



Air University (Multan Campus)

Dept. Computer Sciences, BSCS-V Fall'2017

Assignment# 3

BugyCode and ProgrammingMistakes.

Subject: Software Engineering

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BugyCode:

Issue:

// Read code below and try to identify any bug and then fix it.

```
int main()
{
    cout << "This program will crash"
        << endl;

    int nSum;
    int nNums;

    // accumulate input numbers until the
    // user enters a negative number, then
    // return the average
    nNums = 0;
    while(true)
    {
        // enter another number to add
        int nValue;
        cout << "Enter another number:";
        cin >> nValue;
        cout << endl;

        // if the input number is negative...
        if(nValue < 0)
        {
            // ... then output the average
            cout << "Average is: "
                << nSum/nNums
                << endl;

            break;
        }

        // not negative, add the value to
        // the accumulator
        nSum += nValue;
    }

    cin.ignore(10000, '\n');
    return 0;
}
```

Correction:

// Correction: header are not included
// So Including header and “std” library:

```
# include <iostream>
using namespace std;
```

```

int main()
{
    // cout << "This program will crash"
    //      << endl;

    int nSum;

    // Correction: initializing the nSum with ZERO:
    nSum=0;

    int nNums;

    // accumulate input numbers until the
    // user enters a negative number, then
    // return the average
    nNums = 0;
    while(true)
    {
        // enter another number to add
        int nValue;
        cout << "Enter another number:";
        cin >> nValue;
        cout << endl;

        while (cin.fail()) // Input Validation: Accept only Integers.
        {
            cin.clear();
            cin.ignore();
            cout << "Invalid Input. Enter an Integer as a Number: " << endl;
            cin >> nValue;
        }

        // if the input number is negative...
        if(nValue < 0)
        {
            // ... then output the average
            cout << "Average is: "
                 << nSum/nNums
                 << endl;
            break;
        }

        // not negative, add the value to
        // the accumulator

        nSum += nValue;

        //*****
        // The problem is nNums is remained ZERO throughout the execution. According to the
        // formula of "Average", nNums is a Denominator.
    }
}

```

```
// Why program is keep on crashing?
// Answer: because nNums is zero throughout the execution of program. Anything divided
// by ZERO is infinity thats why the program is crashing.
// Correction: nNums should be added by 1 everytime a positive number is entered in the
// nValue.

// Why we have to added 1 to nNums everytime a positive number is entered in the nValue?
// because of the formula of "AVERAGE", nSum should be divided by no. of numbers entered
// i.e. nNums
//*****

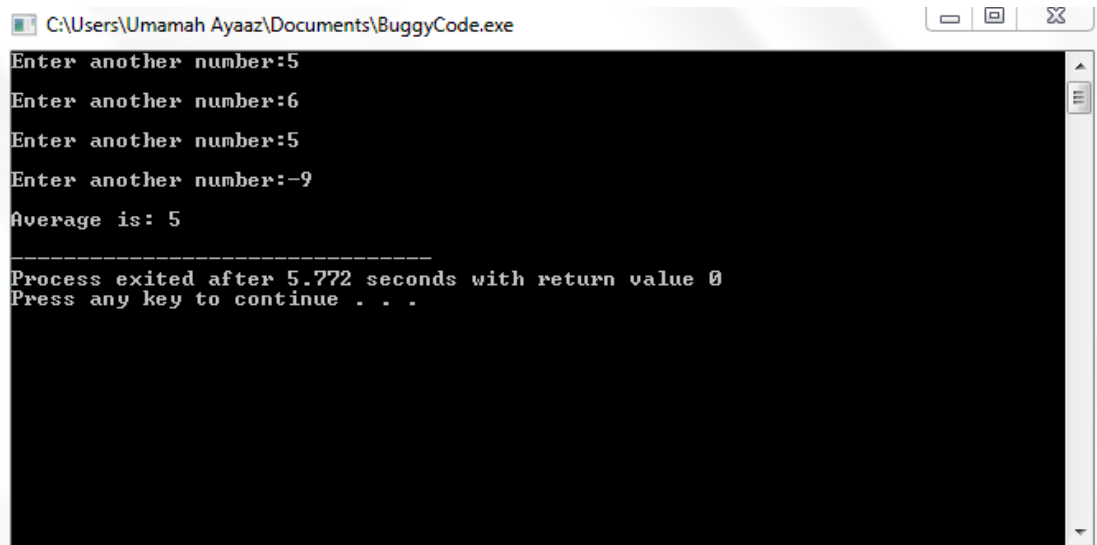
nNums+= 1; // can also be written as nNum++

}

cin.ignore(10000, '\n');
return 0;

}
```

Output:



```
C:\Users\Umamah Ayaaz\Documents\BuggyCode.exe
Enter another number:5
Enter another number:6
Enter another number:5
Enter another number:-9
Average is: 5
-----
Process exited after 5.772 seconds with return value 0
Press any key to continue . . .
```

Programming Mistakes:

1. Undeclared Variables:

Issue:

```
int main()
{
    cin >> x;
    cout << x;
}
```

Question: "Huh? Why do I get an error?"

Correction:

```
//*****
// Question: "Huh? Why do I get an error?"
// Answer: because of un-declared Datatype of x
//*****
```

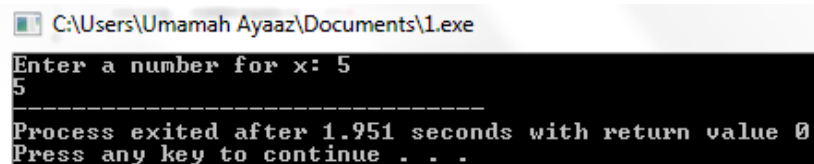
```
#include <iostream>
using namespace std;
```

```
int main()
{
    // Problem: "x" is not declared in this scope
    // Correction: Let's declare x by defining the data-type:
    int x;

    // Guiding the user to enter a value:

    cout << "Enter a number for x: ";
    cin >> x;
    cout << x;
    return 0;
}
```

Output:



```
C:\Users\Umamah Ayaaz\Documents\1.exe
Enter a number for x: 5
-----
Process exited after 1.951 seconds with return value 0
Press any key to continue . . .
```

2. Uninitialized variables:

Issue:

```
intcount;

    while(count<100)
    {
        cout<<count;
    }

    "Why doesn't my program enter the while loop?"
```

Correction:

```
//*****
// Question: "Why doesn't my program enter the while loop?"
// Answer: Because while loop contains "count" and count's value is unknown.
//*****
```

```
#include <iostream>
using namespace std;
```

```
int main ()
{
    int count;

    // The count is declared as "int" but the value of count is unknown
    // that's why "while" loop does not know the value of "count" and gives an error

    // Solution: Let's take the value of "count" from the user

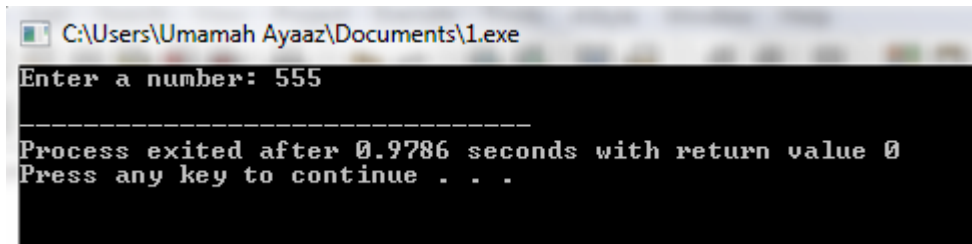
    cout << "Enter a number: ";
    cin >> count;

    while(count<100)
        // If the "count" is less than 100, the program will enter the "while" loop
        // otherwise the program will be terminated.
    {
        cout<<count;

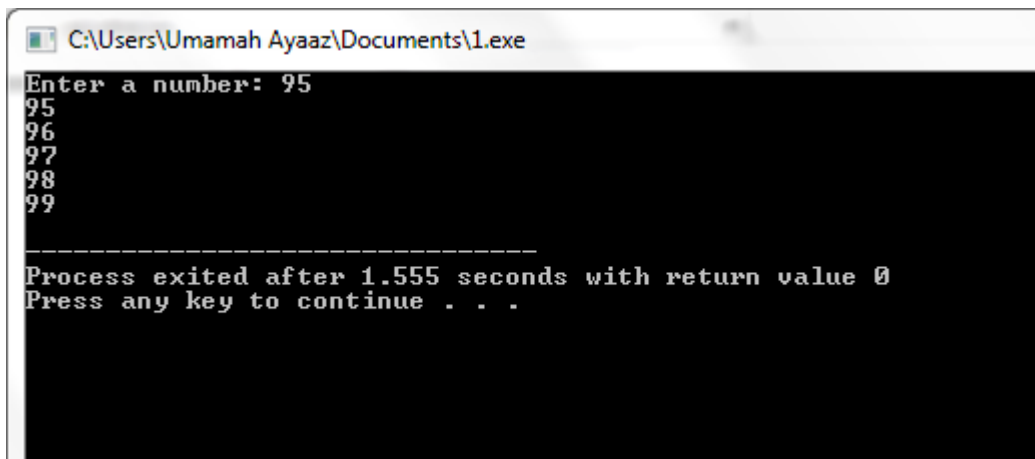
        // Problem: While loop is an endless loop here.
        // Solution: To end the while loop, "count" should be greater than 100.
        // to end the loop, let's keep on adding "1" in count.

        cout << endl;
        count+=1;
    }
    return 0;
}
```

Output:



OR



3. Setting a variable to an uninitialized value :

Issue:

```
inta,b;  
int sum=a+b;  
cout<<"Enter two numbers to add: ";  
cin>>b;  
cout<<"The sum is: "<<sum;  
When Run:  
Enter two numbers to add: 1 3  
The sum is: -1393  
"What's wrong with my program?"
```

Correction:

```
//*****  
// Question: "What's wrong with my program?"  
// Answer:  
// -- First problem was the definition of sum, which was solved by  
// simple datatype declaration.  
// -- Second problem was the formula of "sum". It should not be defined in the start.  
// -- Third problem was the program was asking for the value of "b" only from the  
user,
```

```

// which is solved by asking the value of both "a" and "b".
// -- Fourth problem was the formula for "sum", which is solved by defining it before
// displaying the sum.
//*****

#include <iostream>
using namespace std;

int main()
{
    int a, b;

    // Lets define "sum" as "int sum" instead of "int sum=a+b" :
    int sum;

    cout<<"Enter two numbers to add: ";

    // Problem: Sum= a + b. where the program is asking from the users to enter a value
    for "b" only
    // Correction: Here "a" should also be entered before "b"
    cin >> a;
    cin >> b;

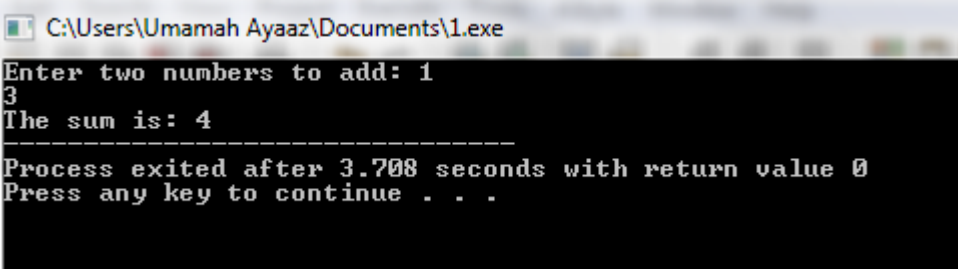
    // Lets write the formula for sum here i.e. before the displaying of sum:
    sum = a+b;

    // Now the sum will be displayed:
    cout<<"The sum is: "<< sum;

    return 0;
}

```

Output:



```

C:\Users\Umamah Ayaaz\Documents\1.exe
Enter two numbers to add: 1
3
The sum is: 4
-----
Process exited after 3.708 seconds with return value 0
Press any key to continue . . .

```


4. Using a single equal sign to check equality:

Issue:

```
charx='Y';
    while(x='Y')
    {
        //...
        cout<<"Continue? (Y/N)";
        cin>>x;
    }
```

"Why doesn't my loop ever end?"

Correction:

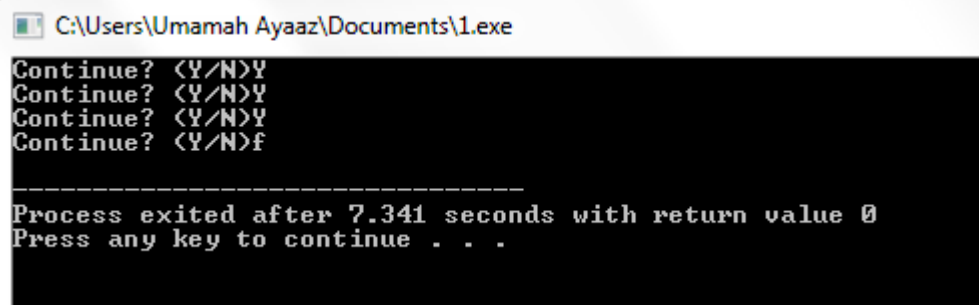
```
//*****
//Question: "Why doesn't my loop ever end?"
// Answer: Because the selection of the operation was wrong.
// Solution is usage of Equal-to operator "==" instead of
// Assignment operator "="
//*****
```

```
#include <iostream>
using namespace std;
```

```
int main()
{
    char x= 'Y';

    // Problem: Wrong operator is used here.
    // Solution: using "==" operator instead of Assignment operator i.e. = :
    while(x=='Y')
    {
        //...
        cout<<"Continue? (Y/N)";
        cin>>x;
    }
    return 0;
}
```

Output:



```
C:\Users\Umamah Ayaaz\Documents\1.exe
Continue? (Y/N)Y
Continue? (Y/N)Y
Continue? (Y/N)Y
Continue? (Y/N)f
-----
Process exited after 7.341 seconds with return value 0
Press any key to continue . . .
```

5. Undeclared Functions:

Issue:

```
intmain()
{
    menu();
}
void menu()
{
    //...
}
"Why do I get an error about menu being unknown?"
```

Correction:

```
//*****
// Why do I get an error about menu being unknown?
// Answer: Because compiler goes through the program exactly once.
// Functions would have to be declared before they're used; prototypes let us
// declare a function without implementing its body until later.
// Similarly we introduced the prototype of the function "menu".
// OR the another solution is to define whole function before "main()" instead of
// defining at the end of the Program i.e. after "main()".
//*****
```

```
#include <iostream>
using namespace std;
```

```
// Problem: Compile says the function "menu" was not declared.
// Solution: lets introduce a Prototype of the function "menu" before calling
// it in "main()"
```

```
void menu(); // Declared the function here.
```

```
int main()
{
    menu();
    Return 0;
}
```

```
void menu()
{
    //...
}
```

OR

```
#include <iostream>
using namespace std;
```

```
void menu()
```

```
{  
//...  
}
```

```
int main()  
{  
menu();  
Return 0;  
}
```

6. Extra Semicolons:

Issue:

```
for(intx=0;x<100;x++);  
cout<<x;
```

Question: "Why does it output 100?"

Correction:

```
#include <iostream>
```

```
using namespace std;
```

```
int main()  
{
```

```
    // A semicolon at the end of a "for" loop statement is against the syntax.  
    // Solution: Remove the semicolon at the end of "for" loop statement.
```

```
    for(int x=0; x<100; x++)  
        cout<<x;
```

```
return 0;
```

```
}
```

7. Overstepping array boundaries:

Issue:

```
#include <iostream>
using namespace std;
```

```
int main()
{
    int array[10];
    //...
    For (int x=1; x<=10; x++)
    cout<<array[x];
```

```
return 0;
```

```
}
```

Why doesn't it output the correct values?"

Correction:

```
//*****
// Question: Why doesn't it output the correct values?"
// Answer: Because index of an Array always start from "0" not from "1".
// Solution: Initializing "x" with "0" instead of " 1 ".
//*****
```

```
#include <iostream>
using namespace std;
```

```
int main()
{
    int array[10];
    //...
    For (int x=0; x<=10; x++) // Here x is initialized with 0 instead of 1.
    cout<<array[x];
```

```
return 0;
```

```
}
```

8. Integer division:

Issue:

```
double half = 1/2;
```

This code sets half to 0 not 0.5! Why? Because 1 and 2 are integer constants.

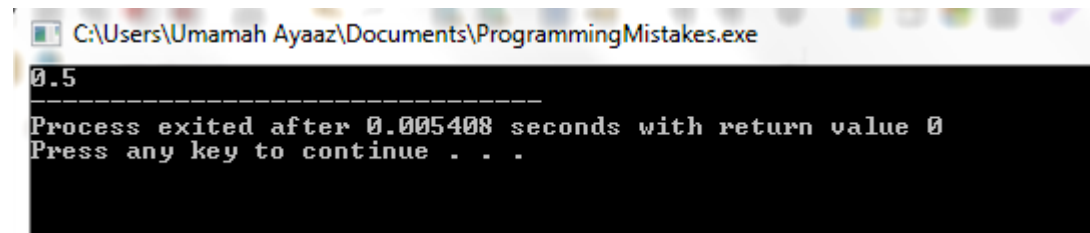
Correction:

```
//*****
// Question: This code sets half to 0 not 0.5! Why? Because 1 and 2 are integer
```

```
// constants.
// Answer: The numbers "1" and "2" are integer and half is defined as a double.
// By giving half simple 1 and 2 we are limiting their answers. It's better to use "1.0"
// and "2.0" instead of "1" and "2" respectively.
//*****
```

Double half = 1.0/2.0;

Output:



9. Variable Name Styles:

Issue:

Take a look at the below program. Can you see anything wrong?

```
#include <stdio.h>
#include <string.h>

main()
{
    char CatName[20] = "fluffy";
    char dogName[20] = "fido";
    char rat_Name[20] = "fester";
    int Catage = 3;
    int dogs_age = 4;
    int ratage = 1;
    char myPet[20];
    int itsAge;

    strcpy(myPet, rat_Name);
    itsAge = ratage;
    printf("My pet is %s\n", myPet);
}
```

Question: Besides the obviously bizarre choice of having a pet rat, do you notice anything?

Answer (Correction):

```
//*****
// Question: Besides the obviously bizarre choice of having a pet rat, do you notice
```

```
// anything?  
// Answer: The code is fine (correct). rat_Name was copied into myPet and itsAge is  
// also defined as ratage.  
//*****
```

10. Misusing the && and || operators:

Issue:

```
int value;  
do  
{  
//...  
value=10;  
}while(!(value==10) || !(value==20))  
Question: "Huh? Even though value is 10 the program loops. Why?"
```

Correction:

```
//*****  
// Question: "Huh? Even though value is 10 the program loops. Why?"  
// Answer: First issue is the "while" condition is used without following the proper  
// syntax. In do-while conditional loop, a semicolon is essential after "while"  
// Now to resolve the main issue which was asked, we have to know the usage of  
// both "||" and "&&" operator.  
// According to the given scenario, we should use "||" instead of "&&".  
//*****
```

```
int value;  
do  
{  
//...  
value=10;  
}while(!(value==10) && !(value==20));
```
