

Chapter 7 error log:

Error 1:

1:

```
ERROR!
Main.java:60: error: incompatible types: String cannot be converted to int
    hiorlo = input.nextLine();
                           ^
1 error
```

2:

Code was trying to convert a string input into an integer

3:

Used the wrong function

4:

```
    hiorlo = input.nextLine();
    if (hiorlo != 1 && hiorlo != 2)
```

5:

Made input.nextLine(); into input.nextInt(); so its not a string but an integer input

6:

```
    hiorlo = input.nextInt();
    if (hiorlo != 1 && hiorlo != 2)
```

Error 2:

1:

```
ERROR!
Main.java:10: error: <identifier> expected
    private static dice1 = (int)(Math.random() * 6) + 1; //the 2 dice
                           ^
ERROR!
Main.java:11: error: <identifier> expected
    private static dice2 = (int)(Math.random() * 6) + 1;
                           ^
2 errors
```

2:

An identifier was required (String, int, boolean, double)

3:

A missing int identifier

4:

```
private static dice1 = (int)(Math.random() * 6) + 1; //the 2 dice  
private static dice2 = (int)(Math.random() * 6) + 1;
```

5:

Added int so it can be a whole number unlike double (integer with decimals)

6:

```
private static int dice1 = (int)(Math.random() * 6) + 1; //the 2 dice  
private static int dice2 = (int)(Math.random() * 6) + 1;
```

Error 3:

1:

No error message

2:

```
How many do you want to risk (1000 points): 400  
Guess low (2-6) type 1, guess high (8-12) type 2 or a negative number to quit: 1  
6 was rolled  
You now have 600 points left
```

When I guessed right, it subtracted points

3:

Logic error, signs were opposite of what was supposed to be

4:

```
    if (total <= 6) {
        score = score - risk;
    } else {
        score = score + risk;
    }
} else if (hiorlo == 2) {
    if (total >= 8) {
        score = score - risk;
    } else {
        score = score + risk;
    }
}
```

5:

Switched the + and _ signs

6:

```
    if (total <= 6) {
        score = score + risk;
    } else {
        score = score - risk;
    }
} else if (hiorlo == 2) {
    if (total >= 8) {
        score = score + risk;
    } else {
        score = score - risk;
    }
}
```