# **A4 BUG1 REPORT**

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Assignment details: Debugging task

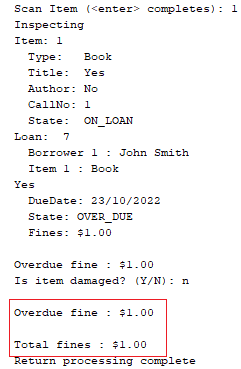
**Bug 1 Report:**

## Bug 1: Incorrect calculation of fines.

When an item is returned late, customer is quoted a correct late fee of $1 per item for each day late. However, the amount being recorded against their account is 3 times the expected amount.

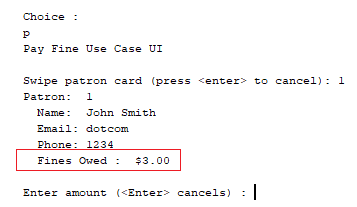
**Demonstration of the bug:**

When an item is returned late:



And the patron tries to pay their fine:

You can see the amount is 3 times greater than expected:

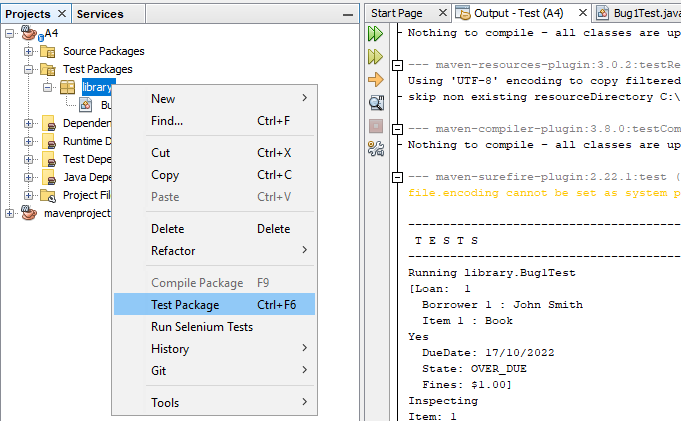


**Bug 1 Replication:**

**System Test:** The steps to manually reproduce the error are in **Bug1SystemTest.docx**.

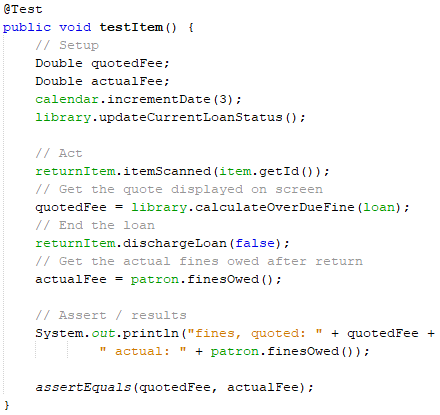
**Automated Test:** Test case has been written to replicate this bug quickly. It can be run by opening the project, found in this directory: **A4\src\test\java\library.Bug1Test.java**

The test can be run by opening the project, right-click the library test package and click “Test Package”:

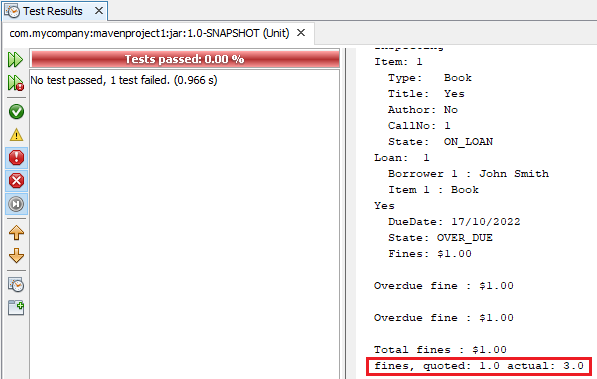


**A screenshot of the test code:**

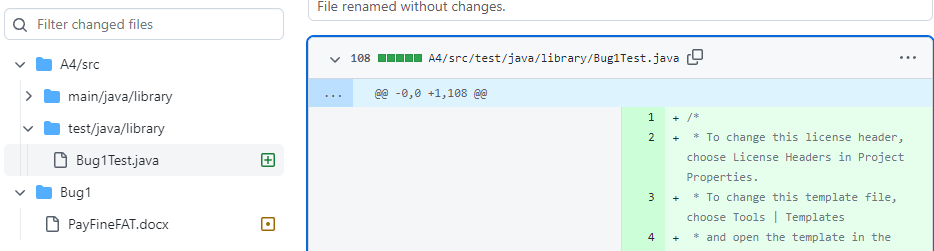
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**A screenshot of the test being run and failing as expected before the fix**:

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**Version control: Screenshot of commit for the test code:**



**Bug 1 Tracing:**

**H0 – The payFineUI is displaying the result wrong**

T0 – Do a static review of the PayfineUI to look for errors.

R0 – FALSE - Did not see anything at all related to displaying the fine or calculating it – moving on.

**H1 - Main method displaying wrong amount when PayFine is chosen**

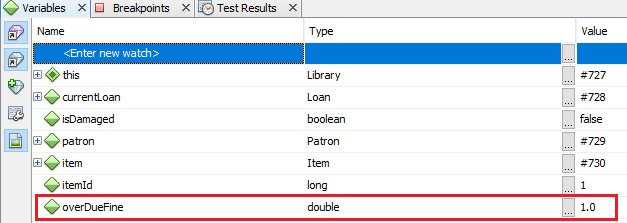
T1 - Static review of MAIN.java to see what it might be displaying when PayFine is called.

R1 – FALSE: Main.java does not display anything directly. Main calls PayFineUI, then PayFineUI calls PayFineControl.cardswiped(): cardSwiped method gets patron id and tells the UI to display the patron object. Investigated the Patron code: Can see that Patron’s toString method is not doing anything other than getting the fines owed, so issue is nothing to do with payFine. It exists before the PayFine process.

**H2: Patron’s incurFine method might be getting called with the wrong value.**

T2: Find where incurFine is being called and check what value is being passed by setting a break point.

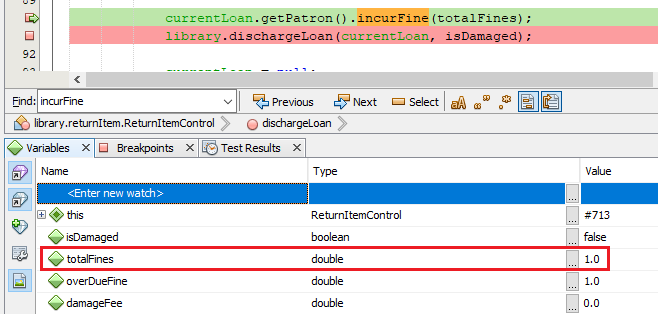
R2: FALSE: incurFine gets called by Library during dischargeLoan using currentLoan.getFines as an input. Breakpoint was set and found that the variable is being set correctly here:



**H3 - Patron’s incurFine method might be getting called more than once**.

T2 - Scan the code base for other uses of incurFine method. Set a breakpoint on this line to check what value is being passed.

R2 - TRUE: Found incurFine is getting called by ReturnItemControl during its dischargeLoan method using its “totalFines” variable as an input. By setting a break point we can see that incurFine is being called with 1.0. So we have accounted for $2 out of the $3

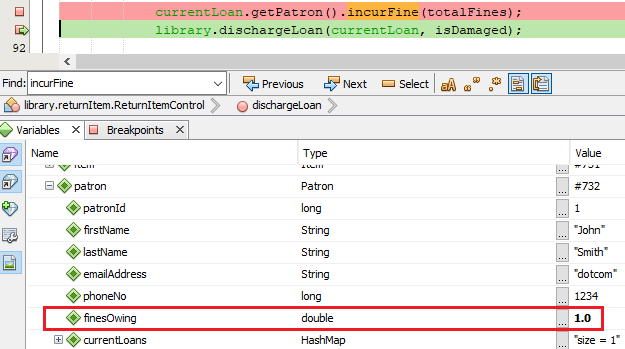


**H4 - Another method is adding an extra fine somehow.**

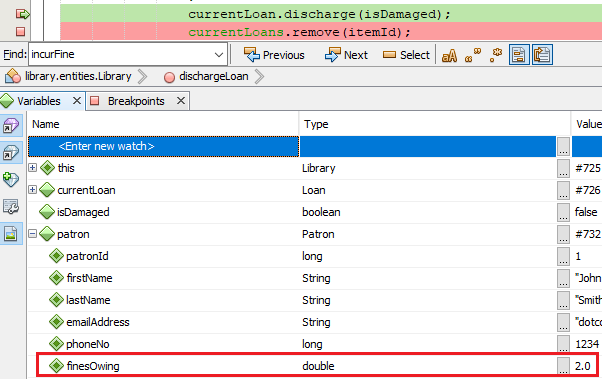
T4 - Set break points to get the patrons fine amount after both incurFine methods and after library.dischargeLoan is complete.

R4 - TRUE: After patron.incurFine is called within ReturnItemControl.dischargeLoan, the patrons late fees are $1.00. After incurFine is called again within Library.dischargeLoan, the late fee is $2.00. After Loan.discharge is called, the late fee increases to $3.00. Therefore another issue must exist somewhere during Loan.discharge.

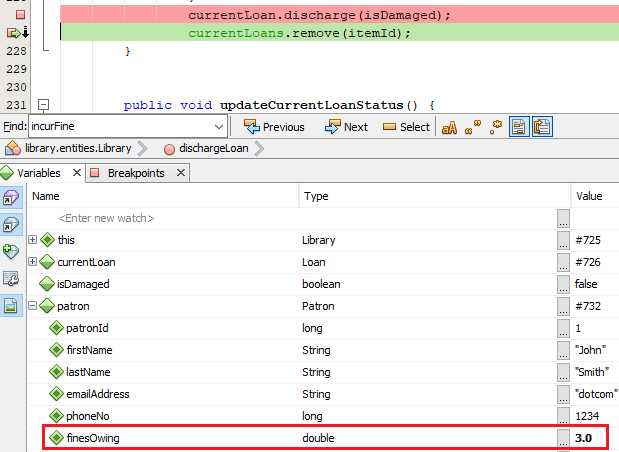
Screenshot of Patron.finesOwing variable after the first time Patron.incurFine is called:



Patron.finesOwing variable after the second time Patron.incurFine is called:



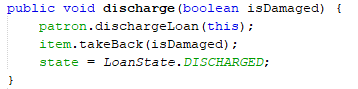
Screenshot of Patron.finesOwing variable after loan.discharge is complete:



**H5 - Another issue is occurring during Loan.discharge(), adding to the fine amount**

**T5 - Review the Loan.discharge method to see where it is adding to the fee.**

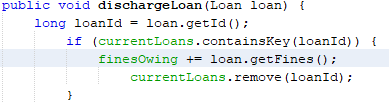
**R5 - MIXED: Loan.discharge is not adding any money directly. There are some methods it is calling from other classes which need to be investigated - Patron.dischargeLoan is the first of those methods we will investigate.**

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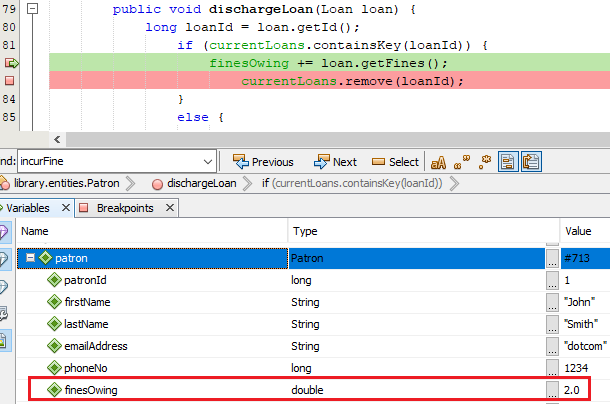
**H6 - Patron.dischargeLoan is adding to the late fee amount.**

**T6 - Review of Patron.dischargeLoan to check what it is doing.**

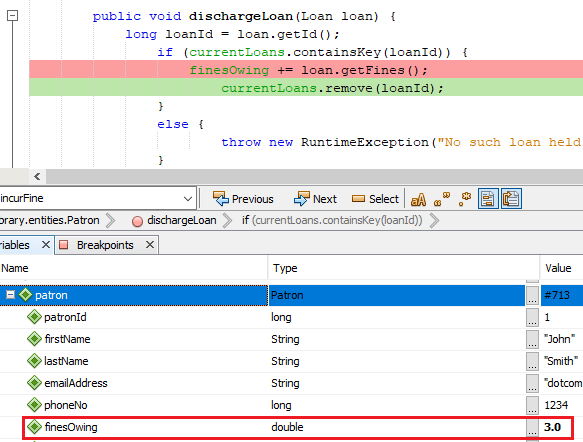
**R6 - TRUE – We can see that Patron.dischargeLoan is directly adding to the overdue fines:**

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**Before patron.dischargeLoan adds to the fines the fine amount is $2:**

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**After the amount of fines is $3:**

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**Conclusion of bug tracing:**

**There are 2 problems –**

1. Patron.incurFine is being called twice, by ReturnItemControl and Library:

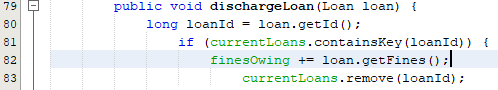
**ReturnItemControl.dischargeLoan:**



**Library.dischargeLoan:**



1. **Patron.dischargeLoan is directly adding to the fine as well:**



**Resolution**

**The fine is being added 3 times. It should only be added once.**

It is clear the defect is that patron finesOwing variable is being added to 3 times instead of once. We could resolve this issue 3 different ways – 2 of the methods which add in fines need to be adjusted, and we must keep one.

Which one to keep: We see that Patron has a public incurFine method, so it makes sense that we use it. Therefore we can eliminate fine being added in patron.dischargeLoan. It also makes no sense for the return Item control to be having authority over fines so therefore we should remove the method from here as well. The patron.incurFine() method will be called during Library.dischargeLoan and will be removed from all other places it is called.

**Fix details:**

**Plan:**

* **Use a separate code branch other than main.**
* **Apply Fix 1, run test to confirm bug 1 is now showing a fine of $2 instead of $3 – which is an improvement on before the fix.**
* **Apply Fix 2, run test to confirm bug 1 is now resolved and the fine is now $1.**

**FIX 1: ReturnItemControl:**

**Remove line 90 from ReturnItemControl’s dischargeLoan method:**

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**FIX 2: Patron:**

1. **Remove line 82 from Patron’s dischargeLoan method:**

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**Results after fix deployment:**

**Fix 1 Deployment – ReturnItemControl:**

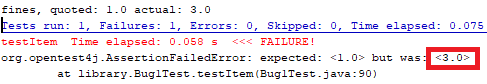
**Code before:**



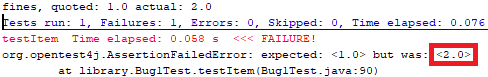
**Code after:**

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**Before fix test results:**

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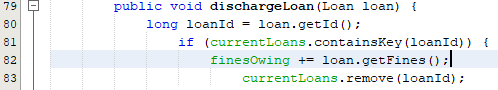
**After fix test results:**

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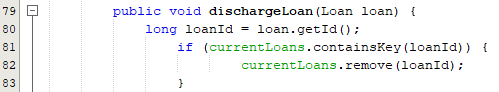
**Result: FIXED – The amount of fine has decreased by $1 which means FIX 1 is successful.**

**FIX 2 Deployment: Patron:**

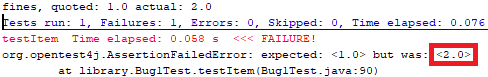
**Code before:**



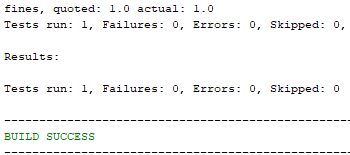
**Code after:**

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**Before fix test results:**

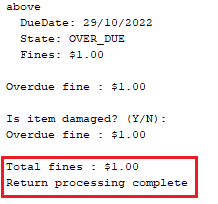
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**After fix test results:**

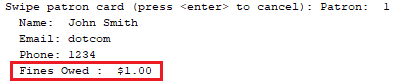
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**User Test after fix deployment also passes:**

**When returning item:**

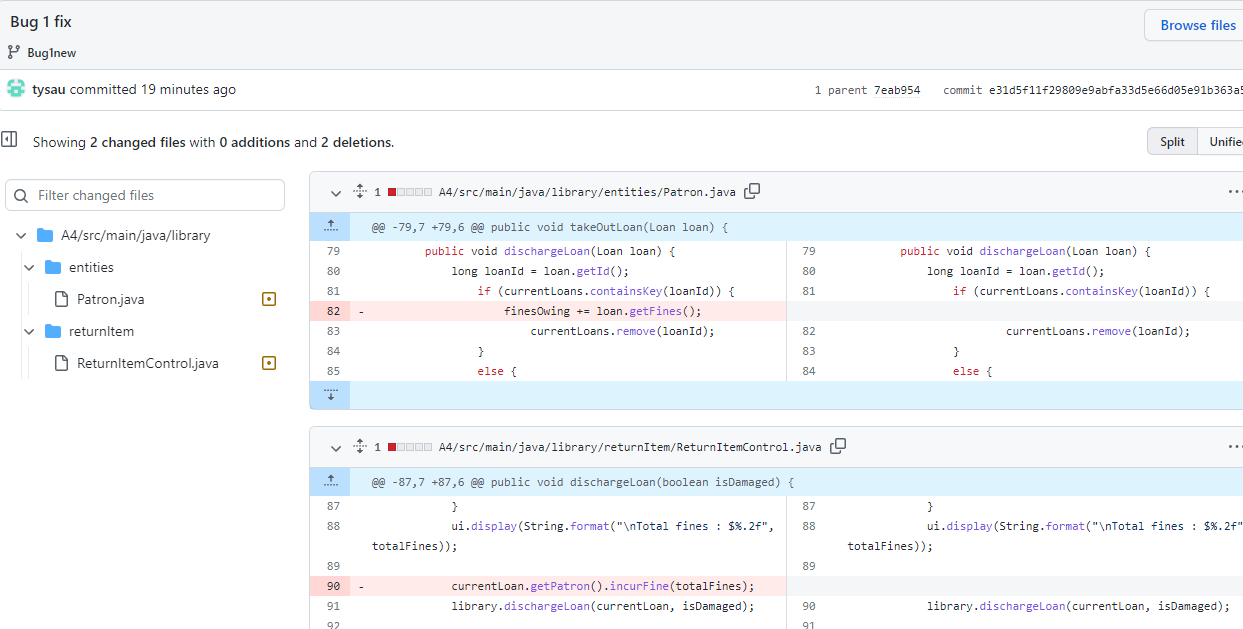
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**When paying the fine:**

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**Result: FIXED – The amount of fine is now the correct amount which means FIX is successful.**

**Fix deployed and committed to repo - GitHub commit screenshot:**

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