

To Note

- **Functionality bug:**
 - Behavior differs from UG
 - Legitimate user behavior not handled like incorrect commands/extra parameters
 - Behavior not specified and differs from normal expectation like error message does not match error
- **Feature flaw:**
 - Does not solve the stated problem of the intended user
 - Hard-to-test features
 - Features that don't fit well with the product
 - Features that are not optimized enough for fast-typists or target users
 - Violations of given project constraints
- **Documentation bugs:**
 - Use of visuals
 - Not enough visuals, screenshots/diagrams
 - Visuals not well integrated to the explanation
 - Visuals are unnecessarily repetitive, same visual repeated with minor changes
 - Use of examples
 - Not enough or too many examples, sample inputs/outputs
 - Explanations
 - Target user for the product and/or value proposition is not specific clearly
 - Explanation is too brief or unnecessarily long
 - Information is hard to understand for the target audience, using terms that the reader might not know
 - Neatness/correctness
 - Looks messy
 - Not well-formatted
 - Broken links, typos
 - Hard to read/understand
 - Unnecessary repetitions
- **Good bug report format**
 - Descriptive title
 - Enough details, steps to reproduce, expected, actual, and screenshots
 - Severity/type labels chosen are not too far off
 - Written in a non-confrontational tone

- Points out potentially problematic behavior or good way to improve product

- Assign exactly one **severity.*** label to the bug report. Bug reports without a severity label are considered **severity.Low** (lower severity bugs earn lower credit)

Bug Severity labels:

- **severity.VeryLow** : A flaw that is purely cosmetic and does not affect usage e.g., a typo/spacing/layout/color/font issues in the docs or the UI that doesn't affect usage. **Only cosmetic problems should have this label**.
- **severity.Low** : A flaw that is unlikely to affect normal operations of the product. Appears only in very rare situations and causes a minor inconvenience only.
- **severity.Medium** : A flaw that causes occasional inconvenience to some users but they can continue to use the product.
- **severity.High** : A flaw that affects most users and causes major problems for users. i.e., only problems that make the product **almost unusable for most users** should have this label.

i When applying for documentation bugs, replace *user* with *reader*.

- Assign exactly one **type.*** label to the issue.

Type labels:

- **type.FunctionalityBug** : A functionality does not work as specified/expected.
- **type.FeatureFlaw** : Some functionality missing from a feature delivered in v1.4 in a way that the feature becomes less useful to the intended target user for *normal* usage. i.e., the feature is not 'complete'. In other words, an acceptance-testing bug that falls within the scope of v1.4 features.
These issues are counted against the *product design* aspect of the project. Therefore, other design problems (e.g., low testability, mismatches to the target user/problem, project constraint violations etc.) can be put in this category as well.
Features that work as specified by the UG but *should have been designed to work differently* (from the end-user's point of view) fall in this category too.
- **type.DocumentationBug** : A flaw in the documentation e.g., a missing step, a wrong instruction, typos

- Choose lower severity if contentious

Potential Inputs

1. Strings

- a. Empty string
- b. Really long strings (> 9999): view how the UI shows it, does it crash, how is the file saved (see below)
- c. Exact minimum length
- d. Exact maximum length
- e. 1 less than minimum length
- f. 1 less than maximum length
- g. 1 more than minimum length
- h. 1 more than maximum length
- i. Invalid characters: read UG
- j. Non ASCII characters: ¢¬¡
- k. Emojis: 🙄🙄🙄🙄🙄🙄🙄

2. Integers

- a. 2147483647 (INT_MAX)
- b. -2147483648 (INT_MIN)
- c. Exactly minimum/maximum (both user defined and INT_MIN/INT_MAX)
- d. 1 more than minimum/maximum
- e. 1 less than minimum/maximum
- f. Negative numbers
- g. Zero
- h. Overflows

3. Doubles

- a. Raw string: 4.9E-324 (DOUBLE_MIN)
- b. Raw string: 1.7976931348623157E308 (DOUBLE_MAX)
- c. INT_MAX + 1 should be supported if stored to double
- d. INT_MAX * INT_MAX < DOUBLE_MAX
- e. LONG_MAX * LONG_MAX < DOUBLE_MAX
- f. 0
- g. Negative

4. Longs

- a. 9223372036854775807 (MAX)
- b. -9223372036854775808 (MIN)

5. Float

- a. Raw string: 1.4E-45 (MIN)
- b. 3.4028235E38 (MAX)
- c. $\text{INT_MAX} * \text{INT_MAX} < \text{FLOAT_MAX}$
- d. $\text{LONG_MAX} * \text{LONG_MAX} < \text{FLOAT_MAX}$

6. Prefix system

- a. Empty prefix like prefix/
- b. Prefix with different type, e.g. string give int, int give string
- c. Invalid prefix
- d. Extra prefixes (outside of fixed ones)
- e. Index errors
- f. Using different delimiters
- g. Different ordering
- h. Duplicate prefixes
- i. Missing prefixes

7. File storage

- a. Verify that commands save after changes
- b. Try destroying the storage file and seeing how the app recovers
- c. Manually adding entries to storage file and seeing how the app reacts to that
- d. Close the app immediately after running and view storage file
- e. Change file name and see if duplicates work
- f. Delete file while app is running

8. UI charts

- a. Blank data handling
- b. Handling too much data
- c. Deleting data while UI charts are active
- d. Changing data while UI charts are active

9. Help window

- a. MacOS only: open help, shift a little, close and re-open, should move randomly to the bottom

Menace Inputs

- Really large number:

[illegible]

- 200 length string:

[illegible]

- 500 length string:

[illegible]

- 1000 length string:

[illegible]

- 9999 length string:

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[illegible]

[illegible]

[illegible]

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