Debugging Log

Entry 1

57 minutes spent debugging

Failure

On task1, when trying to save changes after editing a location, the dot goes to the upper left corner

Experiments

No experiments performed.

Error

```
doSaveClick = (): void => {     this.props.onSaveClick(this.state.name, this.state.color, this.props.moveTo || {x:0, y:0});     };
```

moveTo is never defined so it just became x:0, y:0, which is the upper left corner.

Defect

```
doSaveClick = (): void => {     this.props.onSaveClick(this.state.name, this.state.color, this.props.moveTo || {x:0, y:0});     };
```

After some time of reading the code, i discovered that I can access the current marker's location by using this.marker.location. if I change my code to doSaveClick = (): void => { this.props.onSaveClick(this.state.name, this.state.color, this.props.marker.location }; then the bug is fixed.

Mutation

This failure **was not** due to mutating something that was not supposed to be mutated. this isn't caused by mutating something

Entry 2

1.2 hours spent debugging

Failure

After changing location using task3's method, I cannot change the location again on any marker using task3's method

Experiments

Experiment 2.1

Question: Is it because the state of movetonewloc is wrong?

Steps Taken: add console.log to show the value of moveToNewLoc when saving and on click

Result: After saving the first location, the state of moveToNewLoc wasn't set back to false, it's default value

Lesson: I found the source of the bug

Error

```
doCheckChange = (): void => {     this.setState((prevState) => ({      moveToNewLoc: !prevState.moveToNewLoc     }));
```

After saving the first location, the state of moveToNewLoc wasn't set back to false, it's default value

Defect

```
missing of this.setState((prevState) => ({       moveToNewLoc: !prevState.moveToNewLoc     }));
```

If I didn't set this value to false when saving one location, Next time it will be toggled to false when click the check box, thus will not be saving the new location

Mutation

This failure **was not** due to mutating something that was not supposed to be mutated. This isn't caused by mutation, just a logic error

Entry 3

27 minutes spent debugging

Failure

after filtering buildings, some buildings will not show up

Experiments

Experiment 3.1

Question: did the filter text get saved to this.state?

Steps Taken: put console.log in renderLocation to see the state

Result: the state recorded is correct

Lesson: This bug have to do with something else

Error

```
building.longName.includes(this.state.filterText)
```

I forgot to set everything to lowercase, so some names will not match

Defect

```
building.longName.includes(this.state.filterText)
```

same as above

Mutation

This failure **was not** due to mutating something that was not supposed to be mutated. This is a stupid logic error and has nothing to do with mutation

Logged a total of **2.6 hours** of debugging.

Edit Log