## **Bug Tracker**

## Database Information / UI Display of bugs

"summary": "This is a summary string of bug report that crashes the system",

"platform": "Apple" "o\_s": "MacOS" "browser": "Safari"

"severity": "Critical" "assigned\_to": "Jason Stone" "priority": "High",

"expected\_result": "Operates normally showing the modal box and processing transaction"

"actual\_result": "Crashes the system after the 43nd transaction runs half way through the deposit cycle",

"steps\_to\_reproduce": "Run program with debug turned on and the quick brown fox jumped over the lazy moon and other miscellaneous actions that are superfluous "

"actions\_taken": "Everything we can think of after trying everything we could think of"

"Again, tried everything"

"Tried praying before running build steRoutes

```
//Search: query string, example -- loc
alhost:3000/bugs/search?info.open=true
router.get("/search", async (req, res
  filter = req.query;
  console.log(req.query);
  try {
"info.open");
    const bugs = await Bug.find(filter
);
    res.json(bugs);
  } catch (err) {
    res.status(500).json({ message:
err.message });
});
router.get("/", async (req, res) \Rightarrow {
 try {
   const bugs = await Bug.find();
   res.json(bugs);
  } catch (err) {
    res.status(500).json({ message:
err.message });
});
//Get one
router.get("/:id", getBug, (req, res)
 res.json(res.bug);
});
```

```
//Create one
router.post("/", async (req, res) \Rightarrow {
 const bug = new Bug(req.body);
    const newBug = await bug.save();
    res.status(201).json(newBug);
  } catch (err) {
    res.status(400).json({ message:
err.message });
});
router.put("/:id", async (req, res) \Rightarrow
    const id = req.params.id;
    const updates = req.body;
    const options = { new: true };
    const result = await Bug.
findByIdAndUpdate(id, updates, options
    res.json(result);
  } catch (err) {
    res.status(400).json({ message:
err.message });
});
```