# **Sprint 2 Defect Logs**

Design Inspection and Code Inspection Defect Log

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| **Module** | **Developer** |
| Main Menu | Trevor, Sean |
| Rules | Trevor |
| Settings | Trevor |
| Game (Engine) | Sean, Dan, Scott, Trevor |
| AI | Dan, Sean |
| Player | Dan, Scott |
| Lookup Tables | Dan |
| Card | Scott |

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| Product | BlackJack Game (Group 1) |
| Date | 3/1/2016 - 3/3/2016 |
| Authors | Scott McClellan, Sean Kelley, Trevor Edris, Dan Sokoler |
| Moderator | Sean Kelley |
| Inspectors | Scott McClellan, Sean Kelley, Trevor Edris, Dan Sokoler |
| Recorders | Scott McClellan, Sean Kelley, Trevor Edris, Dan Sokoler |

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| # | Description | Severity | Fix | Module |
| 1 | Soft lookup table used the wrong card for Ace checking | 1 | Created if/else to check which card should be used | AI |
| 2 | ArrayIndexOutOfBounds upon 2nd hit from player | 1 | Redo array index calculation | AI |
| 3 | Calling printHand was resulting in the hand being printed twice. | 3 | Removed one of the printHand calls | Engine |
| 4 | Inspection of stay method showed that the player could still hit after selecting “Stay”. | 2 | Create a new method to play computers til end of their turns | Engine |
| 5 | Inspection of new round method revealed the engine was resetting variables regardless of if a new round was to be played or not | 1 | Moved the reset to after “Play Again” option was selected | Engine |
| 6 | After hand was won, the board would still print out opposing players’ first cards as face down | 3 | When board print is called, check to see if hand has been won. If it is, print ALL cards | Engine |
| 7 | Dealer’s hand was not considered “cpu” hand for print board method, was not printed | 2 | Added separate section for printBoard method to include dealer’s hand | Engine |

Testing Defect Log

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| # | Description | Severity | Fix | Module |
| 1 | -Play first game..  -Finish first game.  -Begin second game.  -Upon start of game 2 the human object is Null, causing NullPointerException | 1 | Instead of setting human to null the human player’s hand is cleared | Engine/Player |
| 2 | -Play first game.  -Finish first game.  -Begin second game.  -Upon start of second game, players retained their hand from the previous game in addition to getting 2 new cards | 2 | Wrote a method to clear a single player’s hand | Engine/Player |
| 3 | -Begin first game.  -Finish first game.  -Begin second game.  -Upon start of second game the list of CPUs is not reset resulting in CPUs with uncleared hands | 2 | Reset CPU list to hold blank CPUs after each game | Engine |
| 4 | -Begin first game.  -Finish first game.  -Begin second game.  -Finish second game.  -Upon completion of the second game, the winners list is set to null in between games, resulting in a NullPointerException | 1 | Winners list is reset to blank arraylist after each game instead of null | Engine |
| 5 | -Begin first game.  -Finish first game.  -Upon completion of first game engine states “Error: Please enter a valid integer.” | 3 | switched input from next int to next line to capture newline and keep it from being sent to next input | Engine |
| 6 | -Begin first game.  -Finish first game by player busting  -Begin second game  -Engine claims player has busted on turn 1, which should be impossible. | 1 | clearHand method for Player was not setting hasBusted back to the default, this was changed. | Engine |
| 7 | -Start first game.  -Finish first game by busting.  -Upon busting, the engine prints the “play another game” menu twice | 3 | Switched from getting next integer to getting next line | Engine |
| 8 | -Start first game.  -Hit until bust  -Selection of “Placeholder” in the play options menu would result in an automatic win | 1 | In player action the loop condition was set to false to prompt the player for input (as placeholder should have no effect) | Engine |
| 9 | -Start game  -human hits until bust  -dealer has highest non bust  -human wins game | 1 | When human busts and dealer has best non-bust hand, assign win to dealer not human | Engine |