# Assignment updates on errors, omissions and additional information

## Player Class UML Diagram: 23<sup>rd</sup> September

In the supplied code for **SetPlayerTokenColour (Brush value)** there are two typos, shown in red below, in two consecutive lines of code. The lines are:

```
playerTokenImage = newBitMap(1, 1);
using(Graphics g = Graphics.FromImage(PlayerTokenImage0) {
  g.FillRectangle(playerTokenColour, 0, 0, 1, 1):
```

the lines should be:

```
playerTokenImage = new Bitmap(1, 1);
using(Graphics g = Graphics.FromImage(PlayerTokenImage() {
  g.FillRectangle(playerTokenColour, 0, 0, 1, 1):
```

The Player class UML diagram document has been corrected.

## SquareControl Class: 22<sup>nd</sup> September

If you implemented **GetName()** in the **Square class** as an assessor for the *name* attribute you will need to change  **square.Name**  to **square.GetName()** in two places within **SquareControl.cs**

Once in method **SetImageWhenNeeded()** and once in **OnPaint(..) method**

## HareAndTortoise_Game: 22<sup>nd</sup> September

In **HareAndTortoise.cs** the method **SetUpGame()** needs to be *public* not *private* so that it can be called from the constructor of **HareAndTortoiseForm**

**This patch is only required if you downloaded the assignment Project Folder prior to 7:30am Tuesday 22<sup>nd</sup> September.**