DEBUGGING MINI PROJECT

DEBUGGING USING PRINT STATEMENTS:

```
public void actionPerformed(ActionEvent e) {
    // Check which button was clicked based on the event source
    if (e.getSource() == b1) {
      System.out.println("hello1");
      String label = b1.getLabel();
      // Check if the label can be moved to adjacent buttons
      if (b2.getLabel().equals("")) {
         b2.setLabel(label);
         b1.setLabel("");
      }
      if (b4.getLabel().equals("")) {
         b4.setLabel(label);
         b1.setLabel("");
      }
    }
    if (e.getSource() == b2) {
       System.out.println("hello2");
      String label = b2.getLabel();
      if (b1.getLabel().equals("")) {
         b1.setLabel(label);
         b2.setLabel("");
      }
      if (b3.getLabel().equals("")) {
         b3.setLabel(label);
         b2.setLabel("");
```

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      }
      if (b5.getLabel().equals("")) {
         b5.setLabel(label);
         b2.setLabel("");
      }
    }
    if (e.getSource() == b3) {
       System.out.println("hello3");
      String label = b3.getLabel();
      if (b2.getLabel().equals("")) {
         b2.setLabel(label);
         b3.setLabel("");
      }
      if (b6.getLabel().equals("")) {
         b6.setLabel(label);
         b3.setLabel("");
      }
    }
    if (e.getSource() == b4) {
       System.out.println("hello4");
      String label = b4.getLabel();
      if (b1.getLabel().equals("")) {
         b1.setLabel(label);
         b4.setLabel("");
      }
      if (b7.getLabel().equals("")) {
         b7.setLabel(label);
```

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```
b4.setLabel("");
  }
  if (b5.getLabel().equals("")) {
    b5.setLabel(label);
    b4.setLabel("");
  }
}
if (e.getSource() == b5) {
  System.out.println("hello5");
  String label = b5.getLabel();
  if (b2.getLabel().equals("")) {
    b2.setLabel(label);
    b5.setLabel("");
  }
  if (b6.getLabel().equals("")) {
    b6.setLabel(label);
    b5.setLabel("");
  }
  if (b4.getLabel().equals("")) {
    b4.setLabel(label);
    b5.setLabel("");
  }
  if (b8.getLabel().equals("")) {
    b8.setLabel(label);
    b5.setLabel("");
  }
}
```

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```
if (e.getSource() == b6) {
  System.out.println("hello6");
  String label = b6.getLabel();
  if (b9.getLabel().equals("")) {
    b9.setLabel(label);
    b6.setLabel("");
  }
  if (b3.getLabel().equals("")) {
    b3.setLabel(label);
    b6.setLabel("");
  }
  if (b5.getLabel().equals("")) {
    b5.setLabel(label);
    b6.setLabel("");
  }
}
if (e.getSource() == b7) {
  System.out.println("hello7");
  String label = b7.getLabel();
  if (b4.getLabel().equals("")) {
    b4.setLabel(label);
    b7.setLabel("");
  }
  if (b8.getLabel().equals("")) {
    b8.setLabel(label);
    b7.setLabel("");
  }
```

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    }
    if (e.getSource() == b8) {
       System.out.println("hello8");
       String label = b8.getLabel();
       if (b9.getLabel().equals("")) {
         b9.setLabel(label);
         b8.setLabel("");
       }
       if (b7.getLabel().equals("")) {
         b7.setLabel(label);
         b8.setLabel("");
       }
       if (b5.getLabel().equals("")) {
         b5.setLabel(label);
         b8.setLabel("");
       }
    }
    if (e.getSource() == b9) {
       System.out.println("hello9");
       String label = b9.getLabel();
       if (b6.getLabel().equals("")) {
         b6.setLabel(label);
         b9.setLabel("");
       }
       if (b8.getLabel().equals("")) {
         b8.setLabel(label);
```

b9.setLabel("");

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```
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```

OUTPUT:



REASON:

In this output hello9 in not printing in the console, this indicates that there is an error in the clicking of button 9 and that error is that we have not used action listener for button 9 after debugging this code, we figured out the mistake and corrected our code.