Jidebug exercise

**Steps of exercise**

* Download Jidebug or copy an Eclipse project including Jidebug and Monopoly
* Monopoly is an open source code with existing and seeded faults
* There are existing bug reports
* The participant should select the ones which probably solvable with Jidebug
* The participants should make execution comparison so that the difference be minimal, and send/show the most suspicious differences for validation
* Developers’ task is to find at least one reported bug in the code

The bug reports are the following (note that some bugs originally features but we consider them as bugs)

1. Go to jail should involve going ahead and getting $2,000,000
2. After mortgage redeem enabling mortgage again should be excluded
3. Mortgaged plot should also require the payment for the player who enter somebody else’s plot.
4. Consider the player who is running out of money and cannot sell something or cannot apply for mortgage. If this player should pay more than s/he can, then displaying “Review Asset” is faulty and only “Declare bankruptcy” should be appeared.
5. The end characters of Yagami Light’s money is missing because the grey background is too narrow.
6. At trading “accept trade button” is valid even when there was not any trade, therefore this button should be prohibited until any trade happens.
7. When a player passes the start (go) position s/he collects $2,000,000. However, when the player steps just on the start position no required money is added.