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| **Error ID** | **001** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **SQLException error** |
| **Description** | **The SQLQuery was poorly formed and threw an error** |
| **Output** |  |
| **Resolution** | **Re-arrange SQL Insert Query** |

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| **Error ID** | **002** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **SQLException error** |
| **Description** | **The SQLQuery was missing a closing bracket at the INSERT part of the query** |
| **Output** |  |
| **Resolution** | **Add closing bracket to query** |

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| **Error ID** | **003** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **SQLException error** |
| **Description** | **The SQLQuery was incorectly formed** |
| **Output** | A picture containing text  Description automatically generated |
| **Resolution** | **Re-arrange SQL Insert Query** |

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| **Error ID** | **004** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **SQLException error** |
| **Description** | **The DataAccessLayer was attempting to find the column ‘role’ instead of ‘playerRole’** |
| **Output** | Text, letter  Description automatically generated |
| **Resolution** | **Replace ‘role’ with ‘playerRole’** |

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| **Error ID** | **005** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **NullPointerException error** |
| **Description** | **When viewing teams r.getString(“playerRole”).isEmpty() would throw an error** |
| **Output** | Timeline  Description automatically generated |
| **Resolution** | **Replaced** from r.getString(“playerRole”).isEmpty() [which would nullpointer on null column for that row] with a dummy value to get the string, and test if the last check was a null check (r.wasNull()) |

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| **Error ID** | **006** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **NullPointerException error** |
| **Description** | **Staff would throw an error due to having a null value** |
| **Output** | Text  Description automatically generated |
| **Resolution** | Added code so that DAL gives Staff a role on select. |

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| **Error ID** | **007** |
| **Bug** | **Duplicate Entry** |
| **Error Type** | **Logic error** |
| **Description** | **Adding a staff member inserts an extra staff member** |
| **Output** |  |
| **Resolution** | Removed extra line of code |

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| **Error ID** | **008** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **IllegalArgumentException error** |
| **Description** | **FileFilter was not set when FileDialog rendered** |
| **Output** | Text  Description automatically generated |
| **Resolution** | **Added a string filter into FileFilter** |

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| **Error ID** | **009** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **SQLException error** |
| **Description** | **Updating table code executed before components were initialized** |
| **Output** |  |
| **Resolution** | **Update table code moved to after initialization.** |

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| **Error ID** | **010** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **SQLException error** |
| **Description** | **Code could not handle batch queries** |
| **Output** | Text  Description automatically generated |
| **Resolution** | **Methods added to handle batch queries** |

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| **Error ID** | **011** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **IllegalArgumentException error** |
| **Description** | **Attempting to edit a Staff member throws error** |
| **Output** | A picture containing text  Description automatically generated |
| **Resolution** | **Mock data had invalid data, replaced with valid data (had ADMIN instead of ADMINISTRATOR)** |

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| **Error ID** | **012** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **NullPointerException error** |
| **Description** | **Cancelling save dialog would throw error due to filecheck failing and attempt to save to a null file** |
| **Output** | Text  Description automatically generated |
| **Resolution** | Updated filecheck validation |

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| **Error ID** | **013** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **IllegalArgumentException error** |
| **Description** | When changing Guild in View Guilds the code would select the first row instead of clearing the selection, which would error on Guilds with no Members. |
| **Output** | Text, letter  Description automatically generated |
| **Resolution** | Implemented clear selection code properly |

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| **Error ID** | **014** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **ClassCastException error** |
| **Description** | **Attempting to render JList inside JTableCell throws error** |
| **Output** | A picture containing text  Description automatically generated |
| **Resolution** | **DAL was returning “classRole” instead of “class”, so all validation and parsing checks were failing. Changed “classRole” to “class”.** |

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| **Error ID** | **015** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **IllegalArgumentException error** |
| **Description** | **Attempting to render JList inside JTableCell throws error** |
| **Output** | Text  Description automatically generated |
| **Resolution** | Was using string.isEmpty() instead of string == null. Corrected this. |

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| **Error ID** | **016** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **ClassCastException error** |
| **Description** | **Attempting to render JList inside JTableCell throws error** |
| **Output** | Text  Description automatically generated |
| **Resolution** | Was using string.isEmpty() instead of string == null. Corrected this. |

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| **Error ID** | **017** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **ArrayIndexOutOfBoundsException error** |
| **Description** | **Selecting every classRole throws an error due to the underlying array size being one too short** |
| **Output** | Text  Description automatically generated |
| **Resolution** | Changed arraysize to be one larger |

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| **Error ID** | **018** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **DatabaseConnectionException error** |
| **Description** | Resizing the table header for searchMembers causes multiple re-renders and exceeds the db connection limit |
| **Output** | Text  Description automatically generated |
| **Resolution** | Fixed dataleak in SearchTableModel getValueAt method where it would ping the database  every refresh to find the guildName but would not close connection |

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| **Error ID** | **019** |
| **Bug** | **Runtime Exception** |
| **Error Type** | **SQLException error** |
| **Description** | Validate inputs wasn’t taking into account memberRole only search when searching for members |
| **Output** | Application  Description automatically generated with low confidence |
| **Resolution** | Added new search case for memberRole only search |