

**Spike: 3****Title:** Simple Game Loop**Author:** Michael Williams, 7668481**Goals / deliverables:**

- Fixed Code
  - Source.cpp

**Technologies, Tools, and Resources used:**

- Visual Studio 2015 IDE
- Spike 2

**Tasks undertaken:**

- Applying the skills learnt from spike 2, to fix the source code using the debugger.

**What we found out:**

We found out how to fix issues in the given source code by using the advanced functionality of the debugger to step through the source code and inspect the data and flow of the program.

The issues we found are:

- Uninitialised variable (print)
- Uninitialised variable (main)
- Not moving to the next node (print)
- Allow single node lists to print (print)
- Move to the next node (drop)
- Put in the right spot (main)
- DoublyLinkedList destructor incorrect