Practice with Bug Finders

You should work together with your pair partner from your team; each pair in the team needs to do this assignment separately and submit separately.

Choose some non-trivial program that you personally worked on in the past where you have the source code readily available and the program still builds, executes, and more-or-less "works"; in particular, it should not immediately crash. This program should do something more substantial than assignments from introductory programming or data structures courses, but a project from a more advanced previous course is fine. Each pair partner should choose a sample of their own code, but the pair should then work together on both of the two samples.

Choose one or more freely available bug finder tools that applies to your programming language(s). Make sure it really intends to find code smells and likely bugs, you will not get credit for a tool that only detects deviations from coding conventions. Please do not insert new bugs into your code in order to "find" them.

Run the bug finder tool(s) on both programs, and obtain the results. If you do not find anything significant, choose another program and/or another bug finder. You do not need to fix the bugs.

One member of your pair should submit a single file (preferably pdf) describing the sample programs examined, what tools you used, what you did with those tools, and what you found. Your file should contain your team name and the names/unis of the specific two pair partners, and may optionally include links to external resources. You may submit repeatedly until the deadline.

Points   10

Submitting a file upload

File Types doc, docx, pdf, txt, xls, and xlsx

Due	For	Available from	Until
Oct 2, 2018 at 10:10am	Everyone	Aug 15, 2018 at 12am	Oct 2, 2018 at 11:59pm

+ **Rubric**