

1. Why does the described automated testing infrastructure not catch the defect?

In Junit the attribute "haltonfailure=false" we used in the build.xml file means that, even if tests fail, the build would continue and exit with an 0 code since the build itself is completed successfully. If we want to get non 0 code when there's a test failure, we should assign true to haltonfailure.

2. How could the developers improve the testing infrastructure (either manual or automated) to immediately notice test failures in the future?

One way to fix the issue is, like the solution above, set the value of haltonfailure attribute to true. Another way to solve it, although it might require some more labor, is to improve the notification mechanism. Send email with log messages included even if all tests passed, so people might notice if they check their email inbox regularly.

3. For git bisect, how many commits exist between v1.0.0 and the HEAD revisions (including v1.0.0 and HEAD)? What command(s) did you use to determine the number?

There are 37 commits between v1.0.0 and HEAD. We use command `git log v1.0.0^...HEAD --oneline | wc -l`.

4. Based on the git bisect results, which commit (commit hash and log message) introduced the defect? How did you independently verify (meaning another approach other than git bisect) that this commit indeed introduced the defect?

f7f175dc8bc5b3693f99b2f8e799b51c0d0d9b9f is the first bad commit

```
git checkout f7f175dc8bc5b3693f99b2f8e799b51c0d0d9b9f^
ant clean test
```

The version before the claimed first bad commit should pass all the tests.

5. In interactive mode in git bisect, after how many steps (git bisect calls) did you identify the defect-inducing commit?

It took a total of 8 git bisect calls to identify the defect-inducing commit. The following figure illustrates the 8 calls (including the git bisect start).

```
git bisect start
# status: waiting for both good and bad commits
# bad: [da90e878188c6de8870581bdb447299821d7e87b] Updated README.md
git bisect bad da90e878188c6de8870581bdb447299821d7e87b
# status: waiting for good commit(s), bad commit known
# good: [a7b1a7def8726ef39d07e36399bb868fce56f235] Added GUI functionality for m
ean and median
git bisect good a7b1a7def8726ef39d07e36399bb868fce56f235
# bad: [cc717c651ac06b5fd7c1767f90947aac58a33586] Updated Override annotations
git bisect bad cc717c651ac06b5fd7c1767f90947aac58a33586
# good: [6462c91631b264a2e6b252335fe77bc3ca14d268] Removed autogenerated stubs
git bisect good 6462c91631b264a2e6b252335fe77bc3ca14d268
# bad: [d75539f6b799140f6aa83e88689499e342ca7183] Placed BasicStats into its own
Util folder
git bisect bad d75539f6b799140f6aa83e88689499e342ca7183
# bad: [f7f175dc8bc5b3693f99b2f8e799b51c0d0d9b9f] Commented and cleaned up the s
ource code
git bisect bad f7f175dc8bc5b3693f99b2f8e799b51c0d0d9b9f
# good: [bda5f0214b51f6cb77e00a7869f32119dadddb47] More refactorings
git bisect good bda5f0214b51f6cb77e00a7869f32119dadddb47
# first bad commit: [f7f175dc8bc5b3693f99b2f8e799b51c0d0d9b9f] Commented and cle
aned up the source code
```

6. Which git command can you use to undo the defect-inducing commit? Briefly explain what problem may occur when undoing a commit and what best practice generally mitigates this problem.

We can use `revert`, as it undoes the changes of one single commit and also does not remove it from the history. `Revert` makes a new commit object with identical content to a previous commit but with a different parent commit object and hash. This does not alter the commit history and is safe even if other repos are tracking a branch - you are only adding to the commit history and thus will not be removing commits that others depend upon.

When we are undoing a commit the problem that might occur is, some of the files that are not having any bugs and were updated in the commit might also get changed (due to `revert`) in the main branch itself.

So a safer/best practice to perform a `revert` operation is to create a new branch - `rev_bug`. In this new branch we perform the `revert` operation, which can lead to removal of some files or content of some files. We then merge this branch with the main branch - where we have to resolve some merge conflicts in a way that we keep the contents same for all files, and only the bug infected portion is rectified.