

Default Log

Team 1

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Our project is to be run by going to <http://uber5001.github.io/gif-maker/> in Chrome. Reminder that errors are printed to the console, which can be opened using F12 in Chrome. Reminder, also, that in blackbox testing, where source is not meant to be available, do not use the console in such a way that you access our source, as this is very possible with Javascript in Chrome, so don't hit Ctrl+U, as this shows source.

Defect #	Defect	Output Before Seeding	Output After Seeding	Suggested Correction	Black / White box testing	Severity
1	Selecting multiple images	Selecting multiple images is possible	Selecting multiple images is not possible	controllers.js: line 34 change multiple to true on filepicker	Black box testing	3
2	Moving frame	when moving, the frame went in the right direction	when moving, the frame went in the wrong direction	controllers.js: line 17 remove negative before offset in moveFrame	Black box testing	2
3	Removing wrong images	when removing image, the image is deleted	when removing image, the image to the right is deleted	controllers.js: line 11 remove the + 1 after index in removeFrame	Black box testing	2
4	Accepted all file types	accept only images	accept all file types	controllers.js: line 33 add image/* to the filepicker's accept	Black box testing	3

				attribute		
5	localStorage sync throws multiple calls warning every time	throws error only if it was called multiple times	throws error every time	stateStore.js line 21, change calls > 0 to calls > 1	White box testing	2
6	syncs with localStorage only once	syncs with localStorage repeatedly	syncs with localStorage only once	stateStore.js line 28, change setTimeout to setInterval	White box testing	2
7	retrieving from localStorage crashes the first time	doesn't crash	retrieving from localStorage crashes the first time	stateStore.js line 52, check if universe is null or undefined	White box testing	2
8	no jsonification	saves a jsonified string of the datastorage object properly	tries to save a jsonified string of the datastorage object properly but fails	universe.js:line 24 add JSON.stringify() around window.universe	White box testing	2
9	Modal closes to first image	when closing a modal, it goes back to the filmstrip	when closing a modal, the modal for the first image appears	filmstripItem.js:line 14 change universe.currentPosition = -1	Black box testing	2
10	Modals don't open	modals open	modals don't open at all	filmstripItem.js:line 11 change comparison to assignment	Black box testing	2
11	Unreadable text	background color is white	background color is black and can't read	filmstripItem.css:line 57 change background	Black box testing	3

			text	color from black to white		
12	Fibblenumber validation	it does understand what a number is in the control panel	it does not understand what a number is in the control panel	dashboard.js:line 14 change fibblenumber to number	White box testing	3
13	Fibblenumber regex	Fields only accept numbers	Fields accept any string containing at least 1 number	Change regex to <code>^\d*(\.\d+)?\$</code> in directives/dashboard.js:15	Black box testing	3
14	invert filmstrip order	filmstrip appears right to left	filmstrip appears left to right	controllers.js:26 change assignment value to "i"	Black box testing	3
15	Removed workerscript	Rendering completes properly	During rendering, an error is given about not finding workerscript	Uncomment the workerscript attribute in render of universe.js	white box testing	1
16	Removed onDone callback	Gif is prompted for download after rendering	Gif is NOT prompted for download	Uncomment the callback assignment in universe.js	white Box testing	1
17	Removed dot from css filename when including	CSS file is loaded properly	Error is given that it can't find css file	Put the "." (dot) back in the filename for filmstrip.css in index.html	Blackbox testing	3
18	Editing file name for	Can edit file name	Cannot edit file name	Remove the 'disable'	White Box testing	2

	generated gif			attribute from input element of dashboard.js		
19	Duplicate 'Add Image(s)' button	Only one 'Add Image(s)' button	Duplicate 'Add Image(s)' button	Remove extra 'Add Image(s)' button from index.html	BlackBox testing	3
20	Added a frame at start	A fresh gif has no images	Every gif has one image at start	Remove the code in universe.js that adds a frame	Whitebox testing	2
21	Generating jpegs	Generate button says 'Generate Gif'	Generate button says 'Generate Jpeg'	Edit name of button in dashboard.js	Whitebox testing	3
22	Reload on move frame	Moves frame and doesn't reload page	Reloads page before able to move frame	Remove location.reload () from universe.js	Blackbox testing	2
23	Add image twice	Adds image once	When adding any images, each image is added twice	Remove the second call of addImage from controllers.js	Blackbox testing	2
24	Download file name	Downloaded filename has .gif extension	Downloaded file gets extraneous .png extension	Remove the appended .png string at directives/dashboard.js:35	Blackbox testing	3
25	Debug alert	when the page loads, there is no alert	when the page loads, there is an alert for "debugging purposes"	remove alert from index.html:6	BlackBox testing	3