Name _____

Debugging methods

On each of the slides in the deck, answer the following questions. Begin to go through the code and work with a partner to identify where there may be possible errors in each of the code slides.

If there are no errors, say so. Be sure to copy the code once you are done going over it and test it in a class called **DiceSimulation**

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rollADie() method

```
public int rollADie()
 {
   Random r = new Random();
   int valueOfDie = r.nextInt(6)+1;


 }
```

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computeDiceSum() method

```
public int[] computeDiceSum(int[] values)
 {
   int diceSums = 0;
   for (int i = 0; i < values.length; i++)
   {
     diceSums = diceSums + values[i];
   }
   return diceSums;
 }
```

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generateDiceRolls()

```
public int[] generateDiceRolls(int simulations)
 {
   int[] diceRolls = new int[simulations];
   for (int i = 0; i < diceRolls.length; i++)
   {
     diceRolls[i] = RollADie();
   }
   return diceRolls;
 }
```

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Main Method

```
  public static void main(String[] args)
  {
    Scanner input = new Scanner(System.in);
    System.out.print("How many dice you would like to roll?" );
    int diceNumber = input.nextInt();
    int[] dice = new int[diceNumber];

    for (int i = 0; i < dice.length; i++)
    {
      diceNumber[i] = rollADie();
    }

    System.out.print("How many times do you want to roll? ");
    int simulations = input.nextInt();
    int[] simRolls = new int[simulations];

    simRolls =
//how would we print out what returns from rollADie?
//System.out.println(rollADie()); Ben's guess

//how would we print out what returns from computeDiceSum?


//How would we print out what returns from generateDiceRolls?
  }
}
```

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