Design Inspection Defect Log

Product: Box drawing Design Module Inspection	
Date: 2/21/2014	
Author: Shrugs Team	
Moderator: Michael	
Inspector: Vip, Billy, Brandan, Michael	
Recorder: Billy	

Defects:

Defect #	Description	Severity	How Corrected
1	Boxes can be drawn over small boxes. this will cause parent child problems if overlapped object already has a parent box.	1	Include a box collision detection function.
2	Overlapping boxes can't be drawn on the outside of the box, but can be drawn on the inside of the box.	3	Once defect #1 is fixed, this issue should be impossible to arise
3	Boxes that encase smaller boxes can not be drawn in relative to the location of the child boxes.	3	Once defect #1 is fixed, this issue should be impossible to arise
4	Boxes can be drawn outside of the grid of the overlaying project, this causes problems with the length of the box.	1	Set a limit as to where the mouse can be moved to when the mouse is clicked and dragged. this limit should be the project boarder.

Product: Box Grid Module Design Inspection

Date: 02/21/2014

Author: Shrugs Team

Moderator: Michael

Inspector: Vip, Billy, Brandan, Michael

Recorder: Billy

Defects:

Defect #	Description	Severity	How Corrected
1	When drawing a box inside nested boxes, the grid system used is, incorrectly, the outermost parent's vSnaps and hSnaps.	1	Use the parent's box grid when drawing a box object.
2	Boxes that are drawn right next to each other incorrectly count as a collision.	3	Boxes are allowed to be drawn right next to each other (overlapping by one pixel).
3	Grid is skewed and doesn't overlay the box object.	1	Fixed by fixing the height() and width() methods.
4	The grid system allows a box drawn with a width or height of zero to be created. This is undesirable behavior.	3	Enforce a minimum box size.
5	Top-level box should be able to be vertically resized without altering grid system	2	Top-level box grid should be in fixed vertical increments of 50px

Code Inspection Defect Log

Product: DrawableView Code Inspection

Date: 02/21/2014

Author: Shrugs Team

Moderator: Michael

Inspector: Vip, Billy, Brandan, Michael

Recorder: Billy

Defects:

Defect #	Description	Severity	How Corrected
1	Children are not listed to the parent when created.	1	Impove the createBox() function inside the box class to include the parent as a child of the box class.
2	When a new object has a sharing line with another object, the object collision detection prevents the object from being made		change the if statement for the collision detection to allow for this issue to be resolved

Product: Export Code Inspection

Date: 02/21/2014

Author: Shrugs Team

Moderator: Michael

Inspector: Vip, Billy, Brandan, Michael

Recorder: Billy

Defects:

Defect #	Description	Severity	How Corrected
1	Export should account for empty BoxStyle	1	If BoxStyle is empty, do not alter the style string

Product: Box Code Inspection

Date: 02/21/2014

Author: Shrugs Team

Moderator: Michael

Inspector: Vip, Billy, Brandan, Michael

Recorder: Billy

Defects:

Defect #	Description	Severity	How Corrected
1	Grid snaps should be calculated using float multiplication, not ints.	1	Change grid snap array to use floats

Product: Box Grid Module Code Inspection

Date: 02/21/2014

Author: Shrugs Team

Moderator: Michael

Inspector: Vip, Billy, Brandan, Michael

Recorder: Billy

Defects:

Defect #	Description	Severity	How Corrected
1	Grid system used is the first box created. Should be the innermost child's parent.	1	Now calls getParent() from the innermost child box that the mouse is over and use it for the grid system.
2	When boxes overlap by one pixel, it counts as a collision when it shouldn't.	3	If collision overlap is <= 0, allow the box to be created.
3	Grid is skewed and doesn't overlay the box object.	1	The height() and width() methods now compute their values using absolute coordinates.
4	The grid system allows a box drawn with a width or height of zero to be created. This is undesirable behavior.	3	Now checks if width() or height() returns 0, if so, don't create the box.
5	Top-level box should be able to be vertically resized without altering grid system	2	Now computes nearest vertical 50px increment to snap the box to.

Unit Testing Defect Log

Product: DrawableView Unit Test

Date: 02/21/2014

Author: Shrugs Team

Expected Input: The mouse is dragged and droped inside the project

Expected Output: A new box object is created

Defects:

Defect #	Description	Severity	How Corrected
1	Unit: Mouse is dragged outside of the drawable view of the project Actual output: Box object is created outside of the project grid	1	Prevent the mouse from being dragged out side of the project boundaries.

Product: Box Grid Module Unit Inspection

Date: 02/21/2014

Author: Shrugs Team

Moderator: Michael

Inspector: Vip, Billy, Brandan, Michael

Recorder: Billy

Defects:

Defect #	Description	Severity	How Corrected
1	When a box object is created twice or	2	Change the

	more in a row with successively larger sizes, the background masks the previously drawn boxes.		ordering of box drawing and don't allow children boxes to be larger than parent boxes.
2	When a box is created, the attribute module is not correctly tied to the drawing of the box.	3	Ensure that when box attributes are updated, repaint() gets called from the attribute module.