

BUGS DEL GRUPO D PARA EL GRUPO 6

1. clonar./
2. entender./
3. ejecutar./
4. bugear

ARKANOID:

```
int n[60]=0;#es solo un int
while (pollEvent(e)) #es un app.poll...
if (isKeyPressed(Keyboard::Right)) sPaddle.move(6,0); Keyboard::
sBall.setPosition(x2,y2); es solo x y y
app.draw(block[x]); # es i
srand(time(6)); ES 0 EN VEZ DE 6
```

JUEGO 33:

```
//1. #include <ctime> LIBRERIA
//2. sf::Event event; LINEA 154
//3. for (saiz_t i = 0; i < 10; ++i) LINEA 48
//4. gotoxy gameover; LINEA 144
//5. backgroundImage.loadFromFile("imagenesf/Background.png"); linea 13
```

JUEGO SFML THRONE:

Nro de error	Línea	Error	Corrección
1	5	const int w=1200;	const int W=1200;
2	7	int sped = 4;	int speed = 4;
3	12	color color;	Color color;
4	39	RenderWindow window(VideoMode(W, H), 'EL JUEGO DEL TRON!');	RenderWindow window(VideoMode(W, H), "EL JUEGO DEL TRON!");
5	40	window.setFramerateLimit(60),	window.setFramerateLimit(60);
6	55	Font font; font.loadFromFile <<"sansation.ttf"<<endl;	Font font; font.loadFromFile ("sansation.ttf");
7	117	window.clear()	window.clear();
8	119	window,display();	window.display();
9	46	playe p1(Color::Blue). p2(Color::Green);	playe p1(Color::Blue), p2(Color::Green);
10	56	Text text("GANASTE,AHORA A MIMIR:v",font,35);	Text text("GANASTE,AHORA A MIMIR:v",font,35);

11	90	if (keyboard::isKeyPressed(Keyboard::A)) if (p2.dir!=2) p2.dir=1;	if (Keyboard::isKeyPressed(Keyboard::A)) if (p2.dir!=2) p2.dir=1;
12	82	if (Keyboard::isKeyPressed(Keyboard::Left) if (p1.dir!=2) p1.dir=1;	if (Keyboard::isKeyPressed(Keyboard::Left)) if (p1.dir!=2) p1.dir=1;
13	94	p1.tick(); p3.tick();	p1.tick(); p2.tick();
14	31	Vector4f getColor()	Vector3f getColor()
15	43	texture.loadFromFile("background.jpg");	texture.loadFromFile("background.jpg");
16	88	window.display(),	window.display();
17	72	If (e.type == Event::Closed)	if (e.type == Event::Closed)
18	18	Dir=rand() % 4;	dir=rand() % 4;
19	53	t,clear(); t.draw(sBackground);	t,clear(); t.draw(sBackground);