CS365 Assignment 6
Test - Bug Detection and Use Case Development
Spring 2016

Instructor: Eva Iwer

Deadline: 03/29/2016

1 Instructions

1.1 Requirements

- If you have any questions, please use the forum at moodle

- This is a personal assignment. Group work is not permitted.

- Submission Guidelines: Your submission should be a document (PDF or Word) with the following naming convention "TestResultName.pdf" or "TestResultName.docx"

- You don't need to fix the bugs.

- Upload your document to moodle (distance.digipen.edu)

- NO LATE SUBMISSION

2 Task

In this assignment, you will perform the following tasks:

- Detect 10 bugs in the source code provided as the legacy codebase. Use the provided resource files "SourceCodewithBugs.zip" as the codebase. The files under "SpecificationPlatformGame.zip" contain the informal program specification documents for the 2D Platform Game.

- Enumerate the bug details in the following format:

No	Source file name	Line number	Method/ function	Bug description	Intended "fix"
1... 10	List the name of the source file where the bug was detected	List the line number in the source file that was found to be defective	List the name of the function (full signature with return value) where the bug was located	Describe the bug/defect. For e.g. "Incorrect value -5 added to the totalSum variable"	Describe the intended fix for the bug. For e.g. "Replace -5 with the correct increment value (-50)."

Each bug is worth 1 point.
Total points possible : 10