**Fault 1:** Even though the user input is maxplayers the code was modifying it to maxplayers+1 which is not the logic of the code the game should store the actual number of players that user inputs.

**Line 39:** game = new Game (name, maxPlayers+1);

***Corrected To***

game = new Game (name, maxPlayers);

**Fault 2:** the gamecounter is getting updated twice after the allocation which makes one array position null and doesn’t keep the correct count of the games.

**line 45:** gameAssociationList[gameCounter++] = association;

***Corrected To***

gameAssociationList[gameCounter] = association; //modified array position

**Fault 3:** The array index of gameList is not correct as it will always skip the first position of the gamelist.

**line 57:** Game storedGame = gameList[i+1];

***Corrected To***

Game storedGame = gameList[i]; //modified gamelist array position

**Fault 4:** The array search will start from the second position as the I value is initialized wrongly.

**Line 79:** for (int i=1; i < gameNames.length; i++) {

//should fail if the gameNames [0] holds the value of the gameName local variable.

***Corrected To***

for (int i=0; i < gameNames.length; i++) {//modified i=0;

**Fault 5:** the for-loop condition will only the program to traverse till the penultimate position in the array and will skip the last location where value is stored.

**line 108:** for (int i=0; i < gameNames.length-1; i++) {

***Corrected To***

for (int i=0; i <= gameNames.length-1; i++) {//modified condition

**Fault 6:** for loop condition is incorrect as we will not be able to check the last position.

**line 143:** for (int i=0; i < playerCounter-1; i++) {

***Corrected To***

for (int i=0; i < playerCounter; i++) { //modified condition

**Fault 7:** The program tries to compare the same attribute with itself instead of the passed value.

**line 145:** if(storedPlayer.name.equals(storedPlayer.name)) {

***Corrected To***

if(storedPlayer.name.equals(name)) { //modified the parameter passed to equals function.

**Fault 8:** for loop initialization is incorrect. skips the zeroth Position of the array.

**Line 158** for (int i=1; i < scheduleCounter; i++) {

***Corrected To***

for (int i=0; i < scheduleCounter; i++) { //modified i initialization.

**Fault 9:** array position mapping is incorrect.

**Line 159:** DaySchedule storedDay = scheduleList[i-1];

***Corrected To***

DaySchedule storedDay = scheduleList[i]; //modified array position

**Fault 10:** program tries read the array for the max no of possible gamesplayed. Whereas we shoud only append when there’s a value.

**Line 210:**

for (Game g: gamesPlayed) {

sb. append ("Game = "+g.name);

***Corrected To***

for (Game g : gamesPlayed) {

if (g==null) // modified added to break when object value is null.

break;

sb.append("Game = "+g.name);

**Fault 11:** program tries read the array for the max no of possible gamesplayed. Whereas we shoud only append when there’s a value.

**line 254:** for (Game g : gamesPlayed){

sb.append("Game : "+g.name);

***Corrected To***

for (Game g : gamesPlayed) {

if (g==null) //modified added break when object value no more exists.

break;

sb.append("Game : "+g.name);