Lab 08

I created pong\_sp.c in Unix and was able to run it by using the command “gcc -o pong pong\_sp.c -lncurses”. To make the program run properly I changed SLEEP\_TIME to 15000 from 20000 to increase the speed of the program, fixing the performance issues, and changing hits--; to hits++; so that it adds to the hits counter during a ball-paddle collision instead of subtracting. To fix how the program displayed the ball and paddle when they moved I did Text

Description automatically generated

and

Text

Description automatically generated

which removed the extra characters when the ball and paddle moved. I was able to discover and fix these bugs by running the program and observing the errors occur as the program ran, and finding and fixing them as a result.