JavaScript Debugging Exercise v3

Type: Independent

Exercise Duration: ½ day

Exercise Instructions:

An elementary school hired you to build a word search generator for them. You built one that met the following requirements:
- User can specify the width and height of the grid
- User can add words to a word bank if they meet the following conditions:
  - Word is at least 3 characters long
  - Word includes only English letters
  - Word is unique
- User can remove individual words from the word bank by clicking the trash can icon for that word
- When user clicks "Create", a grid is generated
  - Grid has random letters
  - Grid has the width and height that were specified
  - Grid places all words from word bank or informs user that it couldn't

Unfortunately, someone edited the code and broke the generator. The school has asked you to give them a working copy again, but you already deleted the original. The school gave you the currently broken code. It's your job to find and correct the errors. The school would also like a record of all the changes that were made. You can put this into a changelog section in the project's README.

You will need to fix both syntax and logic errors in the .js file. You should not make changes to the .html or .css files.

Requirements:

1. Clone down the debugging template exercise
2. Find and fix 14 bugs in the .js file.
3. Create a "changelog" section in the README.md file. Add a list of all the changes, including the line number and a brief description of the change. For example:

- ○ Line 11: change "with" to "width"
- ○ Line 2: change "too" to "to"