1. MyConnectFour.java: Line 4: the name of class should be Pascal naming format: **syntax error**
   a) Solution: Replace 'myconnectfour' with 'MyConnectFour'.
2. MyConnectFour.java: Line 19: missing ';' at the end of the line of code: **syntax error**
   a) Solution: Add ';' at the end of the line.
3. MyConnectFour.java: Line 26: the pronunciation of the function 'getuserInput' is wrong, it should be in a Camel Naming format, or in other words, the declaration of the function is in a Camel Naming format: **syntax error**
   a) Solution: Replace 'getuserInput' with 'getUserInput'.
4. MyConnectFour.java: Line 28: the data type of 'userInput' is String, but the function 'placeCounter' requires an int input for the parameter 'position': **syntax error**
   a) Solution: Replace 'userInput' with 'move' which is an int type parsed from 'userInput'.
5. MyConnectFour.java: Line 104: missing ';' at the end of the line of code: **syntax error**
   a) Solution: Add ';' at the end of the line.
6. MyConnectFour.java: Line 117: missing ';' at the end of the line of code: **syntax error**
   a) Solution: Add ';' at the end of the line.
7. MyConnectFour.java: Line 165: missing ';' at the end of the line of code: **syntax error**
   a) Solution: Add ';' at the end of the line.
8. MyConnectFour.java: Line 117: variable 'toReturn' is already defined in method getUserInput(), redefination of 'toReturn': **syntax error**
   a) Solution: remove 'String' before 'toReturn'.
9. MyConnectFour.java: Line 127: wrong pronunciation of 'board': **syntax error**
   a) Solution: Replace 'baord' with 'board'.
10. MyConnectFour.java: Line 126: there should not be ';' between 'for()' and '{}': **syntax error**
    a) Solution: Remove ';'.
11. MyConnectFour.java: Line 153: Wrong pronunciation of word 'true': **syntax error**
    a) Solution: Replace 'ture' with 'true'.
12. MyConnectFour.java: Line 161: In an if condition, '==' means equal: **syntax error**
    a) Solution: Replace '=' with '=='.
13. MyConnectFour.java: Line 148,151,152: board[i][position], the position should minus 1, since input starts from 1 but the index of list starts from 0: **logic error**
    a) Solution: Replace 'board[i][position]' with 'board[i][position-1]'.
14. MyConnectFour.java: Line 146: In the for condition, the i starts from i = board.length-1, it should not do the '++' operation, it would cause the problem 'out of bounds': **logic error**
    a) Solution: Replace '++' with '--'.
15. MyConnectFour.java: Line 126: for(int i=0; i<board.length-1; i++), the limitation of i should be no bigger than board.length-1 since i starts from 0 while the board.length starts from 1: **logic error**
    a) Solution: Replace 'board.length-1' with 'board.length'.
16. MyConnectFour.java: Line 127: (int j=0; j<board[i].length-1; j++), the limitation of i should be no bigger than board[i].length-1 since i starts from 0 while the board[i].length starts from 1: **logic error**
    a) Solution: Replace 'board[i].length-1' with 'board[i].length'.
17. MyConnectFour.java: Line 128, 131: wrong sequence of the index i and j: **logic error**
    a) Solution: Replace 'board[j][i]' with 'board[i][j]'.

18. MyConnectFour.java: Line 109: should not print someone has won in here, this line would run every two inputs: **logic error**
    a) Solution: Delete this line.
19. MyConnectFour.java: Line 36,52: the condition (count > 4) is wrong, the connect 4 should be >= 4, because the line which have 4 or bigger than 4 chess, it would win the game: **logic error**
    a) Solution: Replace '(count > 4)' with '(count >= 4)'.