Bug Cause/Fix Log, CubeSimulatorGUI

Key:

B = Bug

F = Fix (or cause)

AT = Approximate Time (taken to resolve)

B: Sometimes some corners didn’t insert

F: When checking for centre[5].faces[0] == corner[2].faces[1], I had typed “corner[5]”, not centre[5].

AT: 45mins

B: Sometimes corners didn’t insert/were in wrong position

F: When the code checked I >= 4 and if face[0] == “W”, didn’t check if face down in wrong corner - had to implement switch case to check if in correct corner.

AT: 5mins (found during previous B)