

Bug/Omission List

The following table describes why the version of the code provided doesn't work/doesn't provide the functionality needed to play Connect4. I have assigned "bugs" as things which stop the program from compiling, and omissions as changes needed to play connect4.

Class	Lines	Type	Bug/Omission	Type if bug (syntax/run time/logic)	Solution
MyConnect Four	Line 7	Bug	Char entered where int expected	Syntax error	Guard against non-integer inputs.
MyConnect Four	Line 19	Bug	Need to end lines with '.'	';' expected	Add ';' to end of line
MyConnect Four	Line 117	Bug	Need to end lines with '.'	';' expected	Add ';' to end of line
MyConnect Four	Line 165	Bug	Need to end lines with '.'	';' expected	Add ';' to end of line
MyConnect Four	Line 104	Bug	Need to end lines with '.'	';' expected	Add ';' to end of line
MyConnect Four	Line 9	Bug	Need the class constructor to have the same name as the class	Error:(9, 12) java: invalid method declaration; return type required	Make class name Upper Camel case
MyConnect Four	Line 26	Bug	Need to call methods with the correct name, java is case sensitive	Cannot resolve method getUserInput()	Call getUserInput() instead
MyConnect Four	Line 117	Bug	Already defined "toReturn"	Variable toReturn is already defined in scope	Remove the redundant redeclaring of the variable
MyConnect Four	Line 127	Bug	Spell variables correctly	Cannot resolve symbol	Spell "board" instead
MyConnect Four	Lines 126	Bug	Erroneous ';' in for loop declaration	Cannot find symbol	Remove ; on line 126
MyConnect Four	Line 153	Bug	Spell "true" correctly	Cannot find symbol	Line 153 should equal "placed = true"
MyConnect Four	Line 161	Bug	Need to compare values not use an assignment	Incompatible types: char cannot be converted to boolean.	Change '=' with '=='
MyConnect Four	Line 28	Bug	Need to pass in an integer	Incompatible types java.lang.String cannot be converted to int	Change 'UserInput' to 'move' (on line 28)

MyConnect Four	146	Omission	Need to minus 1 from i each time		Change i++ to i--
MyConnect Four	36,52	Omission	X win condition is 5 in a row and not 4. Y's win condition is correct		Change > 4 to >=4
MyConnect Four	148, 151, 152	Omission	Need to take account for the array starting at 0, so we need to -1 from the position when referencing the board.		Change position to (position-1) on each of the lines
MyConnect Four	Lines 128, 131	Omission	Prints inversely to where you're placing your tokens.		Need to switch i and j round, as its looping round inversely. And make the i<board.length, j<board[j].length
MyConnect Four	Lines 126, 127	Omission	Need to loop round till the end of the board. Else we miss off the edge lines		Replace "<" with "<="
MyConnect Four	Lines 48,49	Omission	Incorrect win condition for player "y"		Delete [0] on line 48, j counter should loop to board[j].length
MyConnect Four	Line 109	Omission	"You have Won!!!" Appears at the end of each double turn, despite the fact that neither player has won		Move "you have won" to lines in the if statement, checking if a player has actually won.
MyConnect Four	Line ?	Omission	Doesn't check for diagonal win condition.		Need to implement a diagonal win condition method.
MyConnect Four	Line 140	Omission	Always prints a length of "7" board, no matter the actual size of it.		Need a loop and adding the board length to a print() statement
MyConnect Four	Line ?	Omission	Player loses turn if they do "incorrect" move		Add a check to see if the move is valid after the player inputs their move.
MyConnect Four	Line 126	Omission	Doesn't print the whole board		Needs an extra row to be printed. Remove the -1 in the first for loop second condition.
MyConnect Four	Line ?	Omission	Need to check if the players move is valid.		Add a check to see if the move is valid after the player inputs their move.
MyConnect Four	Line 148 /151 /152	Omission	Prints 'r' and 'y' in different columns, despite same input. Prints 'y' in the incorrect column		Change "position" to "position-1" on these rows.