**Buggy 1:**

Method Name: Shuffle

Possible Code Error: The possible code error made to get an ArrayIndexOutOfBoundsException could be that when writing the for loop that moves through the values array instead of using and less than sign to compare the control variable to the length of the array, and less than or equal to operator was used which on the last run of the loop the control variable would be one higher than the number of indexes causing the error.

**Buggy 2:**

Method Name: test1cardDeck

Possible Code Error: The possible code error made to get an Incompatible source code error would be that although a new deck is created there is no deck class in which the compiler can reference to create a deck.

**Buggy 3:**

Method Name: Main

Possible Code Error: The possible code error made to get an ExceptionInInitializerError would be referencing a non existent package thus when the compiler tried to run the class it looked for the package Buggy1 and could not find it, instead returning an error.

**Buggy 4:**

Method Name: Shuffle

Possible Code Error:

**Buggy 5:**

Method Name: Shuffle

Possible Code Error: