**MAJOR CHANGES MADE IN ITERATION 3**

\*\*Also added to the Wiki\*\*

*BUGS IN PREVIOUS ITERATIONS THAT HAVE NOW BEEN FIXED*

* Converting health card numbers and phone numbers from integers to longs to allow for 10 digit long inputs.
* Fixed price having as many digits as possible after decimal bug, now can only be 2 digits (changed in merchandise constructor).
* Since Owner and pharmacist both originally had 10-digit usernames like patient health card numbers, it didn’t allow a patient to have a health card number 1111111111 or 123456890 (which are the usernames of the owner and pharmacist) because the system counted it as a duplicated username. So, we changed owner and pharmacist credentials to be 4 digits long so that there is no overlap with the range patients can have for their health card numbers.
* Instead of forcing admins to enter a patient’s birth date as YYYYMMDD, we added a JDatePicker calendar so that admins can simply select a data and not worry about format.
* Organized exception handling to take care of all edge cases/inputs from user.
  + Turned methods in Inventory.java that returned Boolean or ‘boolean[]’ to returning void and managing exceptions instead by ‘throw e’ directly.
  + Managing negative inputs or any other type of invalid inputs (for ex. double instead of int).
* A restocking reminder now also pops up for when an order is made, and this order causes the quantity of that medication to go below 3.
* Separated the screens for adding prescription forms and adding orders/refills. This fixed the bug of being able to have quantityBought > numberOfRefills. Now, prescriptions forms must be added first using a separate button/screen, and only after this form, refill orders for that medication can be made.