

Assignment 5
CS362-004
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URL of Code:

<https://github.com/mnutsch/CS362-004-W2018/tree/master/projects/nutschm/alexliDominion>

Bug-Reports

Find and report at least two (2) bugs (possibly including pointers to code to expose those bugs).

fullDeckCount() = This function does not return the proper count of cards in the deck.

scoreFor() = This function does not return the proper score.

adventurer_card() = This function does not properly put treasures into the player's hand.

smithy_card() = This function does not properly add cards to the player's hand.

Test Report

Describe your experience testing Dominion.

I downloaded Alex Li's Dominion code.

I copied by test scripts into a folder containing Alex's code.

Alex didn't have functions in the same format, so I copied the card interactions into my function shells in Dominion.c.

I then compiled and ran each test to find bugs.

This is a list of the files that I ran, the functions tested, and the status of the tests.

<u>File Name</u>	<u>Function</u>	<u>Status of Test</u>
unittest1	getCost()	No error found.
unittest2	fullDeckCount()	Bug found.
unittest3	isGameOver()	No error found.
unittest4	scoreFor()	Bug found.
cardtest1	smithy_card()	No error found.
cardtest2	adventurer_card()	Bug found.
cardtest3	mine_card()	No error found.
cardtest4	village_card()	No error found.
randomtestcard1	village_card()	(Seg fault.)
randomtestcard2	smithy_card()	Bug found.
randomtestadventurer	adventurer_card()	No error found.

Debugging

Document the process of identifying and fixing a bug in your own code, and mention your code changes

I created a copy of the dominion file, named "dominion-fixed.c", so that graders and team members can differentiate the files.

For each bug found I read through the code to find the error and fixed it.

I also used the GDB debugging tool to make sure that I am acquainted with the tool.

I then tested it again to make sure that the bug was fixed.