# Bug Analysis Report – Promo & Loyalty Features

**Project:** Foodies Checkout  
**Test Environment:** Chrome v136.0.7103.93, Windows 10, Staging  
**Tester:** Mariam Moustafa  
**Date:** 16 May 2025

## Summary

This report analyzes 8 open bugs related to the Promo Code and Loyalty Points functionality on the checkout page. Most issues are due to missing conditional rendering or improper validation logic in the code. Below is a breakdown of the bugs and suggested code fixes.

## Bug Breakdown & Analysis

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Bug ID** | **Title** | **Expected** | **Actual** | **Analysis** | **Code Location** | **Suggested Fix** |
| BUG\_FEAT007\_001 | Promo Apply button is clickable when no code is entered | Button is dimmed and unclickable | Button is clickable and shows alert | Missing check to disable the button when input is empty | Checkout.js → afterPromo() | Add disabled state to button if promoCode.value.trim() is empty |
| BUG\_FEAT007\_002 | 10% Off Apply button is clickable when points < 1000 | Button is dimmed and unclickable | Button is clickable but shows alert | No disabled logic tied to points | updateLoyaltyButton() in Checkout.js | Add .disabled = true when points < 1000 |
| BUG\_FEAT007\_003 | After Promo field appears even when no promo applied | Field should not appear | Field appears with EGP 0 | afterPromo always updates DOM | Checkout.js → applyDefaultOffer() / afterPromo() | Only show #afterPromo if a promo is successfully applied |
| BUG\_FEAT007\_004 | After Promo field appears if Apply not clicked | Field should not appear | Field appears with EGP 0 | Field initialized by default offer logic | Checkout.js → window.onload | Hide #afterPromo by default and show only on success |
| BUG\_FEAT007\_005 | After 10% off field appears even if points < 1000 | Field should not appear | Field appears with EGP 0 | No UI toggle based on points check | afterLoyalty() in Checkout.js | Don’t render or update #afterLoyalty unless points ≥ 1000 |
| BUG\_FEAT007\_006 | After 10% off field appears without clicking Apply | Field should not appear | Field appears with EGP 0 | Result of default UI init | Checkout.html + Checkout.js | Hide #afterLoyalty unless discount is applied |
| BUG\_FEAT007\_007 | Confirm button is clickable when address is empty | Button is disabled | Button is clickable and shows popup | No disabled state is enforced | Checkout.html + Checkout.js → confirmOrder() | Add disabled attribute by default; enable only if address is filled |
| BUG\_FEAT007\_008 | Loyalty points show without clicking button | Points should show on button click | Points shown immediately | updateLoyaltyButton() auto updates text | Checkout.js → updateLoyaltyButton() | Move logic to event triggered by loyaltyBtn click |

## Key Reasons

- UI elements are initialized statically instead of being toggled based on user interaction or data availability.  
- Button states (disabled) are not used for validation — logic is inside handlers, but visual feedback is missing.  
- Some calculations are applied unconditionally regardless of input or button press.

## Recommended Fix Summary

|  |  |
| --- | --- |
| **Area** | **Fix** |
| Promo Button | Disable unless promo code is entered |
| Loyalty Button | Disable unless points ≥ 1000 |
| Discount Fields | Hide by default; show only when valid data is entered |
| Confirm Button | Use disabled state tied to address field input |
| Loyalty View | Trigger only on #loyaltyBtn click |