

Lab 1: Debugging the Game of Nim UC

The game of Nim is a two player game in which the players take turns removing items from a pile. Each player can take at most half of the remaining items, but must take at least 1. The person to take the last item loses.

Your friend has tried to write a program to allow a user to play Nim against the computer. Unfortunately, the code is not working. You now must use your new-found debugging prowess to identify and fix the errors.

Download the file `Game_Of_Nim_UC_Errors.m` from the metasite and get started.

As you are working, complete the table below describing each error and how you fixed the error.

Line Number	Description of Error and How You Fixed it
26(21)	Command wrong. It should be: <code>numbOfBears = randi([10 100],1);</code> OR <code>numbOfBears = round(rand(1)*90)+10;</code>
46(41)	Condition wrong. It should be: <code>numbOfBears > 0</code>
90(85)	<code>playerBears = 0;</code> There is no bears at the first.
93(87)	Lack of a parenthesis in the statement.
92(87)	Condition wrong. Change first <code>&&</code> to <code> </code> .
93(88)	
100(95)	Add a command: <code>numbOfBears = numbOfBears - playerBears;</code>
103(98)	switch turns <code>turn = true;</code>

What to turn in:

This document with the table filled in.