

Debugging this was a bit of a challenge. I started by reading over the code, line by line, looking for spelling errors and other syntax errors. I changed the ‘=’ operator to ‘==’ in the WriteCurrentChoices method. Making it ‘secondChoice==0’ so it would be a comparison and not an assignment. Then I noticed an extra ‘=’ in thirdChoice so I removed it leaving ‘==’. There were extra arguments in Console.WriteLine, I adjusted them to match the number of arguments. I also commented the code, for extra practice, to inform the reader of what the functions do. The biggest challenge for me came from the DebugFixIFStmt.csproj file. I updated the .net version to 8.0 to make it current. This caused multiple warnings and errors. I noticed that there were multiples of the same file calls, essentially, and removed those and the errors went away. The project then was able to build without error and I was able to run the project as well giving me the desired results. My learning experience really came from troubleshooting the terminal here. I ran into several errors and warnings and wasn't too sure of how to fix them. I initially stared at my screen but after stepping away and coming back, I read over the text and adjusted things as I needed. Working on learning the terminal is going to help me a lot in the future. My goal is to be an expert in the command terminal by the time I leave this class.