

Part a:

Testing small units of code as one is programming will allow the programmer to have less errors while programming. Compiling and testing with various test cases will let the programmer know if there are any errors in that unit of code. The program should also be well versed with the syntax to prevent any syntax errors in the program. Before compiling and running the code, the programmer should go through his/her code and try to find errors themselves. The programmer could place printf statements within the code to ensure that things are running how they should.

Part b:

Run and compile the code and see what the error message is and understand the problem and then fix it. If you do not understand the error message, look it up online and see possible ways to fix it. Check your code again and see if there are similar problems that can be fixed before compiling again. Compile and run your code after making any change in your code and see if the problem has been fixed.