Apple iOS 9.3 Beta 3 Bug Reports from Online Communities

This writeup will provide validated bug issues that I have found while going through online community discussions such as reddit.com, macrumors.com and developer.apple.com. I have aggregated the number of users reporting on each bug, and have prioritize them according to metrics. These bugs are based off iOS 9.3 Beta 3, the latest public iOS beta release.

Data Collection

My main two sources for bug issues were reddit and macrumors. Three of the websites have dedicated forums where people discuss bugs related issues and verify the bugs amongst themselves. From these discussions, I identified 5 bugs that occurred between two or more users. I also replicated each bug that were not device specific to validate them, and assumed the ones that are device specific to be valid. The validations were done using an iPhone 5S.

Bug Analysis

Bugs are ranked on a scale of **1** to **4**, with **1** being the **least critical** and **4** being the **most critical**. The bugs are ranked according to a set of metrics written below:

1. Effect of bug to software
2. Frequency of bug occurrences between users

Effect of bug to software

This metric is the most important one since it affects the software, which can be detrimental to the user. I have categorized these bug effects according to their severity, which are:

1. Least Critical : Cosmetic errors including UI and animation or spelling error
2. Less Critical   : User requires workaround to use feature
3. Critical   : User loses ability to use feature/function
4. Most Critical   : Loss of data, causes iOS to crash

Frequency of bug occurrence between users

I would consider a bug a high priority bug if a significant number of users are experiencing the same thing. If only one user is having the problem, then I will label it low priority.

List of Bugs

Disappearing clock at status bar after unlocking phone

Effects: The time displayed at the status bar disappears after the phone is unlocked via touch ID or via "slide to unlock". A user needs to open up another app to make the clock reappear

Priority: 1 - This bug is a cosmetic error, and there is a user workaround to make the clock reappear.

Frequency: 13 users

Validation: I validated this bug using my phone.

Source: http://bit.ly/1Q4C61o

Sliding of notifications on lock screen fails to open app
Effects: Instead of opening the app that gave the notification upon sliding on the notification, user is just led to the home screen.
Priority: 3 - This bug prevents the user from sliding a notification from the lock screen to access the app, which is a loss of a feature.
Frequency: 5 users
Validation: I was not able to reproduce this bug. However, this link provides a video of the bug.
Source:
https://www.reddit.com/r/ios/comments/45cgig/lock_screen_slide_actions_on_93_beta_3_not_working/

Health App crashes upon launch
Effects: The health app crashes right after it opens.
Priority: 3 - This bug prevents the user from using the health app, which is considered critical.
Frequency: 4 users
Validation: I was not able to reproduce this bug using my phone. This bug might be device specific
Source : http://forums.macrumors.com/threads/health-app-crashing-ios9-beta-3.1956322/
https://forums.developer.apple.com/thread/36801

iCloud account verification failure
Effects: When a user restores from iTunes or iCloud, iCloud will fail to verify, causing incomplete restores and malfunctioning syncs.
Priority: 4 - This bug causes incomplete restoration and sync issues, which in turn might cause loss of data, making it a highly critical bug.
Frequency: 3 users
Validation: I was not able to reproduce this bug using my phone.
Source:
http://forums.macrumors.com/threads/ios-9-3-beta-3-bug-fixes-changes-and-performance-improvements.1955231/page-14
https://forums.developer.apple.com/thread/36679

AirDrop and Instant Hotspot option not available between devices
Effects: AirDrop and Instant Hotspot stop working for a device that used to connect seamlessly to other devices.
Priority: 2 - This bug affects the Instant Hotspot feature but it can be worked around by the user.
Frequency: 3 users
Validation: I was not able to reproduce this bug using my phone. This seemed to affect certain devices. In one case, the device was an iPod Touch and the other was an iPhone.
Source:
http://forums.macrumors.com/threads/ios-9-3-beta-3-bug-fixes-changes-and-performance-improvements.1955231/page-14
https://forums.developer.apple.com/thread/36502

Conclusion

It can be difficult to validate bug reports due to varying hardware and settings between users. Due to the sheer number of bug reports, it is important to prioritize them so that highly critical bugs are addressed quickly by the respective engineering team.