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CS 362
Assignment-2
1/19/17

Refactor:

Mine, Smithy, Adventurer, Remodel and Village were refactored into their own functions. The new functions are now:

```
int smithyCard (struct gameState *state, int currentPlayer, int handPos)
int villageCard(struct gameState *state, int currentPlayer, int handPos)
int remodelCard(struct gameState *state, int currentPlayer, int choice1, int choice2, int
handPos)
int adventurerCard(struct gameState *state, int currentPlayer, int handPos)
int mineCard (struct gameState *state, int currentPlayer, int handPos, int choice1, int
choice2)
```

To extract the functions, I would use the yank and past functions in the command line. For example, if I would need 20 lines of code, I would use 20yy to copy the code. To delete the code is similar to yank, 20dd would delete the 20 lines. And paste the code, simply just hit p.

Bugs:

Mine:

Replaced choice2 to choice1 in if statement

```
if (choice1 > treasure_map || choice1 < curse){
    return -1;
}
```

Smithy:

Changed < to <= in for loop

```
for (int i = 0; i <= 3; i++){
    drawCard (currentPlayer, state);
}
```

Adventurer:

Removed the -1 in cardDrawn variable so it will not be top card

```
cardDrawn = state->hand[currentPlayer][state->handCount[currentPlayer]-1];
```

Remodel:

Changed flag to 1 in discardCard so that it is trashed

```
discardCard(handPos, currentPlayer, state, 1);
```