

COMP 330

Bugs found in the coding process

1. With Commit 48f0689, the variable of X for the player's choice of letter for the game does not assign a player to Variable X when it is chosen.

Original code piece:

```
System.out.print("\n " + player1Name+ ", choose a symbol to play with, \"x\" or \"o\"? ");

    player1Symbol = sc.next().toLowerCase();

    if(player1Symbol=="x"){

        player2Symbol="o";

    }

    else player2Symbol="x";

    System.out.print(" => " + player2Name+ " will play with the "" + player2Symbol + " symbol.\n");

}
```

Fixed piece: Defined variables added to the code so 'X' will be recognized as a variable

```
System.out.print("\n " + player1Name+ ", choose a symbol to play with, \"x\" or \"o\"? ");

    player1Symbol = sc.next().toLowerCase();

    if(player1Symbol=="x"){

        player2Symbol="o";

    }

    player1Symbol = "x";

    player2Symbol="o";

    }

    else player2Symbol="x";

    System.out.print(" => " + player2Name+ " will play with the "" + player2Symbol + " symbol.\n");

    System.out.print(" => " + player2Name+ " will play with the "" + player2Symbol + " symbol.\n");

}
```