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Assignment 2
CS362-W2019

Refactor

- Adventurer
- Smithy

These cards were easily moved into their own functions. As an added bonus, I was able to delete the variables int cardDrawn and z from the function cardEffect() which contained the switch statement.

- Baron
- Village
- Great Hall

These cards were straightforward to refactor. All that was required was copying the body of the switch block into their own functions.

Bugs

1. playSmithy()

Changing < to <= in the for loop can change the score of the game at runtime and reverse the outcome. The compiler has nothing to say about this error.

2. playBaron

Changing < to > in

```
if (choice1 < 0)
```

can also change the winner of the game.

3. playGreatHall

If we take the address of variable in the wrong place the compiler will scold us with a conversion warning but still finish building the program. But running the program results in a segmentation fault.

4. playAdventurer

Assigning

```
[state->handCount[currentPlayer]]
```

instead of

```
[state->handCount[currentPlayer]-1]
```

is a classic off by one array access resulting in a core dump at runtime.

This is an easy mistake to make, but a particularly nasty bug to track down. Worse, the compiler is no help here.