

Unit Testing Defect Log

Team5

Product	AddFriend		
Date	9/9/2013		
Author	Junyu Chen		
Moderator	Fangyuan Hou		
Inspectors	Yayang Ding		
Recorder (Secretary)	Haoyang Yuan		
Defect#	Description	Severity	How Corrected
1	"R.id" not recognized, Module crashed	1	Clean and rebuild the project
2	Add click listener right after "add friend" button was created without checking if the creation was successful. It would possibly cause the module to crash	2	Check the existence of button every time before assigning a listener to it.
3	Adding a friend with null name will cause the module to crash	1	Adding Conditioner "if(mFriendUserNameText.length() > 0)" before creating thread of addNewFriendRequest().
4	No handler if adding null name friend after the change in 3	2	Create log if adding friend without a

			name. Log.e(LOG_TAG, "addNewFriend: username length (" + mFriendUserName Text.length() + ") is < 0");
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Product	FriendList		
Date	9/10/2013		
Author	Junyu Chen		
Moderator	Fangyuan Hou		
Inspectors	Yayang Ding		
Recorder (Secretary)	Haoyang Yuan		
Defect#	Description	Severity	How Corrected
1	The getItemId is never used in any module and it simply returns 0 without any other functionality	3	Comment out the function getItemId()
2	ConvertView is reinflated whether it is null or not	3	We can reuse it directly, there is no need to reinflate it. We only inflate a new View when the convertView

			supplied by ListView is null.
3	Didn't check if the friendlist is null or not before updating the friendinfo data, which could possibly cause the system to crash.	2	Check the friend the list before updating the friend info, if the friendlist is empty, retrieve the friendlist information from imService class

Product	UnapprovedFriendList		
Date	9/13/2013		
Author	Junyu Chen		
Moderator	Fangyuan Hou		
Inspectors	Yayang Ding		
Recorder (Secretary)	Haoyang Yuan		
Defect#	Description	Severity	How Corrected
1	When checking unapproved friend list, the condition doesn't include checking the length of approvedFriendNames which would result in strange situation where user didn't select anything to unapproved	2	add approvedFriendNa mes.length() > 0 to the condtions before response to friend request

	friend list but the sendFriendReqResponse still response to a null request		
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Product	Login		
Date	09/10/2013		
Author	Fangyuan Hou		
Moderator	Yayang Ding		
Inspectors	Haoyang Yuan		
Recorder (Secretary)	Deen Liu		
Defect#	Description	Severity	How Corrected
1	The system did not support login with e-mail.	2	We added that function.
2	It could happen when the user uses a password that is slightly different from the original password but manage to login.	2	We changed the way the password is stored in the server.
3	Unhandled Exception when the user submits an empty username or password.	1	Popup window saying: "Please enter your username/password".

4	A user with no friends is treated as an unauthenticated user.	2	We changed the way server identifies a user.
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Product	SignUp		
Date	09/10/2013		
Author	Jiazhi Lu		
Moderator	Fangyuan Hou		
Inspectors	Haoyang Yuan		
Recorder (Secretary)	Junyu Chen		
Defect#	Description	Severity	How Corrected
1	Unhandled Exception when the user tries to sign up with an empty username.	2	We added a check before get the text and send to server.
2	When the user tries to use a password that is longer than 16 characters, there is no popup window.	1	We created a popup window saying: "password length should be between 5 and 16".
3	When the user tries to use a username that starts with a number, there is no popup window.	1	We created a popup window saying: "username should start with an English letter".
4	The system did not check whether the	3	We did a check before submitting

	e-mail address used by the user is already registered.		the information.
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Product	Messaging		
Date	09/09/2013		
Author	Haoyang Yuan		
Moderator	Deen Liu		
Inspectors	Fangyuan Hou		
Recorder (Secretary)	Jiazhi Lu		
Defect#	Description	Severity	How Corrected
1	User could send message of any length, caused latency of message transmission.	2	We confined message size within 255 characters so that it ran smoothly.
2	If a user sent a blank message, the dialog box would freeze.	1	We inserted message which was not blank, and added UnsupportedEncodingException to

3	Empty message could be appended to message history	2	We added an if statement in onCreate method so that null message couldn't be appended.
4	We didn't consider the situation where application might be paused	1	We added onPause and onResume functions to handle with this problem.
5	We didn't set class variables to private type, which made sensitive information available for other classes	3	We set most of the class variables to private type.

Product	Server		
Date	09/11/2013		
Author	Deen Liu		
Moderator	Fangyuan Hou		
Inspectors	Jiazhi Lu		
Recorder (Secretary)	Junyu Chen		
Defect#	Description	Severity	How corrected
1	When saving a message, date was saved incorrectly in	2	Forced date to be saved in the database as form of

	the database. Thus, when retrieving messages from database, accordance of time is incorrect.		MM-DD-YYYY, HH:MM
2	The parameters passed from client side code are not formulated in a consistent manner. It created troubles for server side code to receive parameters.	2	Forced parameters passing form. In A;;B;;C;;D
3	Unhandled exception when client side passing parameters do not meet the requirement of the server side functions.	2	Implemented condition statements to control passed-in parameters from client side.
4	Push message function returned the messages in the wrong order.	2	Corrected the function so messages are pushed according to time from earliest to latest.
5	When adding a friend, server incorrectly replaced the previous friendlist in the database	2	Fixed the code, so now it will not replace the friendlist.
6	The number of	1	Add a condition

	message count is wrong.		function to check the state so that message count is shown correctly.
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Product	SocketOperator		
Date	09/10/2013		
Author	Yangyang Ding		
Moderator	Jiazhi Lu		
Inspectors	Deen Liu		
Recorder (Secretary)	Junyu Chen		
Defect#	Description	Severity	How corrected
1	Get an IO Exception while trying to receive connection.	2	Catch IO Exception and print error information into log.
2	Get a Malformatted URL Exception while sending Http request.	2	Catch Malformatted URL Exception and print the error information into terminal.
3	Get an IO Exception while sending Http request.	2	Catch IO Exception and print error information into terminal.
4	An empty string is sent while sending	2	Close the writer while writing is done

	Http request.		and if set the result to HTTP_REQUEST_FAILED.
5	Get an IO Exception while listening.	2	Return 2 to terminate listening.
6	Get an IO Exception while trying to create a server socket.	2	Set the listening port to zero and return 0 to stop listening.
7	Get an IO Exception while closing the server socket.	2	Print error information into the log and return value 3.

Product	IMService		
Date	9/12/2013		
Author	Fangyuan Hou		
Moderator	Yayang Ding		
Inspectors	Junyu Chen		

Recorder (Secretary)	Jiazhi Lu		
Defect#	Description	Severity	How Corrected
1	Unhandled exception when inputs are invalid in format or range in sendMessage	2	Catch the exception and print a log to remind the developer of Client part to correct the input transfer
2	Unhandled exception when basic error or warning from XML parser from the Socket Operator	1	Catch the exception and prints this throwable and its backtrace to the standard error stream
3	Get an IO Exception while parsing MessageInfo	2	Catch IO Exception and print error information into terminal
4	The msg is null when the message receiving	2	Catch an Exception and print error information into terminal for the developer of socket operator
5	Unhandled exception when inputs are invalid in format or range in getFriendList	2	Catch Unsupported encoding exception and print a log
6	Unhandled exception when inputs are invalid in	2	Catch Unsupported encoding exception and print a log

	format or range in getMessageList		
7	Unhandled exception when inputs are invalid in format or range in authenticateUser	2	Catch Unsupported encoding exception and print a log