

Code Comprehension Tasks

Thank you for continuing with this study on how developers read and evaluate short pieces of Java code. In this section, you will review **1+10 independent code snippets**, each containing a small bug or logic issue.

For each snippet, you will be asked to **understand what the code is doing** and **select or reason about a possible fix**.

Please complete each task in one sitting. Feel free to take breaks between tasks.
You may not run the code; all answers should be based on your own reasoning.
There are **no right or wrong answers** for most questions, only your best judgment.

Estimated time: **30–45 minutes**.

Your responses will remain anonymous and confidential.

* Indicates required question

1. Consent to Participate

Please read the following information before beginning this study.

You are invited to participate in a research study about how developers understand and evaluate Java code.

In this part of the study, you will be asked to complete a short series of code comprehension tasks.

Your participation is **voluntary**, and you may stop at any time without penalty.

No personally identifying information will be collected, and your responses will remain **anonymous and confidential**.

Your data will be analyzed only in aggregate to better understand general programming and reasoning patterns.

If you have questions about the study, you may contact the research team at **g7shi@uwaterloo.ca**.

Check all that apply.

☐ I have read the above information and agree to participate in this study.

Task 1 Part 1

This Java method finds the largest number in an array.

```
public class BaselineExample {  
    public static int findMax(int[] numbers) {  
        int max = 0;  
        for (int n : numbers) {  
            if (n > max) {  
                max = n;  
            }  
        }  
        return max;  
    }  
  
    public static void main(String[] args) {  
        int[] values = {5, -3, 9, -7, 2};  
        System.out.println(findMax(values));  
    }  
}
```

2. Please explain what the bug is in 1-2 sentences. *

Task 1 Part 2 — Please inspect all three repair options before making your decision!

This Java method finds the largest number in an array.

```
public class BaselineExample {  
    public static int findMax(int[] numbers) {  
        int max = 0;  
        for (int n : numbers) {  
            if (n > max) {  
                max = n;  
            }  
        }  
        return max;  
    }  
  
    public static void main(String[] args) {  
        int[] values = {5, -3, 9, -7, 2};  
        System.out.println(findMax(values));  
    }  
}
```

3. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

int max = numbers[0];

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

4. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
int max = Integer.MIN_VALUE;
for (int n : numbers) {
    if (n > max) {
        max = n;
    }
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

5. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
int max = Arrays.stream(numbers).max().getAsInt();
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Task 2 Part 1

The file is readable if the 3rd decimal places is 1.

```
public class PermissionChecker {  
    public static String hasReadPermission(int permissions) {  
        int readable = 4;  
        if (permissions & readable != 0) {  
            return "readable";  
        } else {  
            return "unreadable, permission denied";  
        }  
    }  
  
    public static void main(String[] args) {  
        int permissions = 777 & 555;  
        System.out.println("Read permission: " + hasReadPermission(permissions));  
    }  
}
```

6. Please explain what the bug is in 1-2 sentences. *

Task 2 Part 2 — Please inspect all three repair options before making your decision!

The file is readable if the 3rd decimal places is 1.

```
public class PermissionChecker {
    public static String hasReadPermission(int permissions) {
        int readable = 4;
        if (permissions & readable != 0) {
            return "readable";
        } else {
            return "unreadable, permission denied";
        }
    }

    public static void main(String[] args) {
        int permissions = 777 & 555;
        System.out.println("Read permission: " + hasReadPermission(permissions));
    }
}
```

7. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
if (permissions & readable == readable) {
    return "readable";
} else {
    return "unreadable, permission denied";
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

8. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
int readable = 0b100;
if (permissions & readable == readable) {
    return "readable";
} else {
    return "unreadable, permission denied";
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

9. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
String[] readability = {"unreadable, permission denied", "readable"};
return readability[0b1 & permissions >> 2];
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Task 3 Part 1

The program is intended to count the number of non-empty file in a list of files.

```
public class FileCounter {  
  
    public static int countNonEmptyFiles(String[] files) {  
        int count = 0;  
        for (String file : files) {  
            count += file != null ? (file.isEmpty() ? 0 : 1) : 0;  
        }  
        return count;  
    }  
  
    public static void main(String[] args) {  
        String[] listA = { "a.txt", "", null, "b.txt" };  
        System.out.println(countNonEmptyFiles(listA));  
    }  
}
```

10. Please explain what the bug is in 1-2 sentences. *

Task 3 Part 2 — Please inspect all the repair options before making your decision!

The program is intended to count the number of non-empty file in a list of files.

```
public class FileCounter {

    public static int countNonEmptyFiles(String[] files) {
        int count = 0;
        for (String file : files) {
            count += file != null ? (file.isEmpty() ? 0 : 1) : 0;
        }
        return count;
    }

    public static void main(String[] args) {
        String[] listA = { "a.txt", "", null, "b.txt" };
        System.out.println(countNonEmptyFiles(listA)); // 2
    }
}
```

11. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

if (files == null) return 0;

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

12. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
if (files == null) return 0;
int count = 0;
for (String file : files) {
    if (file != null) {
        if (!file.isEmpty()) {
            count++;
        }
    }
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

13. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
if (files == null) return 0;
int count = 0;
for (String file : files) {
    if (!(file == null || file.isEmpty())) count++;
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Task 4 Part 1

This function validates whether the password matches what is stored.

```
public class PasswordValidator {
    public static boolean validate(String password) {
        if (password.length() > 8)
            if (password.matches(".*\\d.*"))
                System.out.println("Valid password");
                return true;
            return false;
    }

    public static void main(String[] args) {
        System.out.println(validate("abc123"));
    }
}
```

14. Please explain what the bug is in 1-2 sentences. *

Task 4 Part 2 — Please inspect all the repair options before making your decision!

This function validates whether the password matches what is stored.

```
public class PasswordValidator {  
    public static boolean validate(String password) {  
        if (password.length() > 8)  
            if (password.matches(".*\\d.*"))  
                System.out.println("Valid password");  
                return true;  
            return false;  
        }  
  
        public static void main(String[] args) {  
            System.out.println(validate("abc123"));  
        }  
    }  
}
```

15. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
if (password.length() > 8)
    if (password.matches(".*\\d.*"))
        return true;
return false;
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

16. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
if (password.length() > 8)
    if (password.matches(".*\\d.*")) {
        System.out.println("Valid password");
        return true;
    }
return false;
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

17. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
return password.length() > 8 ? (password.matches(".*\\d.*") ? true : false) : false;
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Task 5 Part 1

// Pass if score is high or extra credit is granted, provided attendance is sufficient.

```
public class GradingSystem {
    public static boolean isPassing(int score, boolean extraCredit, boolean attendance) {
        return score > 70 || extraCredit && attendance;
    }

    public static void main(String[] args) {
        System.out.println(isPassing(65, true, true));
        System.out.println(isPassing(65, false, true));
        System.out.println(isPassing(75, false, false));
    }
}
```

18. Please explain what the bug is in 1-2 sentences. *

Task 5 Part 2 — Please inspect all the repair options before making your decision!

// Pass if score is high or extra credit is granted, provided attendance is sufficient.

```
public class GradingSystem {  
    public static boolean isPassing(int score, boolean extraCredit, boolean attendance) {  
        return score > 70 || extraCredit && attendance;  
    }  
  
    public static void main(String[] args) {  
        System.out.println(isPassing(65, true, true));  
        System.out.println(isPassing(65, false, true));  
        System.out.println(isPassing(75, false, false));  
    }  
}
```

19. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

return attendance && score > 70 || extraCredit;

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

20. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

return (score > 70 || extraCredit) && attendance;

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

21. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

if (attendance) if (score > 70 || extraCredit) return true; return false;

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Task 6 Part 1

```
public class UserManager {
    private boolean[] activeFlags;
    private int userCount;

    public UserManager(int size) {
        activeFlags = new boolean[size];
        userCount = 0;
    }

    private boolean hasActiveUsers() {
        for (boolean flag : activeFlags) {
            if (flag) return true;
        }
        return false;
    }

    private boolean activateNextUser() {
        for (int i = 0; i < activeFlags.length; i++) {
            if (!activeFlags[i]) {
                activeFlags[i] = true;
                userCount++;
                return true;
            }
        }
        return false;
    }

    public void ensureUserActive() {
        if (hasActiveUsers() || activateNextUser()) {
            System.out.println("User active. Total active: " + userCount);
        }
    }

    public static void main(String[] args) {
        UserManager manager = new UserManager(1);
        manager.ensureUserActive();
        manager.ensureUserActive();
    }
}
```

22. Please explain what the bug is in 1-2 sentences. *

Task 6 Part 2 — Please inspect all the repair options before making your decision!

```
public class UserManager {
    private boolean[] activeFlags;
    private int userCount;

    public UserManager(int size) {
        activeFlags = new boolean[size];
        userCount = 0;
    }

    private boolean hasActiveUsers() {
        for (boolean flag : activeFlags) {
            if (flag) return true;
        }
        return false;
    }

    private boolean activateNextUser() {
        for (int i = 0; i < activeFlags.length; i++) {
            if (!activeFlags[i]) {
                activeFlags[i] = true;
                userCount++;
                return true;
            }
        }
        return false;
    }

    public void ensureUserActive() {
        if (hasActiveUsers() || activateNextUser()) {
            System.out.println("User active. Total active: " + userCount);
        }
    }

    public static void main(String[] args) {
        UserManager manager = new UserManager(1);
        manager.ensureUserActive();
        manager.ensureUserActive();
    }
}
```

23. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
public void ensureUserActive() {  
    boolean unused = hasActiveUsers() || alwaysActivate();  
    System.out.println("User active. Total active: " + userCount);  
}
```

```
private boolean alwaysActivate() {  
    activateNextUser();  
    return true;  
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

24. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
public void ensureUserActive() {
    if (!hasActiveUsers()) {
        activateNextUser();
    }
    System.out.println("User active. Total active: " + userCount);
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

25. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
public void ensureUserActive() {
    boolean _ = hasActiveUsers() ? true : activateNextUser();
    System.out.println("User active. Total active: " + userCount);
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Task 7 Part 1

The method is intended to send notifications to active users only.

```
public class NotificationSender {  
    public static void sendNotification(boolean isActive, boolean isPremium) {  
        if (isActive)  
            if (isPremium)  
                System.out.println("Premium user notified");  
            else  
                System.out.println("Regular user notified");  
        System.out.println("Notification process complete");  
    }  
  
    public static void main(String[] args) {  
        sendNotification(true, false);  
    }  
}
```

26. Please explain what the bug is in 1-2 sentences. *

Task 7 Part 2 — Please inspect all the repair options before making your decision!

```
public class OrderProcessor {  
    private int processed = 0;  
    private int failed = 0;  
  
    public void processOrder(boolean priority, boolean special) {  
        if (priority)  
            processed += 10;  
            failed += 1;  
  
        if (special)  
            if (processed > 0)  
                processed += 5;  
                failed += 2;  
  
        System.out.println("Processed: " + processed + ", Failed: " + failed);  
    }  
  
    public static void main(String[] args) {  
        OrderProcessor op = new OrderProcessor();  
        op.processOrder(false, true);  
    }  
}
```


27. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
public void processOrder(boolean priority, boolean special) {  
    if (priority)  
        processed += 10;  
    if (priority)  
        failed += 0; // clarify intent, still OCB style  
  
    if (special)  
        if (processed > 0)  
            processed += 5;  
    if (special && processed == 0)  
        failed += 2; // ensures logic matches intent  
  
    System.out.println("Processed: " + processed + ", Failed: " + failed);  
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

28. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
public void processOrder(boolean priority, boolean special) {  
    if (priority) {  
        processed += 10;  
        failed += 1;  
    }  
  
    if (special) {  
        if (processed > 0) {  
            processed += 5;  
        } else {  
            failed += 2;  
        }  
    }  
}  
  
System.out.println("Processed: " + processed + ", Failed: " + failed);  
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

29. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
public void processOrder(boolean priority, boolean special) {  
    processed += priority ? 10 : 0;  
    failed += priority ? 1 : 0;  
  
    processed += (special && processed > 0) ? 5 : 0;  
    failed += (special && processed == 0) ? 2 : 0;  
  
    System.out.println("Processed: " + processed + ", Failed: " + failed);  
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Task 8 Part 1

```
public class ScoreTracker {  
    private int total = 0;  
  
    public void addScores() {  
        int[] points = {5, 10, 15};  
        int i = 0;  
  
        while (i < points.length) {  
            total += points[i++] * 2;  
            if (total > 20)  
                total += 1;  
        }  
    }  
  
    public void printTotal() {  
        System.out.println("Total: " + total);  
    }  
  
    public static void main(String[] args) {  
        ScoreTracker st = new ScoreTracker();  
        st.addScores();  
        st.printTotal();  
    }  
}
```

30. Please explain what the bug is in 1-2 sentences. *

Task 8 Part 2 — Please inspect all the repair options before making your decision!

```
public class ScoreTracker {  
    private int total = 0;  
  
    public void addScores() {  
        int[] points = {5, 10, 15};  
        int i = 0;  
  
        while (i < points.length) {  
            total += points[i++] * 2;  
            if (total > 20)  
                total += 1;  
        }  
    }  
  
    public void printTotal() {  
        System.out.println("Total: " + total);  
    }  
  
    public static void main(String[] args) {  
        ScoreTracker st = new ScoreTracker();  
        st.addScores();  
        st.printTotal();  
    }  
}
```

31. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
while (i < points.length) {  
    int temp = points[i++];  
    total += temp * 2;  
    if (total > 20)  
        total += 1;  
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

32. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
while (i < points.length) {
    total += points[i] * 2;
    i++;
    if (total > 20)
        total += 1;
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

33. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
for (int j = 0; j < points.length; j++) {
    total += points[j] * 2 + (total + points[j] * 2 > 20 ? 1 : 0);
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Task 9 Part 1

```
public class Counter {  
    private int total = 0;  
  
    public void addValues() {  
        int[] values = {2, 4, 6};  
        int i = 0;  
  
        while (i < values.length) {  
            total += ++i * 2;  
            if (total % 3 == 0)  
                total += 1;  
        }  
    }  
  
    public void printTotal() {  
        System.out.println("Total: " + total);  
    }  
  
    public static void main(String[] args) {  
        Counter counter = new Counter();  
        counter.addValues();  
        counter.printTotal();  
    }  
}
```

34. Please explain what the bug is in 1-2 sentences. *

Task 9 Part 2 — Please inspect all the repair options before making your decision!

```
public class Counter {  
    private int total = 0;  
  
    public void addValues() {  
        int[] values = {2, 4, 6};  
        int i = 0;  
  
        while (i < values.length) {  
            total += ++i * 2;  
            if (total % 3 == 0)  
                total += 1;  
        }  
    }  
  
    public void printTotal() {  
        System.out.println("Total: " + total);  
    }  
  
    public static void main(String[] args) {  
        Counter counter = new Counter();  
        counter.addValues();  
        counter.printTotal();  
    }  
}
```

35. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
while (i < values.length) {  
    int temp = ++i;  
    total += temp * 2;  
    if (total % 3 == 0)  
        total += 1;  
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

36. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
while (i < values.length) {
    i++;
    total += i * 2;
    if (total % 3 == 0)
        total += 1;
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

37. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
for (int j = 1; j <= values.length; j++) {
    total += j * 2 + ((total + j * 2) % 3 == 0 ? 1 : 0);
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Task 10 Part 1

```
public class ArrayProcessor {  
    public void process() {  
        int[] data = {1, 2, 3, 4};  
        int temp = 0;  
  
        for (int i = 0; i < data.length; i++) {  
            temp = i;  
            for (int j = 0; j < data.length; j++) {  
                data[j] += temp;  
            }  
        }  
  
        for (int i = 0; i < data.length; i++) {  
            System.out.println(data[i]);  
        }  
    }  
  
    public static void main(String[] args) {  
        ArrayProcessor ap = new ArrayProcessor();  
        ap.process();  
    }  
}
```

38. Please explain what the bug is in 1-2 sentences. *

Task 10 Part 2 — Please inspect all the repair options before making your decision!

The method fills a stack in a certain pattern.

```
public class StackSimulator {  
  
    public static void fillStack(int[] stack) {  
        stack[4] = 5;  
  
        while (stack[4] > 0) {  
            stack[stack[4] - 1] = stack[4];  
            stack[4] = stack[4] - 1;  
        }  
    }  
  
    public static void main(String[] args) {  
        int[] stack = new int[5];  
        fillStack(stack);  
        for (int i = 0; i < stack.length; i++) {  
            System.out.print(stack[i] + " ");  
        }  
    }  
}
```

39. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
for (int i = 0; i < data.length; i++) {  
    temp = i;  
    for (int j = 0; j < data.length; j++) {  
        int temp2 = temp;  
        data[j] += temp2;  
    }  
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

40. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
for (int i = 0; i < data.length; i++) {  
    int current = i;  
    for (int j = 0; j < data.length; j++) {  
        data[j] += current;  
    }  
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

41. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
for (int i = 0; i < data.length; i++) {
    for (int j = 0; j < data.length; j++) {
        data[j] += i % 2 == 0 ? i : 0;
    }
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Task 11 Part 1

The method calculates the total price of items.

```
public class PriceCalculator {

    public static int totalPrice(double[] prices) {
        int total = 0;
        for (int i = 0; i < prices.length; i++) {
            total += (int) prices[i];
        }
        return total;
    }

    public static void main(String[] args) {
        double[] prices = {1.5, 2.3, 3.7};
        System.out.println(totalPrice(prices));
    }
}
```


42. Please explain what the bug is in 1-2 sentences. *

Task 11 Part 2 — Please inspect all the repair options before making your decision!

```
public class Converter {  
    public void convertValues() {  
        int[] numbers = {100, 200, 300};  
        byte[] results = new byte[numbers.length];  
  
        for (int i = 0; i < numbers.length; i++) {  
            results[i] = (byte) numbers[i];  
        }  
  
        for (int i = 0; i < results.length; i++) {  
            System.out.println(results[i]);  
        }  
    }  
  
    public static void main(String[] args) {  
        Converter c = new Converter();  
        c.convertValues();  
    }  
}
```

43. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
for (int i = 0; i < numbers.length; i++) {
    int temp = numbers[i];
    results[i] = (byte) temp;
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

44. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
for (int i = 0; i < numbers.length; i++) {
    results[i] = numbers[i] > Byte.MAX_VALUE ? Byte.MAX_VALUE : (numbers[i] < Byte.MIN_VALUE ?
    Byte.MIN_VALUE : (byte) numbers[i]);
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

45. Repair option - Please rank this fix by the four criteria. Please DO NOT assign the same rank to different fixes.

```
for (int i = 0; i < numbers.length; i++) {  
    results[i] = (numbers[i] % 128 < 0 ? (byte)(numbers[i] + 128) : (byte)numbers[i]);  
}
```

Mark only one oval per row.

	1 (best)	2	3 (worst)
Preference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Easy to read and understand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Confidence in correctness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ease of modification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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