DotVinci

Team 7 - Sprint 2 Defect Log

Anubhaw Arya, Matt Gotteiner, Daniel Green,

Mayank Jethva, Pranav Menon

Defects found through **design** inspection:

Defect Number	Name / Date	Description	Severity	How Corrected
026 - Reset	Dan 09/28/2014	Image reset would not maintain running state	3	Added a boolean value to design to track of running state
027 - Region	Dan 09/30/2014	Addition of additional filters caused menu bar to become too full	2	Added a second menu bar to allow adequate space for drawing controls
028 - Save	Pranav 10/03/2014	The error message that pops up when the user tries to save an empty image is ambiguous (it only says "Error!!!")	3	Changed the error message to "No image on Canvas to save, please load an image first" in order to give the user enough information about the error
029 - Save	Anubhaw 1 0/01/2014	Save dialog wouldn't specify the save file type	3	Specified the extension at the end of the filename

Defects found through **code** inspection:

Defect Number	Name / Date	Description	Severity	How Corrected
030- Save	Pranav 10/02/2014	Clicking save does not actually save the image	1	Made sure to actually create a new file at the selected path
031 - Save	Pranav 10/03/2014	No default file type while saving an image	2	Changed the default file type to "JPEG"
032 - Engine	Anubhaw 9/31/2014	Pixel radius has the potential of being reset because of concurrency issues	1	Redesigned settings implementations to prevent concurrency issues
033 - GUI	Mayank 10/01/2014	Canvas shows whitespace if image isn't big enough	3	Resized canvas on image load
034 - GUI	Mayank 10/02/2014	Circle pixel wasn't selected by default	2	Set circle option selected on startup
035 - Shape	Pranav 10/03/2014	The square pixel shape option accidentally draws circle shaped pixels	2	Made sure to set the engine to draw square pixels when the square shape button is selected
036 - Engine	Matt 10/1/2014	Engine tried to draw circles of 0 radius	1	Changed default radius to

				something bigger than 1

Defects found through **unit testing**:

A)

Module	Inputs	Outputs
Open Image	Image File	Image loaded on canvas
Shape Options	Choice of Shape options	Engine drawing
Save Image	Canvas Image	Image file saved to disk
Filter Options	Choice of filters	Engine uses selected filter to draw dots
Speed Options	Slider from 1 to 100 percent	Engine draws dots on the screen at the selected relative frequency
Sharing Options	Canvas Image	Image shared on selected site
Region Options	Mouse	Engine only draws dots on region user selected with mouse
Pause Drawing	Pause and Start Filter buttons	Engine stops and starts drawing

B)

Defect Number	Name / Date	Description	Severity	How Corrected
037 - Save	Pranav 10/02/2014	Save button opens the save dialog even when an image is not on the canvas	2	Made the save button open the save dialog only if the image != NULL
038 - Save	Pranav 10/02/2014	The saved file does not have an extension in its name ⇒ Windows does not know which program to use to open it	2	Added an extension to the saved file's name
039 - Reset	Dan 09/27/2014	Image reset button would not trigger canvas to clear	1	Added additional command to redraw canvas on click
040 - Pause	Dan 09/28/2014	Reset button would cause pause button to appear when image was not drawing	2	Modified the reset button to prevent the pause button from triggering
041 - Save	Dan 09/28/2014	Save would save image and additional white space around canvas	3	Adjusted image load so that canvas would resize to fit image
042 - Engine	Anubhaw 9/29/2014	Engine wouldn't set timer speed	2	Used the proper method to set the speed

		after the image was reset			
043 - Engine	Matt 9/28/2014	Engine tries to draw non-existent image	2		Checked for image before drawing
044 - GUI	Matt 9/29/2014	GUI crashes when shrinking frame smaller than image	2		Changed window size code to prevent crash
045 - Sharing	Mayank 9/31/2014	Sharing sends to an empty email address	3		Fixed string split for email address
046 - GUI	Anubhaw 10/2/2014	Debug mode wouldn't load default image	3		Passed debug image through proper image
048 - Sharing	Mayank 10/2/2014	Sends original image, not created image	2		Drew canvas onto image for sharing.