Hack 9.0

Debugging
Computer Science I

Department of Computer Science & Engineering
University of Nebraska–Lincoln

Introduction

Hack session activities are small weekly programming assignments intended to get you started on full programming assignments. Collaboration is allowed and, in fact, *highly encouraged*. You may start on the activity before your hack session, but during the hack session you must either be actively working on this activity or *helping others* work on the activity. You are graded using the same rubric as assignments so documentation, style, design and correctness are all important. This activity is **due at 23:59:59 on the Friday** in the week in which it is assigned according to the CSE system clock.

Problem Statement

In this hack you'll get more practice using the Gnu Debugger (GDB). You have been provided with a program that should be able to play perfect games of tic tac toe. However, it contains several bugs that stop it from working correctly. Using GDB, find the parts of the code causing the program to crash or malfunction and fix them.

Although you are free to analyze them if you are wondering how they work, there are no bugs in aiMove() or bestMoveFinder() in tictactoeUtils.c.

Instructions

All necessary files are already included in the hack9.0-files folder. Hand in the repaired files using webhandin.

- You are encouraged to collaborate any number of students before, during, and after your scheduled hack session.
- Design at least 3 test cases *before* you begin designing or implementing your program. Test cases are input-output pairs that are known to be correct using means other than your program.
- Include the name(s) of everyone who worked together on this activity in your source file's header.
- Name your program `TODO.c`, and turn it in via webhandin, making sure that it runs and executes correctly in the webgrader. Each individual student will need to hand in their own copy and will receive their own individual grade.