## 

Assessment Item 4:

Debugging

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# 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 picture 1 below:



**Picture 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 picture 2 below:



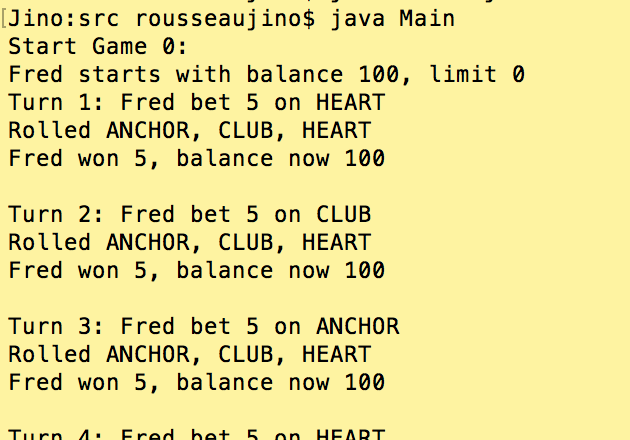
**Picture 2**

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

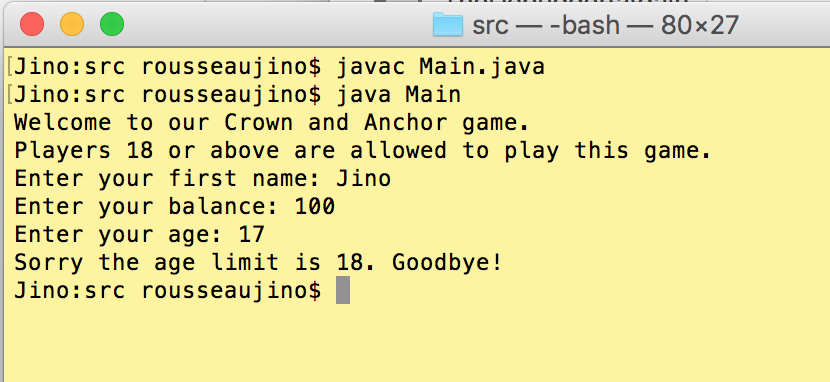
After careful analysis of the game, it can be stated that﻿﻿﻿ several bugs exist and many improvements can be made. In my attempt to improve the usability and functionalities of the game, I have developed different sequential steps to deal with all the existing issues in the game.

**STEP 1:**

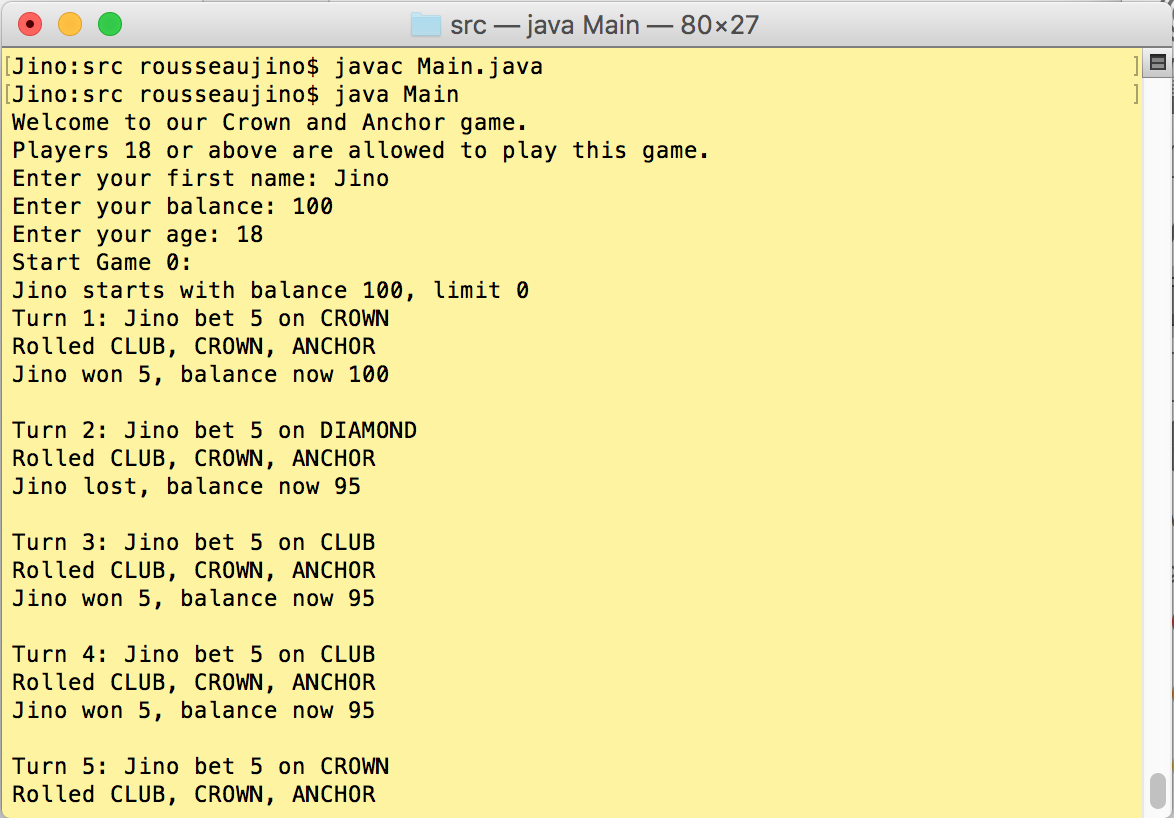
**Missing component:** Welcome message and a reminder that underage people are not allowed to play, missing at the start of the game as shown in picture 1 below. Also, the game has ‘Fred’ as player. That name and the balance cannot be changed.

 **Picture 3**

**Improvement 1:** Display a welcome message and a reminder that anyone under 18 is not allowed to play. Invite the user to input their name, balance, and age. Discard the user if the age entered is less than 18 as displayed in picture 2 below.  **﻿﻿﻿﻿﻿﻿﻿﻿﻿﻿**

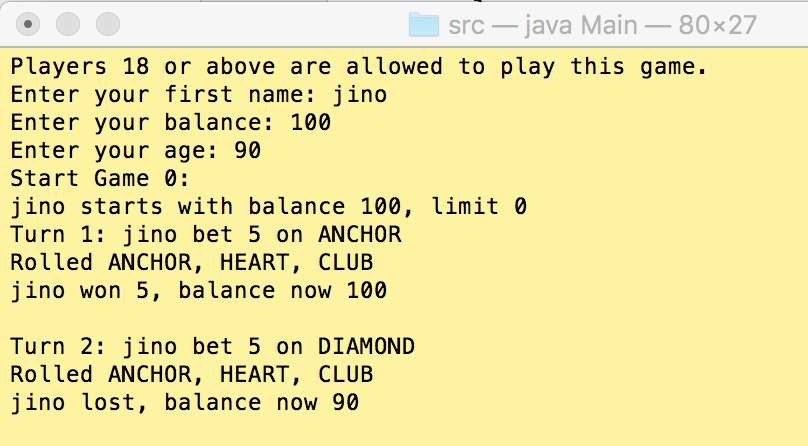
** Picture 4**

The validation is shown again below in picture 3 when the player enter a legal age.

 **Picture 6**

**STEP 2:**

**Bug 1:**  The balance displayed after a player wins is that than the expected amount which is specified by the rule showed in picture 2 above. This can be shown in Picture 6 below where in turn 1, player Jino bet $5 on Anchor, wins one Anchor but end up with a balance of 100 instead of 105 (5 [for the bet] + 95 [amount left] + 5 [1 Anchor win])

 **Picture 6**

**Resolving Bug 1:** Making changes to the Game.java code from:

player.takeBet(bet);

int matches = 0;

for ( Dice d : dice) {

d.roll();

if (d.getValue().equals(pick)) {

matches += 1;

}

}

int winnings = matches \* bet;

if (matches > 0) {

player.receiveWinnings(winnings);

}

return winnings;

to :

//player.takeBet(bet);

int matches = 0;

for ( Dice d : dice) {

d.roll();

if (d.getValue().equals(pick)) {

matches += 1;

}

}

int winnings = matches \* bet;

if (matches > 0) {

player.receiveWinnings(winnings);

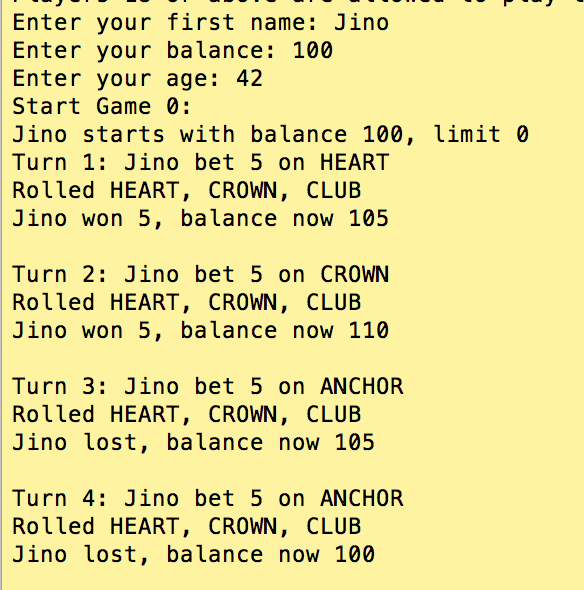
}else {

player.takeBet(bet);

}

return winnings;

Produces the results displayed in picture 7 below. In turn 1, the same player bets $5 on heart, wins one, and he ends up with a balance of $105 the right amount that should be paid to him.

**Picture 7**

# Replication

# Simplification

# 

# Tracing

# 

# Resolution