

# Code Inspection Defect Log

Team5

Product	Code Inspection		
Date			
Author	Jiazhi Lu		
Moderator			
Inspectors			
Recorder (Secretary)			
Defect #	Description	Severity	How Corrected
1	The length of the message was too long, which caused database error because database stores message with a length limit	2	Had the message limited at 255 characters.
2	When comparing password for login, used <code>e.getSource() = password</code> , which allows every password to be valid.	3	Used <code>==</code> instead of <code>=</code>
3	Forgot to check array index of pushed messages which caused the program to crash when out of range	2	Checked array index range.
4	Declarations of the same variable are made in each method inside a class.	3	Checked and changed the variables' names
5	There is function that is never used in the FriendList class called <code>getItemID</code> which never been called and simply returns 0	3	Delete public long <code>getItemId()</code>
6	When checking the username, String "result" is not checked whether or not it equals null, thus causes possible crash.	2	We add a check.

7	It is unacceptable to enter empty username or empty password during login and registration.	2	Check if username or password is empty before sending them to server.
8	Each exception should be handled specifically and differently but not just all handled as Exception object, which might miss some errors should be detected.	1	In every try-catch block, check what exception should be handled and how to handle and what exception should be thrown.
9	Using "+" to concatenate strings, especially concatenate lots of strings in a loop will lead to memory leak at some point because for each "+" mark, a new string will be created.	1	Use StringBuilder to concatenate instead to avoid this situation for multiple strings concatenation.
10	When we implemented our code, some of our teammate didn't pick obvious class names and method names, which confused other team members when they tried to read and modified code via version control.	2	We discussed together and picked class names and method names which were easy to understand.