## Bug 1:

Type: Run Error, Branch: BugFixing

Simulate: Start MainUi.java then paste code given by Danny on 11/29/2021 in Java Work. Build and run a first time and close the java script. Then build and run again.

Comment: After running the application once the Java application throws an "Address already in use: JVM\_bind" error. This is probably because the previous threads are never closed and is still taking the port. The threads remaining open are Thread-1, Thread-2, Thread-5, and DestroyJavaVm.

## Bug 2:

Type: Null Pointer Exception, Branch Bug Fixing

Simulate: Start MainUi.java then paste code given by Danny on 11/29/2021 in Java Work. Build the java script.

Comment: Thread-4 is killed after throwing an exception.

## Bug 3:

Type: Visual Display in Wiring Scene, Branch: Bug Fixing

Simulate: Run Wiring Scene in Unity. Click on a pin on the bottom right side of the Bot and connect it to another pin across from that pin. The pink line will not be connected to the pin on the right side.

Comment: The rigid body might be messed up for the pins, so their position is incorrect.

## Bug 4:

Type: Visual Display in Color Picker, Branch: Bug Fixing

Simulate: Run Color Picker scene in Unity. Click on a color in a column. Then chose another color that is in the same column. The background does not change.

Comment: N/A

## Bug 5:

Type Visual Display in Color Picker, Branch: Bug Fixing

Simulate: Run Color Picker scene in Unity. Hover over a color in a column and move your mouse up and down in the same column.

Comment: Color of the little box stays the same as the background and does not change to the shade that your mouse is currently over.