

Assignment name: Bank

1. NumberFormatException
2. Crashed when I left the amount blank and clicked withdraw.
3. Tried to convert empty text to a number.
4. Checked if the text field is empty before parsing.
5.

```
if (s == null || s.trim().isEmpty())
    throw new IllegalArgumentException("Amount required");
```

Assignment name: TicTacToe

1. ArrayIndexOutOfBoundsException
2. Program crashed after I clicked very quickly on multiple buttons.
3. Row and column values weren't always found safely before using them.
4. Added safety check for row and col before accessing the board.
5.

```
if (row < 0 || col < 0) return;
```

Assignment name: BreakAPlate

1. NullPointerException
2. Crashed when I pressed Play before fully initializing the game object.
3. breakAPlate variable wasn't created before clicking the button.
4. Moved

```
breakAPlate = new GameBooth()
```

 into the constructor so it's ready before play is pressed.
5.

```
breakAPlate = new GameBooth();
```