1- Inside DrawLadder function:
```
///TODO: Validate the Cell Position (Must be Vertical Cells AND toCell below fromCell,
otherwise, Do NOT draw)
```
For sure in Ladders the **toCell** is <u>above</u> not below.

2- Inside the TestCode, the test of DrawPlayer:
```
/// playerNum (0) with color (PlayerColors[0] defined in UI object) in cell position
(player_15 declared above)
```
Notice that this player is **invalid too** because player_15 position is **(2, 18)** and 18 is out of boundary.

3- Inside the TestCode, the test of DrawLadder,
here are the correct comments with clarification (Please notice the <mark>highlighted</mark> and <u>underlined</u> parts):
```
        CellPosition start_89 (0, 0); // 89 not 1
        CellPosition end_34 (5, 0);

        CellPosition start_22 (7, 10);
        CellPosition end_99 (0, 10);

///TODO: Call Function DrawLadder of Class Ouput Multiple Times
/// to draw the following ladders:
/// a ladder from start_89 to end_34 declared above --> INVALID because toCell is below
/// a ladder from start_22 to end_99 declared above --> valid
/// a ladder from start_89 to end_99 declared above --> INVALID because NOT vertical
/// a ladder from end_34 to start_89 declared above --> valid
```

4- [The Most Important] Inside the PrintPlayersInfo function of the Output class,

- One of the correct ways to **implement** the following **TODO** is to call `CreatePlayModeToolBar();` to clear what was written in the player info (*there are other ways too – You are free to use any*):
  ```
  ///TODO: Clear what was written on the toolbar
  CreatePlayModeToolBar(); // to clear what was written
  ```

- And to make the printing of Players Info appears correctly,
  Remove the line: ~~pOut->CreatePlayModeToolBar();~~ from the **Test Code** in the switch case of `case TO_PLAY_MODE:` (this works if you used the **TODO**'s implementation written here in the previous point)
  OR
  keep the call of create play toolbar but call the function **PrintPlayersInfo** AFTER it (not before it).