

**Integration Defect Report**  
**Steam2**

## User's Guide on how to run the scripts and program:

### Daily Script:

- This script runs best on an IOS system.
- Navigate to the scripts file in your terminal and type 'bash daily.sh ../testing/inputs ../testing/actual\_outputs ../testing/expected\_outputs ../data/currentaccounts.txt ../data/gamescollection.txt ../data/availablegames.txt'

### Weekly Script:

- This script runs best on an IOS system.
- Navigate to the scripts file in your terminal and type 'bash weekly.sh'

### Frontend:

- To run the Steam 2 Front End, ensure that you are still inside Project/src
- Within the folders open the command line/terminal
- Run the following command in the command line/terminal:
- './GameDistributionSystem ../data/currentaccounts.txt ../data/availablegames.txt ../data/gamescollection.txt ../data/dailytransactions.txt'
- or
- 'GameDistributionSystem ../data/currentaccounts.txt ../data/availablegames.txt ../data/gamescollection.txt ../data/dailytransactions.txt'

### Backend:

- Navigate to the Project folder in your terminal
- Type 'pytest' in your terminal and hit enter

**Defect Table:**

Defect	Description	Solution
Exiting without logging out.	It allowed users to type 'exit' without logging out first, resulting in the log files to not be displayed.	The solution we implemented was to make sure every time someone logs in, that they also log out to display their logs.
Incomplete File Reading System	The file reading system did not account for the newlines in our .txt files, which resulted in it skipping lines because it deemed them one character too long.	We solved it by ensuring that the information being read from the files ignores newline spaces/
File System Typo	The file system used underscores instead of spaces to represent the users, game list, etc.	We fixed it by changing the underscores for spaces, which is the correct form to represent them.