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: 45 mins

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: 5 mins (found during previous B)

B: Sometimes middle edges do not insert correctly

F: Forgot if faces[1] == “G”, for example, then faces[0] was not always “O”, could be “R”.

AT: 15 mins

B: Some edges had faces swapped with other edges

F: Wasn’t flipping the edges during the E slice

AT: 15 mins

B: Some centres had faces swapped with other centres

F: My E Slice moved edges according to E but centres according to Z

AT: 20 mins

B: GRW corner won’t insert sometimes

F: On case centre[5] = corner, it had corner faces[1] instead of faces[2] (for R case)

AT: 5 mins

B: Middle edges don’t insert sometimes

F: When checking if edges[4-7] are correct or not, used continue for switch case, not break

AT: 40 mins

B: Some middle edges are flipped still

F: In EdgeToUF, I hadn’t inverted cases 4 & 7 regarding d and d’

AT: 30 mins

B: If no yellow edges are face up, the cube doesn’t solve it

F: After doing the line algorithm, I forgot U2 before the L algorithm

AT: 2 mins

B: Refining solve didn’t work - wouldn’t solve correctly

F: Needed i-- if it should check three in row - counteracts double increment

AT: On and off, 1 hr

B: Final layer doesn’t always find correct case

F: