Design Inspection Defect Log

Product: File Export Design Module Inspected

Date: 02/06/2014

Author: Shrugs Team

Moderator: Michael

Inspector: Vip, Billy, Brandan, Michael

Recorder: Billy

Defects:

Defect #	Description	Severity	How Corrected
1	If the user specifies an invalid folder/file name the result is undefined.	2	Display an error if an invalid name is entered.

Product: Graphical User Interface Design Inspection

Date: 02/06/2014

Author: Shrugs Team

Moderator: Michael

Inspector: Vip, Billy, Brandan, Michael

Recorder: Billy

Defects:

Defect #	Description	Severity	How Corrected
1	buildAndShowGUI() should be run with protection that ensures it is done on the	2	Added the Swing Utilities

	event dispatch thread for Swing components. Could potentially not draw some GUI components correctly otherwise.		invokeLater() method to invoke buildAndShowGUI()
2	Classes should be organized into packages for better scoping and organization.	3	Added packages to the eclipse project and organized the classes.
3	Classes MainMenuBar, DrawableView, OptionsPane etc. should extend the Swing component it is trying to emulate. Makes code cleaner.	3	The classes now extend their correlating Swing components.

Product: addObject() Design Inspection

Date: 02/06/2014

Author: Shrugs Team

Moderator: Michael

Inspector: Vip, Billy, Brandan, Michael

Recorder: Billy

Defects:

Defect #	Description	Severity	How Corrected
1	When the object is added, it is not visually accounted for.	1	Verify to the user that the object has not successfully been added to the project
2	When the object is added to the list, it is represented more than once on the	2	Remove any and all duplicate objects

	project grid. This could be due to multiple instances of the object or multiple references to the object.		located on the existing grid when exported
3	When a box is removed and it has children, the children just float around on the grid and no longer can be accessed.	1	Remove the children if there are any.

Product: deleteObject() Design Inspection

Date: 02/06/2014

Author: Shrugs Team

Moderator: Michael

Inspector: Vip, Billy, Brandan, Michael

Recorder: Billy

Defects:

Defect #	Description	Severity	How Corrected
1	When the object is deleted, it is not visually removed from the project grid.	1	Redesign the deleteObject() to re-draw once an object is removed from the box list

Code Inspection Defect Log

Product: Graphical User Interface Code Inspection

Date: 02/06/2014

Author: Shrugs Team

Moderator: Michael

Inspector: Vip, Billy, Brandan, Michael

Recorder: Billy

Defects:

Defect #	Description	Severity	How Corrected
1	After resizing the toolbox, dropdown menus will be drawn behind the toolbox.	1	Removed resizing feature until the options pane is fully functional.
2	Expanding window too far causes the the options pane to become too large.	2	Constrain the maximum options pane size and add LayoutManagers to the GUI panes.

Product: getXOffset() / getYOffset() Code Inspection

Date: 02/06/2014

Author: Shrugs Team

Moderator: Michael

Inspector: Vip, Billy, Brandan, Michael

Recorder: Billy

Defects:

Defect #	Description	Severity	How Corrected
1	Call to getXOffset() or getYOffset() on a *Box* without a parent (top-level) will throw a NullPointerException.	1	*BodyBox* objects always return 0 to gXO/gYO calls.

Product: addObject() Code Inspection

Date: 02/06/2014

Author: Shrugs Team

Moderator: Michael

Inspector: Vip, Billy, Brandan, Michael

Recorder: Billy

Defects:

Defect #	Description	Severity	How Corrected
1	The list is improperly modified when the new object is added	1	Rework the node connections for the object tree. double checking to make sure that the number of parents to children ratio is upheld
2	When a duplicate object is added, that the list will handle removing and or preventing any duplicates.	2	Do not add the duplicated item to the list of objects and tell the user that duplicates are not allowed

3	When a new object is added that is a new parent to existing objects, that the new parent is never assigned as the new parent and the children still point to the out of date parent object.	1	Replace all instances to the old parent with a temporary pointer and then move all pointer to the new parent one at a time. When finished, remove the temporary pointer

Product: deleteObject() Code Inspection

Date: 02/06/2014

Author: Shrugs Team

Moderator: Michael

Inspector: Vip, Billy, Brandan, Michael

Recorder: Billy

Defects:

Defect #	Description	Severity	How Corrected
1	The parent box connections to the children boxes lose instance with grandchildren of a deleted node.	1	Make it so the the children of the deleted object are removed as well.
2	The connections among boxes are broken when a box is removed	1	Set regulations and inspections in place to make sure a removal of an object will not break the entire tree of objects. if it does. remove the “problematic” objects and re-add

			them without the deleted object.

Unit Testing Defect Log

Product: getXOffset() / getYOffset() Unit Test

Date: 02/06/2014

Author: Shrugs Team

Expected Input: A folder named as specified which contains an index.html file representing the design tree in HTML.

Expected Output: A folder named as specified which contains an index.html file representing the design tree in HTML.

Defects:

Defect #	Description	Severity	How Corrected
1	Unit: getXOffset()/getYOffset() Input: A *Box* object Exp. Output: Distance between left/top edges of the *Box* and its parent. Actual output: invalid if the box is more than two levels deep.	1	gXO/gYO only checks the box immediately above it instead of the entire layout tree.

Product: addObject() Unit Test

Date: 02/06/2014

Author: Shrugs Team

Expected Input: A new “box” object from the webObject class

Expected Output: A boolean based on whether the object was successfully added or not

Defects:

Defect #	Description	Severity	How Corrected
1	Unit: addObject() Input: A non-unique *Box* object Exp. Output: a non-false boolean value indicating that the object was added to the object tree	1	Have an instance for the object being added, so that if the object was not successfully added, the item will be marked as not added and therefore false
2	Unit: addObject() Input: A *Box* object that fails to meet the parameters of its parent *Box* object Exp. Output: a non-false boolean value indicating that the object was added to the object tree	1	Have a set of boolean statements based on the parent node to determine if the object is successful at meeting the criteria that its parent box object puts in place

Product: deleteObject() Unit Test

Date: 02/06/2014

Author: Shrugs Team

Expected Input: An existing “box” object

Expected Output: A boolean based on whether the object was successfully deleted or not

Defects:

Defect #	Description	Severity	How Corrected
1	Unit: deleteObject() Input: A non-existing *Box* object Exp. Output: a non-false boolean value indicating that the object was deleted despite the fact that it does not exist	3	Despite the fact that an attempt was not successful, if nothing is done about deleting a non-existing object, then the program should run as normal
2	Unit: deleteObject() Input: A box object with children Exp. Output: a non-false boolean value indicating that the object was deleted without removing the children	1	Recursively call deleteObject() with the children of the object to be deleted.

Product: DrawableView Unit Test

Date: 02/06/2014

Author: Shrugs Team

Expected Input: Mouse click and drag events in the drawable area.

Expected Output: A box should be drawn with dimensions specified by the mouse events.

Defects:

Defect #	Description	Severity	How Corrected
1	Unit: DrawableView Input: A mouse click on the drawable view and a drag to a different location. Exp. Output: A box should be drawn with dimensions specified by the mouse events. However, when the mouse is dragged to the left of or upwards of the original click position, the box is incorrectly drawn.	2	Use basic math functions to fix the coordinate system that was being used to draw the box on the drawable view.