Syntax and Style Bug-Hunting: Piecewise Edition

	Buggy Code	Correct Code / Explanation
| **Round 1** | ```
fun piecewisefun(n):
  if (n > 0): n
  else: 0
``` | **No 'end' statements**<br><br>```
fun piecewisefun(n):
  if (n > 0): n
  else: 0
  end
end
``` |
| **Round 2** | ```
fun cost(topping):
  if string-equal(topping,
"pepperoni"): 10.50
  else string-equal(topping,
"cheese"): 9.00
  else string-equal(topping,
"chicken"): 11.25
  else string-equal(topping,
"broccoli"): 10.25
  else: "That's not on the menu!"
  end
end
``` | **Need to use 'else if' for all but the final condition**<br><br>```
fun cost(topping):
  if string-equal(topping,
"pepperoni"): 10.50
  else if string-equal(topping,
"cheese"): 9.00
  else if string-equal(topping,
"chicken"): 11.25
  else if string-equal(topping,
"broccoli"): 10.25
  else: "That's not on the
menu!"
  end
end
``` |
| **Round 3** | ```
fun absolute-value(a b):
  if a > b: a – b
  b – a
  end
end
``` | **No 'else' statement before final condition**<br><br>```
fun absolute-value(a b):
  if a > b: a – b
  else: b – a
  end
end
``` |
| **Round 4** | ```
fun best-function(f):
  if string-equal(f, "blue"):
    "you win!"
  else if string-equal(f,
"blue"):
    "you lose!"
  else if string-equal(f,
"red"):
    "Try again!"
  else: "Invalid entry!"
  end
end
``` | **First and second condition are the same**<br>(This program will run, but the second condition will never be evaluated)<br><br>```
if string-equal(f,
"blue"): "you win!"
else if string-equal(f,
"green"): "you lose!"
``` |