Go-Gitters Deliverable 5: Celestia

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Fault Injection Overview:

We have an a single include file with multiple functions to make testing easier. The changes we made to the code are as follows:

- 1. Changed the circleArea function by removing the parenthesis surrounding r * r. This causes the code to return a number when a negative value is passed as the radius.
- 2. Changed the sphereArea function by removing the parenthesis surrounding r * r. This causes the code to return a number when a negative value is passed as the radius.
- 3. Changed the pfmod function to check for a zero value in the denominator of the input. This causes zero to be returned instead of nan.
- 4. Changed the clamp function to return any value under 1 as 0 and any value over 1 as 1. No longer returns a range and instead only produces 0 or 1.
- 5. Changed the sign function to return the inputted value when it is negative, instead of returning 1.