- myconnectfour.java: Lines 7 and 13: the constructor name doesn't match the name of the class:syntax error
- Solution: Change the name of the constructor to match the name of the class

- myconnectfour.java:Line 23: missing semicolon at the end of the line: Syntax error
- Solution: add a semicolon

- myconnectfour.java: Line 30 : getUserInput() spelled wrong when called: Syntax Error
- Solution: change getuserInput() to getUserInput()

- myconnectfour.java : Line 32: using the wrong variable when calling placeCounter: Type Error
- Solution: placeCounter('r', move)

- myconnectfour.java: Line 108: missing semicolon at end of line: Syntax error
- Solution: add semicolon at end of line

- myconnectfour.java: Line 121: missing semicolon at end of line: Syntax error
- Solution: add semicolon at end of line

- myconnectfour.java: Line 121: declared the variable toReturn twice: Logic error
- Solution: only declare it once, change it the second time it is used

- myconnectfour.java: Line 130: semicolon before the { : Syntax Error
- Solution remove the semicolon

- myconnectfour.java: Line 131: spelled board wrong: Syntax error
- Solution: spell board correctly

- myconnectfor.java : Line 157: spelled true wrong: Syntax error
- Solution: spell true correctly

- myconnectfor.java :Line 165: need == to check: Type Error
- Solution == instead of =

- myconnectfour.java : Line 169: missing semicolon at end of line: Syntax error
- Solution: add a semicolon

  CODE NOW COMPILES

- myconnectfour.java : Lines 150-170: counter isn't placed in the correct column: Logic Error
- Solution: should have board[position-1][i-1] rather than board[i][position] in all relevant places

- myconnectfour.java : Line 113 :" you have won" output after p2s first move: Logic error
- Solution: wrap the print statement in if(hasWon){}

- myconnectfour.java : Lines 150 : can't place r on top of y : Logic error
- Solution: the for loop has i++ but it should be i--

- myconnectfour.java : Lines 78 to 91: y can't win with a vertical row: Logic error
- Solution: need to increment count

- myconnectfour.java: Line 56: red counter needs 5 in a row horizontally to win: Logic error
- Solution: need to change > to >=

- myconnectfour.java: Lines 32 and 74: can overfill a column: Logic error
- Solution use a try and catch statement to stop the array going out of bounds, if it reaches the catch statement, add a continue statement so the same player can go again. This also stops values outside 1-7 being played.

- myconnectfour.java: Lines 31 and 73: crash when user inputs a non integer value: Logic Error
- Solution: use a try and catch statement to prevent this, and if the error is caught, use a continue statement

- myconnectfour.java: Lines n/a: no checking for diagonals: Logic Error
- Solution: add method(s) to check for diagonals

- myconnectfour.java: Lines n/a: no checking for stalemates
- Solution: Add method to check for stalemate

- myconnectfour.java: Lines n/a: Lines 129-160: 7th column not drawing properly and counters won't be placed here
- Solution: Fix faulty logic within the for loops - also need to adjust the horizontal and vertical win checks to account for this