# EDIT - bug #9103

## missing exception handling in TaxoNodeDto

06/26/2020 03:31 PM - Andreas Kohlbecker

| | | | | |
|---|---|---|---|---|
| **Status:** | Closed | | **Start date:** | |
| **Priority:** | Highest | | **Due date:** | |
| **Assignee:** | Andreas Kohlbecker | | **% Done:** | 100% |
| **Category:** | cdmlib | | **Estimated time:** | 0:00 hour |
| **Target version:** | Release 5.18 | | | |
| **Severity:** | normal | | **Found in Version:** | |

**Description**

see

```
try{
            TaxonNode parent = taxonNode.getParent();
            parentUUID = parent == null? null:parent.getUuid();
        }catch(Exception e){
            parentUUID = null;
        }

        sortIndex = taxonNode.getSortIndex();
        try{
            classificationUUID = taxonNode.getClassification().getUuid();

        }catch(Exception e){
            classificationUUID = null;
        }
```

LazyInitializationException are caught here, which can lean to missing data due to improper initialization.

## Associated revisions

**Revision 5d89c869 - 08/19/2020 11:07 PM - Andreas Kohlbecker**

fix #9103 letting LIEs bubble up

**Revision b68da265 - 09/07/2020 03:24 PM - Andreas Kohlbecker**

ref #9103 adding missing init strategy element to TaxonController

**Revision 94959be3 - 11/30/2020 12:09 PM - Andreas Kohlbecker**

ref #9103 adding missing null check

**Revision 6706afc3 - 11/30/2020 01:17 PM - Katja Luther**

ref #9103: add handling of classifications in TaxonnodeDto

**Revision da9e29c4 - 11/30/2020 01:39 PM - Katja Luther**

ref #9103: add handling of classifications in TaxonnodeDto - continue

## History

**#1 - 06/26/2020 03:32 PM - Andreas Kohlbecker**

@Katja: has far as I could see, this stems from you, was there any urgent reason for this?

**#2 - 06/26/2020 03:32 PM - Andreas Kohlbecker**

*- Status changed from New to Feedback*

**#3 - 08/17/2020 08:30 AM - Katja Luther**

*- Assignee changed from Katja Luther to Andreas Kohlbecker*

sorry, I don't know anymore why I did this.

**#4 - 08/17/2020 09:24 PM - Andreas Kohlbecker**

*- Status changed from Feedback to Resolved*

Ok, so we should fix this right after the release by a proper implementation which

1. checks for taxonNode.getClassification() == null and avoids catching exception
2. remove the try .. catch in case of taxonNode.getParent() completely

This should be done quickly after the release to give problems time to pop up!

I'll keep this in the 5.17 milestone as *resolved* so that it can be done during the milestone cleanup.

**#5 - 08/19/2020 08:42 PM - Andreas Müller**

*- Target version changed from Release 5.18 to Release 5.17*

**#6 - 08/19/2020 11:07 PM - Andreas Kohlbecker**

*- % Done changed from 0 to 50*

Applied in changeset cdmlib|5d89c86976dd154266a6eae8c44b3874a2212e2a.

**#7 - 08/19/2020 11:08 PM - Andreas Kohlbecker**

*- Assignee changed from Andreas Kohlbecker to Katja Luther*

*- Priority changed from New to Highest*

*- Target version changed from Release 5.17 to Release 5.18*

done, please review

**#8 - 11/30/2020 11:56 AM - Katja Luther**

*- Status changed from Resolved to Feedback*

*- Assignee changed from Katja Luther to Andreas Kohlbecker*

the null check for the classification is missing, the rest seems to be correct.

**#9 - 11/30/2020 12:13 PM - Andreas Kohlbecker**

*- Assignee changed from Andreas Kohlbecker to Katja Luther*

Katja Luther wrote:

> the null check for the classification is missing, the rest seems to be correct.

Good point, there was in deed a missing null check. Not exactly in the code that was affected by my changes, but a couple of lines above. I fixed this. But this part of the code seems to miss one case. The ITaxonTreeNode taxonTreeNode passed to the constructor can be a Classification. In this case the tileCache is not set at all. In this case it should be set to the title cache of the classification. Do you agree?

**#10 - 11/30/2020 01:06 PM - Katja Luther**

Andreas Kohlbecker wrote:

> Katja Luther wrote:
>
> > the null check for the classification is missing, the rest seems to be correct.
>
> Good point, there was in deed a missing null check. Not exactly in the code that was affected by my changes, but a couple of lines above. I fixed this. But this part of the code seems to miss one case. The ITaxonTreeNode taxonTreeNode passed to the constructor can be a Classification. In this case the tileCache is not set at all. In this case it should be set to the title cache of the classification. Do you agree?

Yes you are right this is not covered. I added the missing lines

**#11 - 11/30/2020 02:55 PM - Andreas Kohlbecker**

*- Status changed from Feedback to Closed*

*- Assignee changed from Katja Luther to Andreas Kohlbecker*

*- % Done changed from 50 to 100*

the last commit fixes the potential NPE that was in the code after the previous commit. The code looks ok now and the ticket can be closed.