* Using textBrowser needs a url
  + Reported by Carlos, 4-10
  + Fixed by Carlos, 4-11
  + TextEdit is easier to use and thus the textBrowser won’t be used anymore
* Layout is funky, and does not stay when window size is changed
  + Reported by Carlos, 4-11
  + Fixed by Carlos, 4-11
  + Each widget has to be laid out with one-another and then with other groups, to make for a cleaner window
* TextEdit does not work with for loops, it rewrites so it only shows the last loop
  + Reported by Carlos, 4-14
  + Fixed by Carlos, 4-16
  + Can use append() instead of using setText(), this way the textEdit won’t be cleared when adding new stuff
* File path is needed to read in a file, which changes how we check usernames
  + Reported by Carlos, 4-15
  + Fixed by Connor, 4-18
  + If you place the text file in the output build folder, you don’t need the full path. This is because the binaries are in the build folder and are therefore reading locally in that directory. This goes for file write out as well.
* The application crashes when the search button is clicked
  + Reported by Carlos, 4-15
  + Fixed by Connor, 4/22
  + This was caused by the wrong vector size being used in the for loop that prints all of the vector items to the screen. We were reaching outside of the memory range, causing a crash.
* The filter widgets may not be keeping all the info stored
  + Reported by Carlos, 4-15
  + Fixed by Carlos, 4-16
  + Printed out the variables that were storing the info on the textEdit
* Radio buttons only work for one input at a time, and won’t separate for different types of input
  + Reported by Carlos, 4-17
  + Fixed by Carlos
  + Radio buttons need to be grouped so only one works, but since all the radio buttons were grouped together, only one was working at a time. By putting them in different groups they can work for different input types.
* getRandom keeps giving the same output
  + Reported by Carlos, 4-18
  + Fixed by Carlos, 4-18
  + The getRandom function keeps outputting the same values. This causes the random restaurant printing to be predictable and therefore not random. srand(time(NULL)) needed to be called
* Label for username cannot get to work
  + Reported by Connor, 4-20
  + Fixed by Carlos, 4-20
  + Call ui GuessNameLabel setText() to change label of name
* could not access restaurants in removeRestaurant
  + Reported by Carlos, 4-19
  + Fixed by Carlos, 4-19
  + Restaurant vector was set in Choices class, but then deleted immediately. By removing the delete m\_restVector line, the problem is fixed.
* Username not actually being changed by space character remover
  + Reported by Connor, 4-19
  + The username should have all spaces cleared out of it, but the actual username is not being changed outside of the space removal function. This is probably due to how the value is being passed into the function.
  + Connor fixed on 4-20
  + Changed the username so it was passed in by reference rather than by value and dereferenced the pointer inside of the function. This makes it so the parameter is changed outside of the function scope and not just locally.
* A single space is being taken as a valid username
  + Reported by Connor, 4-19
  + This username should be taken as invalid as it should become an empty string after space removal is done. This is probably related to the username issue that I pointed out above.
  + Connor fixed on 4-20
  + Once I fixed the function parameter issue from my report above this defect resolved itself.
* User input is different from how we style restaurant/cuisine names
  + Reported by Carlos, 4-21
  + Fixed by Carlos
  + Create a function that sets the input into the same way input is stored in files, also created one so that the reverse can be done
* Output on the textEdit looks too crowded/hard to distinguish between names and cuisine
  + Reported by Carlos, 4-21
  + Fixed by Carlos, 4-21
  + Using html tags for bold and italics to make Restaurant names and cuisine names
* Rating was including stuff that shouldn’t be
  + Reported by Carlos, 4-25
  + Fixed by Carlos 4-25
  + The vectors comparing were different, they should have been the same.
* Remove restaurant did not work for some restaurants
  + Reported by Carlos, 4-25
  + Fixed by Josie, 4-25
  + Some restaurants had lower-case and upper cases mixed in causing a mismatch with the way things were being compared. Changed all strings to lowercase.