**Test 1 – Fixing Right Arrow Crash**

To fix this bug, I had to add a condition to both the Key Press checks and the DataFile::GetRecord() function. This check was to make sure the passed integer value was not lower than 0 or greater than DataFile::GetRecordCount() – 1. If these conditions were met, then just set the current viewing record to 0.

Graphical user interface, text

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A picture containing text, screenshot, monitor, screen

Description automatically generated

Another piece of code I changed was how the Texture2D of each record were being handled. Originally, it would call Raylib LoadTextureFromImage() each time the current record would change. This was not memory efficient as it would keep having to load them.

**Test 2 – Texture Storage**

To resolve this, I made a vector which holds all the Texture2D objects. At the start of the program, it loads all of them into the vector.

Text

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This didn’t work because of the GetRecordCount()-1. Removing -1 solved this.

This was then modified to suit the needs of the customer; that only 1 record should be loaded in memory at a time. To achieve this, I simply had the texture vector add a new texture on record load, checking if that records index has already been added to the vector.

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**Test 3 – Fixing File Read**

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