## 

Assessment Item 4:

Debugging

Name: Jean Claude Jino Rousseau

Student ID: 11590309

Lecture: Friday 9.00 am - 12.00 pm

Due Date: 07.10.2016

Lecturer: Dr. Recep Ulusoy

Number of words:

Table of Contents

[Introduction 3](#_Toc463539063)

[Analysis phase 3](#_Toc463539064)

[Replication 4](#_Toc463539065)

[Simplification 4](#_Toc463539066)

[Tracing 4](#_Toc463539067)

[Resolution 4](#_Toc463539068)

# Introduction

This report will elaborate on my task to replicate, simplify, trace, and eliminate the bugs that live in the source code about the Crown and Anchor game code that has been made available for our last assessment. The whole process will be completed using best practice debugging techniques.

# Analysis phase

Crown and Anchor games is a game that is played on a layout which is marked in a manner that is shown in figure 1below:



**Figure 1**

The game is played with three identical dice with the faces of each dice marked with the symbols of a crown, anchor, heart, diamond, club, and spade. The game is controlled by a dealer who is not permitted to gamble. The latter is the only person who will throw the dice or activate the dice cage.

If any of the three dice fail to come to rest with one surface flat to the base of the dice cage or flat on the layout mat, the dealer shall call “No Spin/Throw”. If in any circumstances that call is made, all wagers shall be avoided on that spin/throw.

The minimum and maximum wagers shall be prominently displayed on a sign at the table. A wager on a particular symbol shall win if the symbol appears on one or more of the uppermost face of the three dice and shall lose if the symbol does not appear.

Winning wagers shall be paid at odds not less than as shown in figure 2 below:



**Figure 2**

Anyone under the age of 18 years is forbidden to wager, be involved in the dealing or conduct of the game.

# Replication

# Simplification

# 

# Tracing

# 

# Resolution