

EDIT - bug #6894

NPE when trying drag&drop a Classification to the GrantedAuthority editor

08/07/2017 02:37 PM - Andreas Müller

Status:	Closed	Start date:	
Priority:	New	Due date:	
Assignee:	Katja Luther	% Done:	50%
Category:	taxeditor	Estimated time:	0:00 hour
Target version:	Release 4.10	Found in Version:	Release 4.9
Severity:	critical		
Description			
This is critical because adding to full classification as a GrantedAuthority is a standard usecase. Maybe this got corrupted when changing classification handling in taxon navigator from classification to taxonnode. this is not the and was the cause for fixing this issue the wrong way!			
Related issues:			
Related to EDIT - bug #6783: Menu item for editing right is missing			Closed
Related to EDIT - bug #6961: Drag&Drop for taxon nodes throws NPE when hoveri...			Closed
Has duplicate EDIT - bug #6798: NPE when trying to drag&drop a classification...			Duplicate

Associated revisions

Revision 1d45fffd - 08/18/2017 11:17 AM - Katja Luther

ref #6894: fix drag&drop in grantedAuthority view for classification

Revision af65d6ac - 08/30/2017 01:42 PM - Katja Luther

ref #6894: adapt Drag&drop to use classification as dragsource not the rootnode

Revision 9aa59538 - 09/20/2017 04:11 PM - Andreas Müller

fix #6961 fix NPE for TaxonNode d&d when hovering classification in AdapterAssistant class

Revision fa8083dd - 09/21/2017 06:30 PM - Andreas Müller

fix #6961 fix further potential NPEs in TreeNodeDropAdapter and TreeNodeDropAdapterAssistant and cleanup

Revision 1cefec6b - 09/21/2017 10:20 PM - Andreas Müller

fix #6961 fix further NPEs in TreeNodeDropAdapter and TreeNodeDropAdapterAssistant

Revision 2f567cbc - 09/25/2017 10:20 AM - Katja Luther

ref ##6894: revert use of classification instead of rootnode for CdmPermissionVoter

History

#1 - 08/18/2017 11:17 AM - Katja Luther

- Status changed from New to In Progress
- % Done changed from 0 to 50

The exception is not thrwon anymore, but the type is now TaxonNode, not Classification.

#2 - 08/30/2017 01:43 PM - Katja Luther

the dragAssistant now check if the dragged node is the root node and then uses the classification instead of the taxonnode as drag source.

#3 - 08/30/2017 01:43 PM - Katja Luther

- Status changed from In Progress to Resolved
- Assignee changed from Katja Luther to Andreas Müller

#4 - 09/01/2017 04:34 PM - Andreas Müller

- Assignee changed from Andreas Müller to Andreas Kohlbecker

Katja Luther wrote:

The exception is not thrown anymore, but the type is now TaxonNode, not Classification.

Do we need classification as type? I imagine that handling everything via TaxonNode is easier than having to handle both Classification and TaxonNode. The semantics is the same.

@AK: what do you think from the security implementation perspective?

#5 - 09/01/2017 04:54 PM - Andreas Müller

- Has duplicate bug #6798: NPE when trying to drag&drop a classification to the user rights editor added

#6 - 09/21/2017 03:31 PM - Andreas Müller

Andreas Müller wrote:

@AK: what do you think from the security implementation perspective?

??

#7 - 09/21/2017 06:33 PM - Andreas Müller

- Related to bug #6783: Menu item for editing right is missing added

#8 - 09/21/2017 06:35 PM - Andreas Müller

- Related to bug #6961: Drag&Drop for taxon nodes throws NPE when hovering Classification added

#9 - 09/22/2017 04:35 PM - Andreas Kohlbecker

- Assignee changed from Andreas Kohlbecker to Katja Luther

The drag and drop action is no longer causing a NPE but the resulting authority is not correct. The Authority which is created in turn of dropping a classification is CLASSIFICATION[...] but the TaxonNodeVoter is not able to interpret this. A CdmPermissionVoter is always only responsible for one CDM BaseClass only!! Therefore the resulting authority must be the one for the root taxon node of the classification. The drag and drop was originally implemented that way. [taxeditor|af65d6ac](#) changed this

#10 - 09/22/2017 04:35 PM - Andreas Kohlbecker

- Status changed from Resolved to Feedback

#11 - 09/22/2017 04:37 PM - Andreas Kohlbecker

- Description updated

#12 - 09/22/2017 04:51 PM - Andreas Müller

So do I understand correctly that a ClassificationVoter does not (yet) exist. If yes then we need of course to store the TaxonNode instead.

However, for the user I find it more comfortable if we show Classification instead of TaxonNode as this is more what the user expects. Maybe the UI could hide this by transforming root nodes to classifications and back when showing / saving data. But this we can also do in a more advanced UI later if it is difficult to implement now.

#13 - 09/22/2017 05:01 PM - Andreas Kohlbecker

Andreas Müller wrote:

So do I understand correctly that a ClassificationVoter does not (yet) exist. If yes then we need of course to store the TaxonNode instead.

Exactly! And there will **never** be a ClassificationVoter since the TaxonNodeVoter is completely sufficient to do the job

#14 - 09/25/2017 10:21 AM - Katja Luther

- Status changed from Feedback to Resolved

sorry, I reverted the changes and now the root node is used for the TaxonNodeVoter

#15 - 09/25/2017 10:35 AM - Andreas Müller

- Assignee changed from Katja Luther to Andreas Müller

#16 - 09/25/2017 12:33 PM - Andreas Müller

- Status changed from Resolved to Closed

- Assignee changed from Andreas Müller to Katja Luther

Looks good now.