

Totem

Sprint 1: Design Inspection, Code Inspection and Unit Testing

Team 20

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Design Inspection Defects (20)

Product	API		
Author	Dominic Miller, Todd Griffin		
Defect #	Description	Severity	How Corrected
1	Everything except username is a 500 internal server error (if something is the wrong format or already used and it can't be used, it just returns a 500 error)	2	Separated each error to have its own custom error messages
2	when using existing email, it just returns 500 error, unlike in same username	3	Had existing email return the same error code as existing username, 409
3	200 statuses are showing up as errors	2	The HTML status code were sent in the wrong type, changed them from strings to ints and it then worked correctly
4	When frontend requested poll functionality nothing was delivered	1	Added all “/api/poll” routes to the backend, allowing for webapp poll functionality to be implemented
5	The win rate needs to be calculated when returning a user's profile I.e (/api/user/me && /api/user/profile/:username)	2	Made it so that when the backend returns a users profile, the win rate is sent with it in lieu of challenges_played and challenges_won
6	Friend requests needed to show which are friend requests we sent so we know which ones to show the accept button	2	Make two database calls, one for creator and one for opponent, as to differentiate between who sent the friend request and who received it

7	Friend requests need to show which ones we received so we know which ones to show the delete requests	2	Make two database calls, one for creator and one for opponent, as to differentiate between who sent the friend request and who received it
8	When searching for a friend, even if they are already friends, the add request can still be sent.	3	Marked the User that came up in the search to assure that they would only be able to add people they are not friends with currently
9	The polls duration was stored originally in milliseconds, but then was changed to minutes	3	Converted the ms time to minutes when storing to increase efficiency.
10	When a poll is created there is no tag stating if the poll is private or public	1	Added tag columns to the polls table representing these values and updated API routes to accept and send this data
11	The poll search would return all polls, including private ones	1	The Search checks to make sure that the poll is public before returning in the search in order to prevent displaying private polls
12	Challenges could be sent to yourself	2	A check was added to make sure you can not send a poll challenge to yourself
13	Friend requests could be sent to yourself	2	A check was added to make sure you can not send a friend request to yourself
14	When a search is entered that includes your own personal username your profile pops up	2	A check was added to make sure your own personal profile does not show up when you search for users
15	Poll feeds were displaying inactive polls	1	Made sure only active polls were shown in the poll feeds by checking the state

16	The server README.md for poll voting didn't include the body parameters it needed	3	Added body poll to README.md
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Product	Navigation Bar		
Author	Cameron Glass, Todd Griffin		
Defect #	Description	Severity	How Corrected
1	Logout must be a feature that can be accessible from the Nav Bar on every page. We only had it on the settings page.	2	The logout button was added to the nav bar.
2	The links should be in a more natural order. Previous order: Personal Private Public Tournament	3	The links were arranged in a more natural order: Public Private Tournament Profile
3	The NavBar is only visible at the top of the page.	2	The NavBar was changed so that it is always visible at the top even after scrolling down.

Product	Sign Up page		
Author	Dominic Miller, Nirali Rai		
Defect #	Description	Severity	How Corrected
1	When pressing the "Enter" key the form does not submit. Signup must be clicked explicitly	3	The sign up page assumes an enter after the form is complete as a submission request
2	After signing up it routed to profile page without prompting to login.	3	We had it route to login page, forcing the new user to login before getting to their profile page to increase security

Product	Login page		
Author	Rishabh Ramsisaria		
Defect #	Description	Severity	How Corrected
1	The name of this page was not set to index.html so that the browser can directly open the required page when the link is clicked.	2	The name of the html page was set to index.html
2	The page link was set to the html file itself which overcomplicates the url. For example to get to the login page, the url would be similar to:com/login/index.html	3	The links were set to the corresponding directory. The url required now would be:com/login/

Product	Forgot password Page		
Author	Cameron Glass, Todd Griffin		
Defect #	Description	Severity	How Corrected
1	The name of this page was not set to index.html so that the browser can directly open the required page when the link is clicked.	2	The name of the html page was set to index.html
2	The page link was set to the html file itself which overcomplicates the url. For example to get to the login page, the url would be similar to:com/forgotpassword/index.html	3	The links were set to the corresponding directory. The url required now would be:com/forgotpassword/

Product	Splash page		
Author	Dominic Miller, Nirali Rai		
Defect #	Description	Severity	How Corrected
1	When you visit the splash page after being logged in it allows you to view the splash page	2	Forced the user to not be able to see the splash page unless they were logged out. This was done by routing them to the public feed instead.
2	When not logged in the user has access to all pages	1	When not logged in the user should only have access to "/", "/splash", "/login", and "/signup" so the access had to be restricted

Product	Profile page		
Author	Dominic Miller, Nirali Rai		
Defect #	Description	Severity	How Corrected
1	Clicking on the Totem Logo brings users to the Splash page	2	Rerouted the Totem logo to the public page since the user is logged in
2	When the graphs were clicked the color was not changed to display who was leading the poll	2	Added a display and color change to show the standings of the poll

Product	Public page		
Author	Rishabh Ramsisaria		
Defect #	Description	Severity	How Corrected
1	Clicking on the Totem Logo does not bring the user to the Public page, but instead to the splash page	2	Rerouted the user to the splash page as long as they were not logged in, if they were logged in the page then reroutes to the public page.
2	When a image was uploaded into a public poll the image aspect ratio was off displaying a zoomed in picture	2	The aspect ratio was dynamically set to the size of a picture, displaying a cleaner image of the appropriate size.
3	When creating a challenge poll there is no place to specify who the challenge is being sent to	1	We added a field for a user to be added in order to be challenged.
4	When creating a poll, the duration is sent to the backend in the string format as the user entered (dd:hh:mm)	2	The format is converted to minutes and sent to the API as an integer.

Product	Private Page		
Author	Rishabh Ramsisaria		
Defect #	Description	Severity	How Corrected
1	Clicking on the Totem Logo does not bring the user to the Public page	2	Since the user is logged in it should not direct them to the Splash page but to the public page instead.
2	When a image was uploaded into a public poll the image aspect ratio was off displaying a zoomed in picture	2	The aspect ratio was dynamically set to the size of a picture, displaying a cleaner image of the appropriate size.
3	When creating a challenge poll there is no place to specify who the challenge is being sent to	1	We added a field for a user to be added in order to be challenged.
4	When creating a poll, the duration is sent to the backend in the string format as the user entered (dd:hh:mm)	2	The format is converted to minutes and sent to the API as an integer.

Code Inspection Defects

<p>The response code wasn't being checked to confirm an error response when using the GET and POST methods of the API (Few examples, more in other functions - same issue)</p> <p>Severity: 1</p>	
<pre>/* in file ../webapp/signup/signup.js */ console.log(users); document.getElementById("GeneralError").innerHTML = ""; window.location.href = '/login'; localStorage.removeItem(localStorage.emoji);</pre>	<pre>/* in file ../webapp/signup/signup.js */ if (xhr.readyState == 4 && xhr.status == "200") { console.log(users); document.getElementById("GeneralError").innerHTML = ""; window.location.href = '/login'; localStorage.removeItem(localStorage.emoji); }</pre>
<pre>/* in file ../webapp/settings/settings.js */ document.getElementById("displayNameText").value = ""; document.getElementById("repeatDisplayNameText").value = ""; document.getElementById("GeneralDSError").innerHTML = " ";</pre>	<pre>/* in file ../webapp/settings/settings.js */ var users = JSON.parse(xhr.responseText); if (xhr.readyState == 4 && xhr.status == "200") { document.getElementById("displayNameText").value = ""; document.getElementById("repeatDisplayNameText").value = ""; document.getElementById("GeneralDSError").innerHTML = " "; } else if(xhr.status == "400"){ document.getElementById("GeneralDSError").innerHTML = "Please enter a NEW Display name"; } else { console.error(users); } }</pre>
<pre>/* in file ../webapp/settings/settings.js */ document.getElementById("repeatPasswordText").value = "";</pre>	<pre>/* in file ../webapp/settings/settings.js */ var users = JSON.parse(xhr.responseText);</pre>

<pre>document.getElementById("passwordText").value = ""; document.getElementById("GeneralPasswordError").innerHTML = " ";</pre>	<pre> if (xhr.readyState == 4 && xhr.status == "200") { document.getElementById("repeatPasswordText").value = ""; document.getElementById("passwordText").value = ""; document.getElementById("GeneralPasswordError").innerHTML = " "; } else if(xhr.status == "400"){ document.getElementById("GeneralPasswordError").innerHTML = "Please enter a NEW Password"; GeneralDSError } else { console.error(users); }</pre>
<pre>/* in file ../webapp/public/public.js as well as private.js */ sessionStorage.setItem('pollId', response.data); console.log("worked") showCurrentPollPersonal(); listOfPolls();</pre>	<pre>/* in file ../webapp/public/public.js as well as private.js*/ const response = JSON.parse(xhr.responseText); if (xhr.readyState == 4 && xhr.status == "200") { // handle success sessionStorage.setItem('pollId', response.data); console.log("worked") showCurrentPollPersonal(); listOfPolls(); } else { // handle error console.log("no work"); console.log(response); }</pre>
<pre>/* in file ../webapp/profile/profile.js */ console.log(users);</pre>	<pre>/* in file ../webapp/profile/profile.js */</pre>

<pre> document.getElementById("displayName").innerHTML = users.data.display_name; document.getElementById("username").innerHTML = users.data.username; document.getElementById("emoji").innerHTML = users.data.emoji; // document.getElementById("WinRate").innerHTML = `Win Rate
` + users.data.friend_challenges_won/users.data.friend_challenges; document.getElementById("TikiTally").innerHTML = `Tiki Tally
` + users.data.tiki_tally; document.getElementById("PollsCreated").innerHTML = `Polls Created
` + users.data.polls_created; </pre>	<pre> if (xhr.readyState == 4 && xhr.status == "200") { console.log(users); document.getElementById("displayName").innerHTML = users.data.display_name; document.getElementById("username").innerHTML = users.data.username; document.getElementById("emoji").innerHTML = users.data.emoji; // document.getElementById("WinRate").innerHTML = `Win Rate
` + users.data.friend_challenges_won/users.data.friend_challenges; document.getElementById("TikiTally").innerHTML = `Tiki Tally
` + users.data.tiki_tally; document.getElementById("PollsCreated").innerHTML = `Polls Created
` + users.data.polls_created; } else { console.error(users); } </pre>
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<p>When adding a friend, a user should not be allowed to add themselves as a friend Severity: 2</p>	
<pre> /* in file ../server/models/Friend.js */ ... if (!regex.validateUsername(username_2)) { return { code: 400, data: regex.getInvalidUsernameResponse(username_2) }; } </pre>	<pre> /* in file ../server/models/Friend.js */ ... if (!regex.validateUsername(username_2)) { return { code: 400, data: regex.getInvalidUsernameResponse(username_2) }; } if (username_1 === username_2) { </pre>

<pre>const result = await db('friends') .insert({ username_1, username_2 }) ... </pre>	<pre>return { code: 400, data: 'You cannot be friends with yourself.' }; } const result = await db('friends') .insert({ username_1, username_2 }) ... </pre>
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<p>Instead of sending an error message in a generic error box, the error message is displayed under the respective text box when signing up. Severity: 3</p>	
<pre>/* in file ../webapp/signup/signup.js */ if (xhr.readyState == 4 && xhr.status == "200") { console.log(users); document.getElementById("GeneralError").in nerHTML = ""; window.location.href = '/login'; localStorage.removeItem(localStorage.emoji); } /*else if(xhr.status == "409"){ document.getElementById("GeneralError").in nerHTML = users.data; }*/ else { console.error(users); } </pre>	<pre>/* in file ../webapp/signup/signup.js */ if (xhr.readyState == 4 && xhr.status == "200") { console.log(users); document.getElementById("GeneralError").in nerHTML = ""; window.location.href = '/login'; localStorage.removeItem(localStorage.emoji); } else { if(users.data.indexOf("username") > -1) { document.getElementById("usernameError").i nnerHTML = users.data; } else if(users.data.indexOf("display_name") > -1) { document.getElementById("displayNameErro r").innerHTML = users.data; } else if(users.data.indexOf("password") > -1) { </pre>

	<pre> document.getElementById("passwordError").innerHTML = users.data; } else if(users.data.indexOf("email") > -1) { document.getElementById("emailError").innerHTML = users.data; } else { document.getElementById("GeneralError").innerHTML = users.data; } console.error(users); } </pre>
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<p>The index.html file for the profile page didn't import the correct js scripts due to incorrect path</p> <p>Severity: 1</p>	
<pre> /* in file ../webapp/profile/index.html */ <script src="Friends/friends.js" type="text/javascript"></script> <script src="Challenges/challenges.js" type="text/javascript"></script> </pre>	<pre> /* in file ../webapp/profile/index.html */ <script src="friends/friends.js" type="text/javascript"></script> <script src="challenges/challenges.js" type="text/javascript"></script> </pre>

<p>After changing the backend for the information received from the api call to get a person's friend requests, the front end would not work properly.</p> <p>Severity: 1</p>	
<pre> /* in file ../webapp/profile/friends/friends.js */ friendRequests = users.data; let runningTable = ``; let tableBody = document.getElementById("friendRequestTa bleBody"); for(let i = 0; i < users.data.length; i++){ </pre>	<pre> /* in file ../webapp/profile/friends/friends.js */ friendRequests = users.data.received; let runningTable = ``; let tableBody = document.getElementById("friendRequestTa bleBody"); for(let i = 0; i < users.data.received.length; i++){ </pre>

<pre> user_request = users.data[i].username; console.log() runningTable += ` <tr> <th scope="row" id="friend_request_username-\${i}">\${users.d ata[i].username}</th> <td>\${users.data[i].display_name}</td> <td>\${users.data[i].tiki_tally}</td> ... </pre>	<pre> user_request = users.data.received[i].username; console.log() runningTable += ` <tr> <th scope="row" id="friend_request_username-\${i}">\${users.d ata.received[i].username}</th> <td>\${users.data.received[i].display_name}</t d> <td>\${users.data.received[i].tiki_tally}</td> ... </pre>
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The generic information for reference under the friends modal, i.e., the first generic entry was removed to be overwritten by the js dynamically as the response from the database.

Severity: 2

<pre> /* in file .../webapp/profile/index.html */ <table class="table table-hover table-striped" id="friendTable"> <thead> <tr> <th></th> <th> scope="col">Username</th> <th scope="col">Display Name</th> <th scope="col">Tally</th> </tr> </thead> <tbody id="friendTableBody"> <tr> <td>🤪</td> <th scope="row">@username</th> <td>First Last</td> <td>1000</td> </tr> </tbody> </table> </pre>	<pre> /* in file .../webapp/profile/index.html */ <table class="table table-hover table-striped" id="friendTable"> <thead> <tr> <th></th> <th> scope="col">Username</th> <th scope="col">Display Name</th> <th scope="col">Tally</th> </tr> </thead> <tbody id="friendTableBody"> </tbody> </table> </pre>
<pre> <table class="table table-hover table-striped invisible" id="friendRequestTable"> <thead> <tr> <th scope="col">Username</th> <th scope="col">Display Name</th> <th scope="col">Tally</th> <th></th> <th></th> </thead> <tbody id="friendRequestTableBody"> </pre>	<pre> <table class="table table-hover table-striped invisible" id="friendRequestTable"> <thead> <tr> <th scope="col">Username</th> <th scope="col">Display Name</th> <th scope="col">Tally</th> <th></th> <th></th> </thead> <tbody </pre>

<pre> <tr> <th id="friend_request_username" scope="row">@username</th> <td>First Last</td> <td>1000</td> <td> <button class="btn btn-success">Accept</button> </td> <td> <button class="btn btn-danger">Reject</button> </td> </tr> </tbody> </table> </pre>	<pre> id="friendRequestTableBody"> </tbody> </table> </pre>
<pre> <table class="table table-hover table-striped invisible" id="sentTable"> <thead> <tr> <th scope="col">User</th> <th scope="col">Title</th> <th scope="col">Theme</th> <th scope="col">Duration</th> <th scope="col">Privacy</th> </tr> </thead> <tbody> <tr> <th scope="row">@username</th> <td>Poll Title</td> <td>Poll Theme</td> <td>2 Days</td> <td>Public</td> </tr> </tbody> </table> </pre>	<pre> <table class="table table-hover table-striped invisible" id="sentTable"> <thead> <tr> <th scope="col">User</th> <th scope="col">Title</th> <th scope="col">Theme</th> <th scope="col">Duration</th> <th scope="col">Privacy</th> </tr> </thead> <tbody> <tr> <th scope="row">@username</th> <td>Poll Title</td> <td>Poll Theme</td> <td>2 Days</td> <td>Public</td> </tr> </tbody> </table> </pre>

<p>Images uploaded to the backend were not saving the correct file path on the server, and thus the image file paths stored in the database weren't useful</p> <p>Severity: 1</p>	
<pre> /* in file .../server/routes/api/Poll.js */ const multer = require('multer'); const storage = multer.diskStorage({ destination: '../public/uploads/polls/', filename: function (req, file, cb) { cb(null, file.fieldname + '-' + Date.now()) } }); </pre>	<pre> /* in file .../server/routes/api/Poll.js */ const multer = require('multer'); const storage = multer.diskStorage({ destination: 'static/uploads/polls/', filename: function (req, file, cb) { cb(null, file.fieldname + '-' + Date.now()) } }); </pre>

<pre>+ '.' + file.mimetype.split('/')[1]); } }); const upload = multer({ storage });</pre>	<pre>+ '.' + file.mimetype.split('/')[1]); } }); const upload = multer({ storage });</pre>
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The buttons for switching between tabs in the modal were not made to be radio buttons and multiple could be selected at the same time.

Severity: 2

<pre>/* in file ../webapp/profile/index.html */ <div class="btn-group btn-group-toggle" id="friendToggle" data-toggle="buttons"> <label class="btn btn-secondary active" onclick='friendView("friends"), loadFriends()> <input type="button" name="options" id="option1" autocomplete="off" checked> My Friends </label> <label class="btn btn-secondary" onclick='friendView("requests"), loadFriendRequest()> <input type="button" name="options" id="option2" autocomplete="off"> Requests </label> <label class="btn btn-secondary" onclick='friendView("search")> <input type="button" name="options" id="option3" autocomplete="off"> Find Friends </label> </div></pre>	<pre>/* in file ../webapp/profile/index.html */ <div class="btn-group btn-group-toggle" id="friendToggle" data-toggle="buttons"> <label class="btn btn-secondary active" onclick='friendView("friends"), loadFriends()> <input type="radio" name="options" id="option1" autocomplete="off" checked> My Friends </label> <label class="btn btn-secondary" onclick='friendView("requests"), loadFriendRequest()> <input type="radio" name="options" id="option2" autocomplete="off"> Requests </label> <label class="btn btn-secondary" onclick='friendView("search")> <input type="radio" name="options" id="option3" autocomplete="off"> Find Friends </label> </div></pre>
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The options for displaying the filter themes were not coded in correctly.

Severity: 2

<pre>/* in file ../webapp/public/index.html as well as ../webapp/private/index.html */ <div class="col-md-6" id="themeDiv"> <select class="selectpicker form-control" id="themePicker" data-live-search="true" title="Filter" multiple> <option>Theme One</option> <option>Theme Two</option></pre>	<pre>/* in file ../webapp/public/index.html as well as ../webapp/private/index.html */ <div class="col-md-6" id="themeDiv"> <select class="selectpicker form-control" id="themePicker" data-live-search="true" title="Filter" multiple> <option>Animals</option> <option>Beauty</option> <option>Buildings</option></pre>
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<pre> <option>Theme Three</option> </select> </div> </pre>	<pre> <option>Cities</option> <option>Colors</option> <option>Fashion</option> <option>Food</option> <option>Memes</option> <option>Movies</option> <option>Music</option> <option>Nature</option> <option>Space</option> <option>Sports</option> <option>Vehicles</option> </select> </div> </pre>
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<p>The server would crash whenever poll creation routes don't receive multipart/form-data, or if the correct number of files was not sent</p> <p>Severity: 2</p>	
<pre> /* in file .../server/routes/api/Poll.js */ const uploadPersonal = upload.fields([name: 'image_1', maxCount: 1 }, { name: 'image_2', maxCount: 1 }]); router.post('/personal', Auth.validate, uploadPersonal, async (req, res) => { const data = { display_name: req.body.display_name, theme: req.body.theme, creator: req.jwt.sub, duration: req.body.duration, scope: req.body.scope, image_1: '/' + req.files.image_1[0].path, image_2: '/' + req.files.image_2[0].path }; </pre>	<pre> /* in file .../server/routes/api/Poll.js */ const uploadPersonal = upload.fields([name: 'image_1', maxCount: 1 }, { name: 'image_2', maxCount: 1 }]); router.post('/personal', Auth.validate, uploadPersonal, async (req, res) => { if (!req.files Object.keys(req.files).length !== 2) { const result = { code: 400, data: 'request must be multipart/form-data and must include 2 images' }; res.status(result.code).send(result); return; } const data = { display_name: req.body.display_name, theme: req.body.theme, creator: req.jwt.sub, duration: req.body.duration, scope: req.body.scope, </pre>

	<pre>image_1: '/' + req.files.image_1[0].path, image_2: '/' + req.files.image_2[0].path };</pre>
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Unit Testing Defects / Testing Defect Log

Product	Settings		
Author	Cameron Glass		
Defect #	Description	Severity	How Corrected
1	Page doesn't exist in navigation	3	Page moved from separate page to modal on profile
2	Error checking no longer functioning	2	All functions moved to profile js in order

Product	Login		
Author	Nirali Rai		
Defect #	Description	Severity	How Corrected
1	Error message was generic	2	Error message handled to be more specific for user

Product	Sign up		
Author	Todd Griffin		
Defect #	Description	Severity	How Corrected
1	Username error generic	2	Response from server is handled correctly in order to show a more specific message for username
2	Display Name error generic	2	Response from server is handled correctly in order to show a more specific message for Display name
3	Email error generic	2	Response from server is handled correctly in order to show a more specific message for email

4	Password error generic	2	Response from server is handled correctly in order to show a more specific message for password
5	Password verification error generic	2	Response from server is handled correctly in order to show a more specific message for password verification

Product	Profile Page		
Author	Dominic Miller		
Defect #	Description	Severity	How Corrected
1	MyPolls page is linked, but not included in navigation	3	MyPolls was redone in order to be included in a modal to be more consistent and keep navigation simple
2	History page is linked, but not included in navigation	3	History was redone in order to be included in a modal to be more consistent and keep navigation simple
3	Received challenge button to upload image is removed when the page is too small	1	Formatting was fixed to enforce scrolling instead of the table shrinking
4	Received challenge button to upload image only works when one challenge is present	1	Naming conventions were changed dynamically for each row of the table in order to make it work when multiple challenge requests exist

Product	Public
Author	Cameron Glass

Defect #	Description	Severity	How Corrected
1	Button spacing in the top bar become overlapped at certain page sizes	3	Theme selection bar was reduced in size in order to keep the sizes consistent
2	Poll displays two different users on personal polls	2	When populating the poll card, the javascript will dynamically remove the second user when it is not needed
3	Result overlay displays on vote, however it is not removed for when the poll card is repopulated with a new poll	1	Overlay visibility is reset when the poll is moved.

Product	Create poll(Challenge)		
Author	Todd Griffin		
Defect #	Description	Severity	How Corrected
1	Challenge polls still give the user two image upload options	1	Second image upload is dynamically removed when selecting a challenge poll
2	Challenge polls do not provide the option of selecting a user to challenge	1	An input is dynamically added in order to select a user to challenge
3	Friends are not retrieved for the user, so selecting a user to challenge is based on knowledge of their username	2	Friends are retrieved on page load in order to populate a searchable list for the user to utilize when selecting a user to challenge

Product	Friends		
Author	Rishabh Ramsisaria		
Defect #	Description	Severity	How Corrected
1	Friend requests sent to the original requester	1	Backend reworked to send two different lists to prevent the requester from getting their own request
2	Friends list does not display all relevant information about friends	3	More information was taken out of the friend object, and a "View Friend" button was removed for now in order to simplify the table
3	Find friends returning new results on top of old results, causing duplicates	2	Data cleared each time a search is run in order to provide fresh results and prevent duplicate calls on "Add friend"