

## Arvados - Bug #9687

**[Workbench] A container\_request should not be displayed as "successful" if the container exited non-zero.**

08/02/2016 07:08 PM - Radhika Chippada

<b>Status:</b>	Resolved	<b>Start date:</b>	08/29/2016
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assigned To:</b>	Lucas Di Pentima	<b>% Done:</b>	100%
<b>Category:</b>	Workbench	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	2016-08-31 sprint		
<b>Description</b>			
<a href="https://workbench.9tee4.arvadosapi.com/container_requests/9tee4-xvhdp-hdeyli0ct23pwsf">https://workbench.9tee4.arvadosapi.com/container_requests/9tee4-xvhdp-hdeyli0ct23pwsf</a>			
<b>Subtasks:</b>			
Task # 9809: Review 9687-container-request-display			<b>Resolved</b>

### Associated revisions

#### Revision fbb97971 - 08/30/2016 08:38 PM - Lucas Di Pentima

Merge branch '9687-container-request-display'  
Closes #9687

### History

#### #1 - 08/02/2016 07:09 PM - Radhika Chippada

- Description updated

#### #2 - 08/03/2016 07:52 PM - Tom Clegg

If a container fails, we should have

- ContainerRequest state: Committed
- Container state: Complete
- Container exit code: number != 0

In this example the container has

```
{  
  "state": "Complete",  
  "exit_code": 33  
}
```

This state should be rendered in Workbench as a failure.

#### #3 - 08/03/2016 07:54 PM - Tom Clegg

- Subject changed from [Crunch2] The status of a container\_request is success even when the status of one of it's children is failed. to [Workbench] A container\_request should not be displayed as "successful" if the container exited non-zero.

- Category set to Workbench

#### #4 - 08/03/2016 08:02 PM - Tom Clegg

- Story points set to 0.5

#### #5 - 08/17/2016 07:50 PM - Tom Morris

- Assigned To set to Lucas Di Pentima

- Target version set to 2016-08-31 sprint

#### #6 - 08/22/2016 02:37 PM - Lucas Di Pentima

- Status changed from New to In Progress

#### #7 - 08/24/2016 07:09 PM - Lucas Di Pentima

Fixed the issue at the container\_work\_unit model. Added related fixture and test @ [74b5dd2](#)

#### #8 - 08/29/2016 02:38 PM - Radhika Chippada

[74b5dd2b6](#)

- Can you please update the container\_work\_unit -> state\_label method something as follows? Basically, the get\_combined already gets the value from the "other" object as needed ...

```
exit_code = get_combined(:exit_code)
return "Failed" if (exit_code && exit_code != 0)
get_combined(:state)
```

- Please consider adding " exit\_code: 0" to all other "Complete" container fixtures.
- Doesn't hurt to expand the test "state\_label should be Failed if container exit\_code not 0" to also check that it is "not Failed" when exit code is 0 (even though it is implicitly tested elsewhere)

#### #9 - 08/29/2016 08:54 PM - Lucas Di Pentima

Above comments addressed @ [24eee13](#)

#### #10 - 08/30/2016 02:02 AM - Radhika Chippada

Lucas: Looking at the test, I can't really tell what it's purpose is. I think it can be a bit more self explanatory. Something as follows?

```
...
].each do |cr_fixture, state, exit_code|
  test "Completed ContainerRequest state = #{state} when exit_code = #{exit_code}" do
    ...
    assert_equal exit_code, ...
    assert_equal state, ...
  end
end
```

Rest LGTM. Thanks.

#### #11 - 08/30/2016 12:33 PM - Lucas Di Pentima

The test was written that way because I didn't want to add an exit\_code accessor method just to support it, I now have updated the test as per your comments, but had to add that method to the model, you can check it at [8da182d](#) .

#### #12 - 08/30/2016 01:36 PM - Radhika Chippada

- Lucas said: The test was written that way because I didn't want to add an exit\_code accessor method

Yes, we need this. Also, please add "def exit\_code" to work\_unit.rb as well (this is to serve as the interface definition of all work units). We do not need to implement this method in all other work\_unit typed classes; it will just default to null in the case of other object types.

- Nit. Now that you have this method, you can use it in the state\_label method rather than repeating the logic here

```
def state_label
-   exit_code = get_combined(:exit_code)
+   ec = exit_code
```

Thanks. LGTM

#### #13 - 08/30/2016 07:41 PM - Lucas Di Pentima

Merged master into this branch, resolved conflicts at [3678eda](#) .  
Running entire suite before merging into master.

#### #14 - 08/30/2016 08:45 PM - Lucas Di Pentima

- Status changed from In Progress to Resolved

Applied in changeset arvados|commit:fb979710d3cf5e2ee8c46936ac81081ef553b5c.