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:

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");

}