### Mango-cr#1-TEAM-08 - Change request log

## 1. Concept Location

Step #	Description	Rationale		
1	We ran the system			
2	We interacted with the system: after logging in we entered the schedule screen.	To get familiar with some of the features of the system, and identify the screens or graphical elements we had to change.		
3	We performed a workspace search using the "watchlist" keyword using the Ctrl+H shortcut.	We aimed to gather additional insights into the origin and usage of the watchlist feature visible on the screen.		
4	We went to the WatchListDwr.java file. We understood that the data is being fetched from WatchListDao class.	We understood the dependency of the data operations, thus navigated here.		
5	Upon entering the WatchListDao class, we encountered the populateWatchListData method.	Given its name, it is reasonable to infer that this method is responsible for populating the data utilized in the watchlist feature.		
6	From here, we went to DataPointVO class	The watchlist is being returned to a list of type DataPointsVO, so navigated to that class.		
7	Next, we moved on to the MangoValue class. In the MangoValue class, we spotted a objectToValue method.	Spotted a mangoValue object and identified that it is the origin of values, so navigated there.		
8	Next, went to the NumericValue class. This class has a instance variable "value".	We were not sure if this method had to be changed, therefore we changed the value there and checked, it was impacting all the data.		
9	Therefore, we spotted that the value attribute in the NumericValues constructor has to be changed.	We confirmed this attribute had to be modified.		

### Time spent (in minutes): 120

Classes and methods inspected:

mangoSource/src/com/serotonin/mango/web/dwr/WatchListDwr.java public WatchListState addToWatchList(int pointId)

mangoSource/src/com/serotonin/mango/db/dao/WatchListDao.java public void populateWatchlistData(WatchList watchList)

mangoSource/src/com/serotonin/mango/vo/DataPointVO.java
 public void resetLastValue()

mangoSource/src/com/serotonin/mango/rt/dataImage/types/MangoValue.java public static MangoValue stringToValue(String valueStr, int dataType)

### 2. Impact Analysis

Step #	Description	Rationale	
1	Run the system.	To ensure the system is operational and ready for interaction or testing.	
2	Interact with the system by logging in and accessing the schedule screen.	To familiarize oneself with system features and identify areas for potential modification or enhancement.	
3	Perform a workspace search using the "watchlist" keyword via Ctrl+H.	To gather additional insights into the implementation and usage of the watchlist feature within the system.	
4	Navigate to the WatchListDwr.java file and understand the data retrieval process.	To comprehend how data is fetched within the system and understand dependencies on other classes.	
5	Identify and explore the populateWatchListData method within the WatchListDao class.	To determine the method responsible for populating watchlist data and understand data flow within the system.	
6	Investigate the DataPointVO class due to its relevance to the watchlist feature.	To understand the structure and behavior of components associated with the watchlist feature.	
7	Examine the MangoValue class and locate the objectToValue method.	To identify the method responsible for generating values and understand data processing mechanisms.	
8	Explore the NumericValue class and observe the presence of the "value" instance variable.	To assess the impact of modifying the "value" attribute on data integrity and system functionality.	
9	Confirm the necessity of modifying the value attribute in the NumericValues constructor.	To ensure that modifications align with identified requirements and objectives based on observed data changes.	

#### Time spent (in minutes): 40 minutes

mangoSource/src/com/serotonin/mango/web/dwr/WatchListDwr.java public WatchListState addToWatchList(int pointId)

mangoSource/src/com/serotonin/mango/db/dao/WatchListDao.java public void populateWatchlistData(WatchList watchList)

mangoSource/src/com/serotonin/mango/vo/DataPointVO.java public void resetLastValue()

mangoSource/src/com/serotonin/mango/rt/dataImage/types/MangoValue.java public static MangoValue stringToValue(String valueStr, int dataType)

mangoSource/src/com/serotonin/mango/rt/dataImage/types/NumericValue.java public NumericValue(double value)

# 3. Pre-factoring

Step #	Description	Rationale
1	We performed initial inspection in the files to check if Prefactoring can be performed.	
3	No explicit Pre-factoring was	Since a single line of code from which the value was populated change would meet the requirement to make the desired change, there was no necessity found to perform Prefactoring.

# 4. Actualization

Step	Description	Rationale
#		
1	We initiated the system to ensure its operational status.	Verifying the operational status ensures that subsequent steps are conducted in an environment ready for exploration.
2	Following authentication, we accessed the schedule screen to explore system functionalities	Exploring system functionalities aids in identifying areas for potential improvement or modification.
3	Utilizing the Ctrl+H shortcut, we conducted a workspace search using the "watchlist" keyword	Conducting a keyword search provides deeper insights into the implementation and usage of specific system features.
4	We navigated to the WatchListDwr.java file to comprehend the data retrieval process	Understanding data retrieval processes helps in determining the sources and mechanisms underlying system functionality.
5	Within the WatchListDao class, we identified the populateWatchListData method	Identifying methods responsible for data population provides clarity on data flow and manipulation within the system.
6	Proceeding to the DataPointVO class, we investigated its relevance to the watchlist feature	Investigating relevant classes aids in understanding the structure and behavior of components associated with specific features.
7	Next, we examined the MangoValue class, where we located the objectToValue method	Identifying methods responsible for value generation facilitates understanding of data processing and transformation.
8	Advancing to the NumericValue class, we observed the presence of the "value" instance variable	Observing variable usage and behavior assists in assessing potential impacts on data integrity and system functionality.
9	Consequently, we confirmed the necessity of modifying the value attribute in the NumericValues constructor	Confirming the need for modifications ensures alignment with identified requirements and objectives.

Time spent (in minutes): 40 minutes

mangoSource/src/com/serotonin/mango/web/dwr/WatchListDwr.java public WatchListState addToWatchList(int pointId)

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#### 5. Validation

Step #	Description	Rationale	
1	Test case defined: Inputs: logging in into the website Expected output: the values in the watchlist should be truncated to 2 decimal points	This is the regular expected behavior. The test passed.	
2	Test case defined: Inputs: clicked on the point details icon Expected output: the values in the temp_table, statistics table and the history table should be truncated to 2 decimal points	This is the regular expected behavior. The test passed.	
3	Test case defined: Inputs: There is a "point" section on the left side of the website, there is an arrow which says "Add to watch list". Click on it.  Expected output: A new row is populated. The values in that row should also be truncated to 2 decimal points.	This is a non-trivial test case.  This test passed.	

Time spent (in minutes): 40

## 6. Summary of the change request

Phase	Time (minutes)	No. of classes inspected	No. of classes changed	No. of methods inspected	No. of methods changes
Concept	120	5	1	5	1
location					
Impact	40	5	1	5	1
Analysis					
Prefactoring					
Actualization	40	5	1	5	1
Postfactoring	0	0	0	0	0
Verification	40				
Total	240				

### 7. Conclusions

Experience with Change Request:

The change request was straightforward and, but the concept location part was a bit tricky. The search functionality and debugging tools were a boon.

The testing was simple and covered all necessary scenarios.