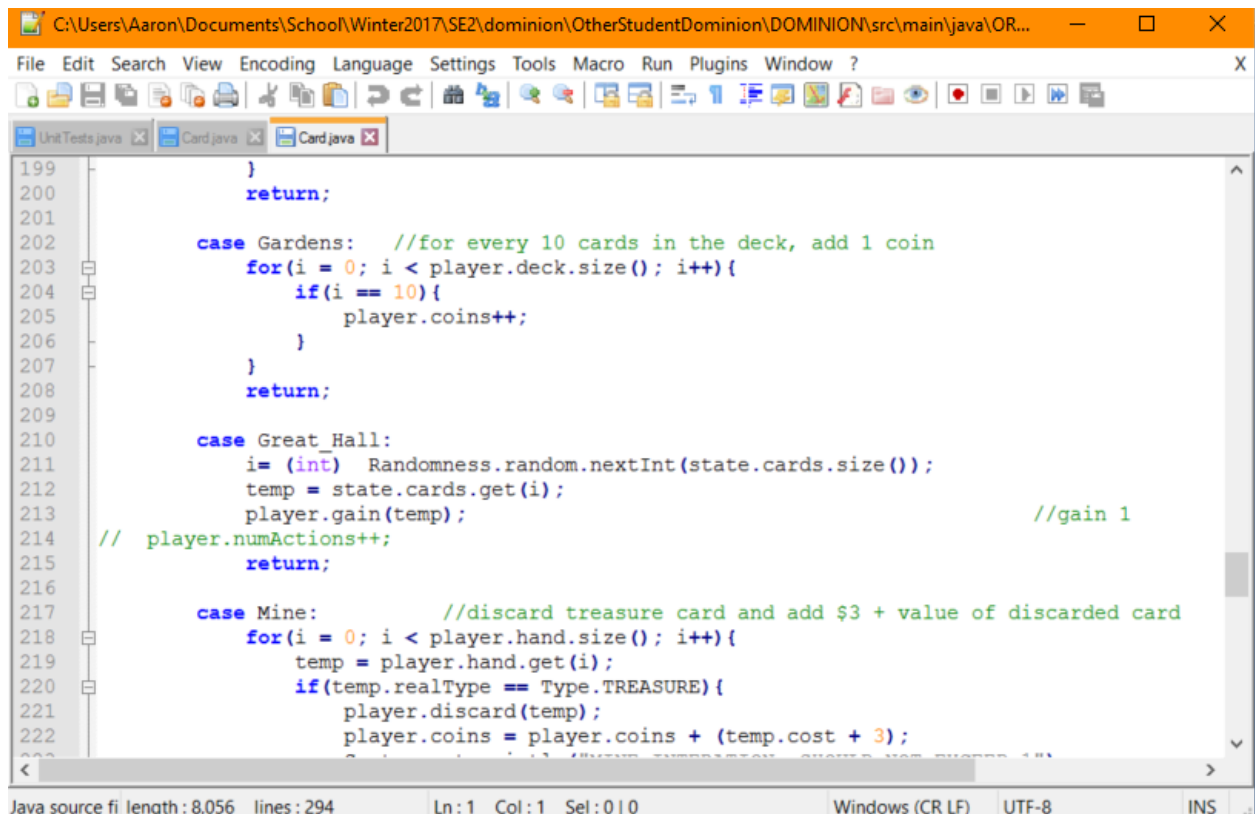


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Assignment 3/Final Project  
BugReport.pdf

## Student whose code I used: Peter Dorich (dorichp on GitHub)

Bug #1:



```
199     }
200     return;
201
202     case Gardens: //for every 10 cards in the deck, add 1 coin
203         for(i = 0; i < player.deck.size(); i++){
204             if(i == 10){
205                 player.coins++;
206             }
207         }
208         return;
209
210     case Great_Hall:
211         i= (int) Randomness.random.nextInt(state.cards.size());
212         temp = state.cards.get(i);
213         player.gain(temp); //gain 1
214         // player.numActions++;
215         return;
216
217     case Mine: //discard treasure card and add $3 + value of discarded card
218         for(i = 0; i < player.hand.size(); i++){
219             temp = player.hand.get(i);
220             if(temp.realType == Type.TREASURE){
221                 player.discard(temp);
222                 player.coins = player.coins + (temp.cost + 3);
223             }
224         }
225         return;
226     }
```

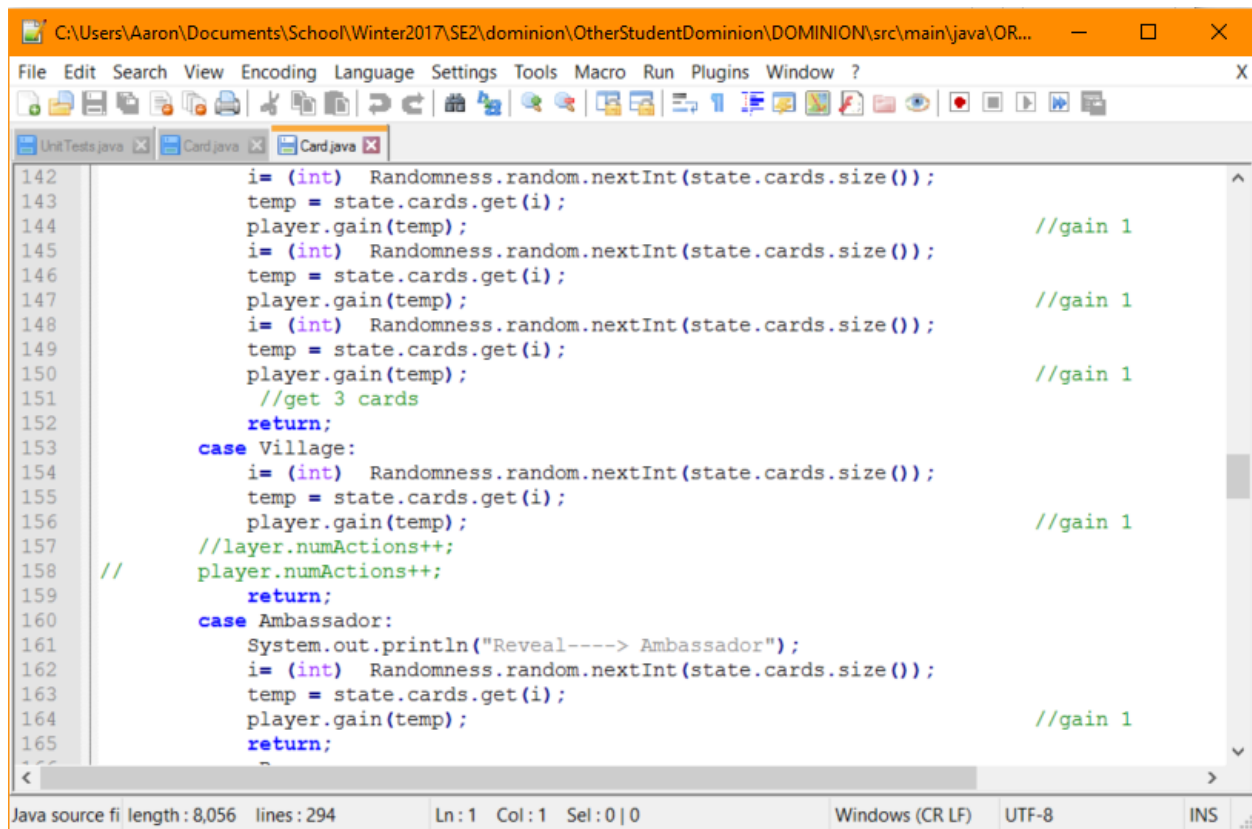
Java source fi length: 8,056 lines: 294 Ln: 1 Col: 1 Sel: 0 | 0 Windows (CR LF) UTF-8 INS

```
211         i= (int) Randomness.random.nextInt(state.cards.size());
212         temp = state.cards.get(i);
213         player.gain(temp);
214         // player.numActions++; ←
215         return;
```

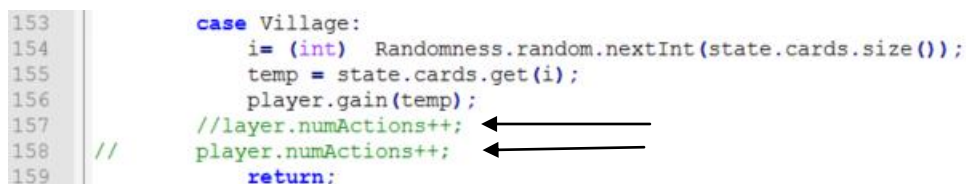
Specifically, line 214 of Card.java. For the Great Hall card, the player gains a card, gains an action, and the Great Hall card is worth a Victory Point. However, in this implementation the

user draws a card, but does not gain an extra action, due to the line of the player gaining an extra action being commented out. This is easily fixed by removing the comment before that line, which then allows the user to draw a card, as well as gain an extra action, as the Great Hall card is supposed to function.

Bug #2:



```
142         i = (int) Randomness.random.nextInt(state.cards.size());
143         temp = state.cards.get(i);
144         player.gain(temp); //gain 1
145         i = (int) Randomness.random.nextInt(state.cards.size());
146         temp = state.cards.get(i);
147         player.gain(temp); //gain 1
148         i = (int) Randomness.random.nextInt(state.cards.size());
149         temp = state.cards.get(i);
150         player.gain(temp); //gain 1
151         //get 3 cards
152         return;
153     case Village:
154         i = (int) Randomness.random.nextInt(state.cards.size());
155         temp = state.cards.get(i);
156         player.gain(temp); //gain 1
157         //layer.numActions++;
158         //player.numActions++;
159         return;
160     case Ambassador:
161         System.out.println("Reveal----> Ambassador");
162         i = (int) Randomness.random.nextInt(state.cards.size());
163         temp = state.cards.get(i);
164         player.gain(temp); //gain 1
165         return;
```



```
153     case Village:
154         i = (int) Randomness.random.nextInt(state.cards.size());
155         temp = state.cards.get(i);
156         player.gain(temp);
157         //layer.numActions++;
158         //player.numActions++;
159         return;
```

More specifically, in lines 157 and 158 of Card.java. For the Village card, much like the Great Hall card, the player receives an additional card and an additional action. However, unlike the Great Hall card, the player doesn't receive a Victory Point for the Village card, and instead of receiving only one additional action, the player receives two.

In this implementation, the extra card is correctly drawn, but both the extra actions are not awarded, as shown by the two commented out lines referencing numAction++. Again, an easy fix would be to un-comment the lines (and add a p in front of layer; not sure if that was a typo by

the original student or if that was intentional) so that the extra two actions are properly given to the player, as the Village card is intended to function.