Watson Assembly Lab 2014

Bug Report

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These are a list of known bugs in the Watson Assembly Labs, both pertaining to the use of figures in the text (though they are minimal) and the use of the editors. While many bugs were able to be dealt with, several were unable to be appropriately handled in the span of this project.

1. While in the text, if going from the text to the sandbox editor by clicking on the Solve button on any exercise, if there is any code that is currently in the editor then the program will currently hang and (in Chrome) cause the program to crash. Normal functionality (ie, going from the editor to the text) still exists, but currently the lab is unable to edit existing code from the text. It is unknown what is causing the crash, as the functionality should be the same as going from the sandbox to the text. The old solution is commented out in the code to prevent the crash. Current functionality is workable, though it would be nice for the editor to retain old code in the future.

2. When transferring over code from the sandbox to the text, formatting to the Assembly code is changed. Instead of being left aligned like code in the figures, the code is centered in each cell in the innerTable. It is currently unknown what is causing the bug, and is currently only a cosmetic issue.

3. When code is ran in the editor, the insertion pointer is moved to the bottom of the program to prevent errors (such as if the insertion pointer were in the middle of the program). However, when the program is finished the editor leaves the highlighted pointer on the HALT statement. After clicking to insert at the bottom of the equation, an extra blank line is inserted into the bottom of the program. This may be exploited to where code can be added to the bottom of the program with spaces in-between the lines. There is a work-around to the bug, as the lines can also be deleted, but it could potentially cause problems later. It is unknown what causes the bug, though logic with the insertion pointer in the Watson Editor could be the culprit.

4. A 'Clear Exercise' button was originally included in the editor to return the editor to a clean state. However after implementation the editor began to behave erratically and tend to become unresponsive after a Clear was called for. It may be that the buttons are still attempting to attach code to the original editor, though this is uncertain. This has also been commented out of the code (both in solveExer.html and in the figuresV2.js) to prevent errors and a workaround (though lengthy) does exist.