

CMPT 473
Software Quality Assurance
Managing Bugs

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 - *Error Reporting*
 - *Client/Teammate* – how should the bug be reported / prioritized / fixed?
 - *Bug Advocacy*

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- Even if we find them, they can be hard to fix.
bug, error

These perspectives are not independent!
Why?

- 2 perspectives to consider
 - *Developer* – how should the program handle errors?
 - *Error Reporting*
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 - **Why** it is incorrect
 - **Where / when** it is incorrect

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**Note: Sensitive values should not even be available or possible to report!
This indicates design bugs!**

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 - Identifying possible causes & effects
 - Prioritizing the bug

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 - Identifying workarounds & working cases

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What have we left out?

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**Bad bug reporting & management
is worse than none!
Any ideas why?**

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 - Own
 - Prioritize
 - Reproduce, Localize, Explain
 - Patch

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 - “Who knows the most about this module?”
 - “Whose code (if any!) exposed the bug?” (RIP)
 - “Who worked with this code most recently?”
 - Is this a client side issue?

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What makes bugs a higher priority for you?

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Why are new bugs important?

Prioritizing Bugs

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 - If a bug doesn't appear important, it won't get fixed
- Which bugs are important?
 - Occur frequently / for most users
 - Have substantial risks / consequences
 - Are new in the latest version
- Identifying the importance of bugs is critical to prioritizing them
 - Usually informally at first until a bug owner is found to estimate the risk

But what should a report contain?

- A concise explanation of anything helpful in evaluating & fixing the bug
 - ...?

But what should a report contain?

- A concise explanation of anything helpful in evaluating & fixing the bug
 - Product, version, & relevant feature
 - Platform & environment
 - Potential severity / priority
 - Possible owners
 - Possible duplicates
 - A one line summary
 - An explanation of *what* happened, *when* it happened, & *why* it was unexpected
 - A minimal, self contained test case

Bug Advocacy – An Example

“A colleague of mine have find a hairy bug,
here is a simple code to reproduce it.”

```
public class FunWithMultiCatch {  
    public static void main(String[] args) {  
        Runnable r = () -> {  
            try {  
                Object o = null;  
                o.getClass();  
                throw new IOException();  
            } catch(IOException | IllegalArgumentException e) {  
                System.out.println("KO !");  
            } catch(RuntimeException e) {  
                System.out.println("OK !");  
            }  
        };  
        r.run();  
    }  
}
```

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It prints 'KO !' :(

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How can we minimize test cases

- For now:
 - How do you already minimize test cases?