# Assignment 3: Bug Fixes

App crashes when you hit submit

Severity: Critical

Description: When hitting the “submit” button to analyze entered text, the app suddenly comes to a stop and shuts down unexpectedly with an error.

Reproduction: Upon starting the app, hitting the “submit” button produces the error every time. This happens whether input has been entered in the field or not.

System Specs: Nexus 5X API 26

Bug Location in Code: StringAnalyzer/app/src/main/java/co/miniforge/corey/stringanalyzer/InputActivity.java (Line 35 - Intent)

Side Effects of Fix: None detectable or anticipated.

Fix Description: I traced the process of the “submit” button and discovered the Intent triggered by the assigned OnClickListener was pointed at “TextAnalyzerUtil.java”. This is a support class for handling the analyzer functionality of the app. The correct target for the Intent should have been “AnalyzerActivity.java”. I made the correction and testing confirmed this bug has been eliminated.

Date of Fix: Wednesday, October 18, 2017

Commit Link: [Bug Fix: App crashes when you hit submit](https://github.com/PertySlick/Assignment03_StringAnalyzer/commit/c506d486aa4e992d171f37acff02ed4d41f43de0)

You can submit an empty message

Severity: Low

Description: At the beginning input portion of the app, hitting the “submit” button allows the app to proceed to the next activity whether input has been entered or not. Empty input should not be accepted and user should be prompted for valid input.

Reproduction: After starting app click on the “submit” button without entering any input in the input field. App will proceed to the analyzer results screen without input.

System Specs: Nexus 5X API 26

Bug Location in Code: StringAnalyzer/app/src/main/java/co/miniforge/corey/stringanalyzer/InputActivity.java (Line 34 – onClick())

Side Effects of Fix: None detectable or anticipated

Fix Description: Created a separate package/class (edu.roush.validator.Validator.class) to handle input validation and included a method for returning true if a supplied EditText field has one or more valid string characters. If input checked contains no characters or only spaces false is returned. This class was instantiated and implemented within the onClick() method via an if statement. If the result is true, application proceeds with the original Intent. If false, the application clears the input field and prompts the user for valid input via a short Toast message.

Date of Fix: Wednesday, October 18, 2017

Commit Link: [Bug Fix: You can submit an empty message](https://github.com/PertySlick/Assignment03_StringAnalyzer/commit/17cf63d7d8eafc8ca93d5610ba5d6b5b480ac3a1)

Some of the metrics are not updating with new data

Severity: Normal

Description: When viewing the results of the StringAnalyzer app it is apparent that two TextField elements are not being populated with appropriate results. The TextViews for “unique words” and “longest word” only show “TextView”.

Reproduction: After executing app enter a message and click “submit”. The results that show include to TextViews displaying the standard “TextView” placeholder text.

System Specs: Nexus 5X API 26

Bug Location in Code: StringAnalyzer/app/src/main/java/co/miniforge/corey/stringanalyzer/AnalyzerActivity.java (Line 59 – bindData())

Side Effects of Fix: None detectable or anticipated.

Fix Description: The activity was missing calls to assign the results of the appropriate TextUtil.class methods to the two TextFields in question. I added in lines 65 and 66 to populate these elements with the unique words count and longest word string.

Date of Fix: Thursday, October 19, 2017

Commit Link: [Bug Fix: Some of the metrics are not updating with new data](https://github.com/PertySlick/Assignment03_StringAnalyzer/commit/f99b5fda7b39fad707345c00fe2a12f58dd9cc33)

Analyze another string button doesn’t take you back to the first screen

Severity: Normal

Description: On the results screen of the app a button labeled “analyze another string” is supposed to return the user to the beginning of the app to try again. Currently, clicking it does not activate or direct the user at all.

Reproduction: Start the app and enter message in the input field. Click the submit button to proceed to the results view. The “analyze another string” button at the bottom can now be seen and clicked but no reaction is apparent.

System Specs: Nexus 5X API 26

Bug Location in Code: StringAnalyzer/app/src/main/java/co/miniforge/corey/stringanalyzer/AnalyzerActivity.java

Side Effects of Fix: None detectable or anticipated.

Fix Description: This activity has no OnClickListener assigned to the “analyze another string” button no any functionality for within. This was added via a bindFunctionality() method on line 74 as well as a call to this new method in the onCreate() method on line 41.

Date of Fix: Thursday, October 19, 2017

Commit Link: [Bug Fix: Analyze another string button doesn’t take you back to the first screen](https://github.com/PertySlick/Assignment03_StringAnalyzer/commit/f26a880a9b110243f4cc315c1381a239b6bffb1b)