Resolved by:	Zainab
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Problem report number	3
Reported by	Zainab Ansari
Date reported	March 24,2024
Program (or component) name	Calendar
Release number	3
Version (build) identifier	Iteration 2
Configuration(s): HW and SW configurations	HW: AMD ryzen 4000 series 5, 4GB RAM SW: Windows 11, Java openjdk version "21.0.2" Gradle version 8.6
Report type: e.g., coding, design issue, etc.	Coding
Can reproduce:	n/a
Severity:	low
Priority:	low
Problem summary: 1-line	Appointment.class has an unused method.
Key words	Dead code
Problem description and how to reproduce it	N/A
Fix	Remodelled the code with more safeguards and modified the equals method to the new use case. Which is, checking if an appointment with the same dog and date has already been selected, if so do not permit the user to double book.
Status:	Open / closed /resolved
Resolution:	pending/ fixed /Cannot reproduce/Duplicate/etc.

Resolved by:	Zainab

Problem report number	4
Reported by	Zainab Ansari
Date reported	March 24,2024
Program (or component) name	Calendar
Release number	3
Version (build) identifier	Iteration 2
Configuration(s): HW and SW configurations	HW: AMD ryzen 4000 series 5, 4GB RAM SW: Windows 11, Java openjdk version "21.0.2" Gradle version 8.6
Report type: e.g., coding, design issue, etc.	Coding
Can reproduce:	n/a
Severity:	low
Priority:	low
Problem summary: 1-line	CalendarScene.class has multiple long methods.
Key words	Long Methods.
Problem description and how to reproduce it	N/A
Fix	Split up createCalendar and start into smaller methods, and moved some methods to the appointment class.
Status:	Open / closed /resolved

Resolution:	pending/ fixed /Cannot reproduce/Duplicate/etc.
Resolved by:	Zainab

Reported by	Yuqian Liu
Date reported	March 24,2024
Program (or component) name	Dog Profile Scene
Release number	3
Version (build) identifier	Iteration 2
Configuration(s): HW and SW configurations	HW: Intel(R) Core(TM) i5-6500 CPU @ 3.20GHz, 16.0 GB RAM, 239 GB SSD SW: Windows 10, Eclipse IDE for Java Developers 2023-12, Gradle 8.6
Report type: e.g., coding, design issue, etc.	Coding
Can reproduce:	n/a
Severity:	low
Priority:	low
Problem summary: 1-line	There are several unused imports in the Dog class.
Key words	Unused imports
Problem description and how to reproduce it	N/A
Fix	Remove the unused imports from the Dog class.
Status:	Open / closed /resolved
Resolution:	pending/ fixed /Cannot reproduce/Duplicate/etc.

Resolved by:	Yuqian Liu

Problem report number	4
Reported by	Yuqian Liu
Date reported	March 24,2024
Program (or component) name	Dog Profile Scene
Release number	3
Version (build) identifier	Iteration 2
Configuration(s): HW and SW configurations	HW: Intel(R) Core(TM) i5-6500 CPU @ 3.20GHz, 16.0 GB RAM, 239 GB SSD SW: Windows 10, Eclipse IDE for Java Developers 2023-12, Gradle 8.6
Report type: e.g., coding, design issue, etc.	Coding
Can reproduce:	n/a
Severity:	low
Priority:	low
Problem summary: 1-line	There is duplicated logic for handling the case when allDogs is empty
Key words	Code Duplication
Problem description and how to reproduce it	N/A
Fix	Extracted the common logic for handling an empty allDogs queue into a separate method and call it from both the start() and displayCurrentPetProfile() methods to avoid duplication.

Status:	Open / closed /resolved
Resolution:	pending/ fixed /Cannot reproduce/Duplicate/etc.
Resolved by:	Yuqian Liu

Problem report number	4
Reported by	Yuqian Liu
Date reported	March 24,2024
Program (or component) name	Dog Profile Scene
Release number	3
Version (build) identifier	Iteration 2
Configuration(s): HW and SW configurations	HW: Intel(R) Core(TM) i5-6500 CPU @ 3.20GHz, 16.0 GB RAM, 239 GB SSD SW: Windows 10, Eclipse IDE for Java Developers 2023-12, Gradle 8.6
Report type: e.g., coding, design issue, etc.	Coding
Can reproduce:	n/a
Severity:	low
Priority:	low
Problem summary: 1-line	The displayCurrentPetProfile() method in the DogProfileScene class exhibits Feature Envy by accessing various properties directly from the Dog class.
Key words	Feature Envy
Problem description and how to reproduce it	N/A

Fix	Refactored the displayCurrentPetProfile() method to reduce its dependency on the internal details of the Dog class.
Status:	Open / closed /resolved
Resolution:	pending/ fixed /Cannot reproduce/Duplicate/etc.
Resolved by:	Yuqian Liu

Problem report number	4
Reported by	Yuqian Liu
Date reported	March 24,2024
Program (or component) name	Dog Class
Release number	3
Version (build) identifier	Iteration 2
Configuration(s): HW and SW configurations	HW: Intel(R) Core(TM) i5-6500 CPU @ 3.20GHz, 16.0 GB RAM, 239 GB SSD SW: Windows 10, Eclipse IDE for Java Developers 2023-12, Gradle 8.6
Report type: e.g., coding, design issue, etc.	Coding
Can reproduce:	n/a
Severity:	low
Priority:	low
Problem summary: 1-line	There's a risk of infinite recursion in the Dog class due to a potential coding error in the getOldScore() method.
Key words	Recursion
Problem description and how to	N/A

reproduce it	
Fix	Modified the getOldScore() method to return the value of the oldScore variable directly.
Status:	Open / closed /resolved
Resolution:	pending/ fixed /Cannot reproduce/Duplicate/etc.
Resolved by:	Yuqian Liu

Reported by	Yuqian Liu
Date reported	March 24,2024
Program (or component) name	Dog Class
Release number	3
Version (build) identifier	Iteration 2
Configuration(s): HW and SW configurations	HW: Intel(R) Core(TM) i5-6500 CPU @ 3.20GHz, 16.0 GB RAM, 239 GB SSD SW: Windows 10, Eclipse IDE for Java Developers 2023-12, Gradle 8.6
Report type: e.g., coding, design issue, etc.	Coding
Can reproduce:	n/a
Severity:	low
Priority:	low
Problem summary: 1-line	There are several unused imports in the Dog class.
Key words	Unused imports
Problem description and how to reproduce it	N/A

Fix	Remove the unused imports from the Dog class.
Status:	Open / closed /resolved
Resolution:	pending/ fixed /Cannot reproduce/Duplicate/etc.
Resolved by:	Yuqian Liu

Problem report number	5
Reported by	Zainab Ansari
Date reported	March 24,2024
Program (or component) name	Calendar
Release number	3
Version (build) identifier	Iteration 2
Configuration(s): HW and SW configurations	HW: AMD ryzen 4000 series 5, 4GB RAM SW: Windows 11, Java openjdk version "21.0.2" Gradle version 8.6
Report type: e.g., coding, design issue, etc.	Coding
Can reproduce:	n/a
Severity:	low
Priority:	low
Problem summary: 1-line	CalendarScene.class has commented out code.
Key words	Comments
Problem description and how to reproduce it	N/A
Fix	Remove the code that is commented out to improve readability
Status:	Open / closed /resolved
Resolution:	pending/ fixed /Cannot reproduce/Duplicate/etc.
Resolved by:	ZainB

Problem report number	6
Reported by	Zainab Ansari
Date reported	March 24,2024
Program (or component) name	Calendar
Release number	3
Version (build) identifier	Iteration 2
Configuration(s): HW and SW configurations	HW: AMD ryzen 4000 series 5, 4GB RAM SW: Windows 11, Java openjdk version "21.0.2" Gradle version 8.6
Report type: e.g., coding, design issue, etc.	Coding
Can reproduce:	n/a
Severity:	low
Priority:	low
Problem summary: 1-line	CalendarScene.class has commented out code.
Key words	Comments
Problem description and how to reproduce it	N/A
Fix	Removed the code that is commented out to improve readability.
Status:	Open / closed /resolved
Resolution:	pending/ fixed /Cannot reproduce/Duplicate/etc.
Resolved by:	Zainab

Undo Dog Duplicate	
Problem Report number	1
Reported by	Edson Takei
Date Reported	3/31/2024
Program (or Component name)	DogProfileScene
Release Number:	3
Version (build) identifier	ITR3
Configuration	SW: Windows 11 Home, Java SE Development Kit 11.0.10 HW: 11th Gen Intel(R) Core(TM) i5-1135G7 @ 2.40GHz 2.42 GHz
Report Type	Coding
Severity	High
Priority	High
Problem summary	Duplicate Dog when clicking on the Undo Button
Key words	Duplicate, Dog, Button
Problem description and how to reproduce it	User login and like and undo a dog. Then user changes tags and goes back to main page. As the user likes dogs they will see a duplicate of a dog.
Fix:	Save “undo dog” in the user class so it is saved locally across pages.
Status	Closed
Resolution	Resolved
Resolved by	Edson

Like Undo Dog	
Problem Report number	2
Reported by	Edson Takei
Date Reported	3/31/2024
Program (or Component name)	DogProfileScene
Release Number:	3
Version (build) identifier	ITR3
Configuration	SW: Windows 11 Home, Java SE Development Kit 11.0.10 HW: 11th Gen Intel(R) Core(TM) i5-1135G7 @ 2.40GHz 2.42 GHz
Report Type	Coding
Severity	High
Priority	High
Problem summary	Liking the wrong dog when liking an undo dog.
Key words	Dog, Unlike
Problem description and how to reproduce it	User login and like and undo a dog. The user checks their like dogs to see if the profile matches the dog undone.
Fix:	Have an if and else statement in viewCurrentProfile so that if we are viewing an undo dog nothing happens with allDogs priority queue. The if and else logic has also been added to like and passed button actions so priority queue remains intact when dealing with "undoDog"
Status	Closed
Resolution	Resolved
Resolved by	Edson

Adopt a dog with multiple appointments	
Problem Report number	3
Reported by	Edson Takei
Date Reported	3/31/2024
Program (or Component name)	Components
Release Number:	3
Version (build) identifier	ITR3
Configuration	SW: Windows 11 Home, Java SE Development Kit 11.0.10 HW: 11th Gen Intel(R) Core(TM) i5-1135G7 @ 2.40GHz 2.42 GHz
Report Type	Coding
Severity	High
Priority	High
Problem summary	When adopting a dog with multiple appointments only the first appointment is cancelled.
Key words	Appointment, Multiple, Adopt
Problem description and how to reproduce it	User books numerous appointments with a liked dog and then adopt the same dog. If they view the appointments with that dog some still remain.
Fix:	Update the list of liked dogs everytime a dog is adopted.
Status	Closed
Resolution	Resolved
Resolved by	Edson

Indecent Exposure	
Problem report number:	3
Reported by:	Isaiah Ashton-Kenny
Date reported:	3/24/2024
Program (or component) name:	RecurringPayment.java, DonateScene.java, UserProfile.java
Release number:	2
Version (build) identifier:	ITR 2
Report type:	Code Smell
Can reproduce:	NA
Severity:	Minimal
Priority:	Low
Problem summary:	Class attributes are not private
Key words:	NA
Problem description and how to reproduce it:	NA
fix:	Made the undeclared attributes private to the class
Status:	Closed
Resolution:	Resolved
Resolved by:	Isaiah

Invalid currency	
Problem report number:	5
Reported by:	Isaiah Ashton-Kenny
Date reported:	3/24/2024
Program (or component) name:	UserProfile.java
Release number:	2
Version (build) identifier:	ITR 2
Report type:	Bug
Can reproduce:	Yes
Severity:	Moderate
Priority:	Medium
Problem summary:	Deposit values don't reflect currency amounts
Key words:	NA
Problem description and how to reproduce it:	Enter a number with more than 2 decimal places and it will be deposited as a balance in the wallet
fix:	Limit the decimal places to 2 points in the when trying to donate or add to the wallet
Status:	Closed
Resolution:	Resolved
Resolved by:	Isaiah

Recurring payments	
Problem report number:	6
Reported by:	Isaiah Ashton-Kenny
Date reported:	3/24/2024
Program (or component) name:	RecurringPayment.java
Release number:	2
Version (build) identifier:	ITR 2
Report type:	Bug
Can reproduce:	Yes
Severity:	Extreme
Priority:	High
Problem summary:	When its time for a recurring payment to occur it doesn't occur
Key words:	NA
Problem description and how to reproduce it:	Create a recurring payment and then close the application, once the date changes to the first of the next month, open the application and the wallet balance will not be changed or updated
fix:	Instead of equals first of the next month, use a comparator which checks if the date is after the payment date and fixed one of the methods to add the recurring payment to the db
Status:	Closed
Resolution:	Resolved
Resolved by:	Isaiah

Sponsorship Amount	
Problem report number:	7
Reported by:	Isaiah Ashton-Kenny
Date reported:	3/24/2024
Program (or component) name:	SponsorDogsScene
Release number:	2
Version (build) identifier:	ITR 2
Report type:	Missing component
Can reproduce:	NA
Severity:	High
Priority:	High
Problem summary:	There is no display of sponsorship amount on a sponsor dog list
Key words:	NA
Problem description and how to reproduce it:	NA
fix:	Added a display of the sponsorship amount beside each dog on the sponsor dog list
Status:	Closed
Resolution:	Resolved
Resolved by:	Isaiah

Unselecting all tags	
Problem Report number	3
Reported by	Edson Takei
Date Reported	3/24/2024
Program (or Component name)	UserProfile Scene + Tags class
Release Number:	2
Version (build) identifier	ITR2
Configuration	SW: Windows 11 Home, Java SE Development Kit 11.0.10 HW: 11th Gen Intel(R) Core(TM) i5-1135G7 @ 2.40GHz 2.42 GHz
Report Type	Coding
Severity	High
Priority	High
Problem summary	User unselect all tags and closes the application. Changes are not reflected on DB.
Key words	Tags, Unselection, DB
Problem description and how to reproduce it	User login with a user that has tags pre-selected. User should go to preferences and unselect all the tags (light blue) and immediately close the application
fix:	Fixed logic in the tag label initialization which wasn't saving the tag selection state
Status	Closed
Resolution	Resolved
Resolved by	Isaiah

Saving Modified Tags while moving pages	
Problem Report number	2
Reported by	Edson Takei
Date Reported	3/24/2024
Program (or Component name)	UserProfile Scene + Tags class
Release Number:	2
Version (build) identifier	ITR2
Configuration	SW: Windows 11 Home, Java SE Development Kit 11.0.10 HW: 11th Gen Intel(R) Core(TM) i5-1135G7 @ 2.40GHz 2.42 GHz
Report Type	Coding
Severity	High
Priority	High
Problem summary	User selects certain tags and unselect them before moving to another page. Once they return to the settings page unselected tags remain selected
Key words	Tags, Selection, Pages
Problem description and how to reproduce it	User should select tags of their choosing and unselect some of them. User should then move to another page (eg Dog Profile) and return to settings.
fix:	Fixed logic in the tag label initialization which wasn't saving the tag selection state
Status	Closed
Resolution	Resolved
Resolved by	Isaiah

Lack of Dogs for Specific Attributes	
Problem Report number	1
Reported by	Edson Takei
Date Reported	3/24/2024
Program (or Component name)	UserProfile Scene + Attributes class
Release Number:	2
Version (build) identifier	ITR2
Configuration	SW: Windows 11 Home, Java SE Development Kit 11.0.10 HW: 11th Gen Intel(R) Core(TM) i5-1135G7 @ 2.40GHz 2.42 GHz
Report Type	Design
Severity	Minimal
Priority	Minimal
Problem summary	User selects certain attributes (eg Size Humungous) and no dogs appear in Dog Profile likely because we don't any dogs with those attributes.
Key words	Attributes, Dogs, Database
Problem description and how to reproduce it	With an existing user go to settings and select size humungous for dogs. Once this is done go to dog profile. Out of Dogs page should show.
fix:	Fixed an issue with our db populator, where we didn't allow for certain attribute combinations to exist
Status	Closed
Resolution	Resolved
Resolved by	Isaiah