Git Assignment – Due Wednesday, Feb 12

For this assignment, you'll be practicing using git. I've set up a repository specifically for this assignment at https://github.com/pwilkins05/CS246-Assignment At the moment, this repository has just a README file, and a copy of a C++ source code file for a game of Yahtzee. Your task for the assignment is to do the following three things:

1. Edit the Yahtzee file. I've listed a few TODOs and BUGs at the top of the file. There are also several scoring functions that have yet to be implemented. Your first task to fix one of the problems or add one of the functions. If all of the problems have been fixed by the time you go to edit the file, add a little functionality of your own (it could be as simple as rephrasing some of the output). Please fix only one item so that there's enough to go around. If you're not familiar with C++, just add some comments to the program. Once you've made your change, push that change to the repository.

2. Make a source code file in the language of your choice, and add it to the repository. Your file should contain 20-30 lines of code…it can do anything you want. Your file should also have 2-3 bugs. These bugs should be clearly marked and commented, they'll be used for the third part of the assignment.

3. Fix a bug in another file. Look at a file that's been added to the repository by someone else, and fix one of the bugs in that file. Once you've fixed the bug, push your fix into the repository.

As all changes are documented by git, you won't be turning anything in for this assignment…I'll examine the git log to verify that you've made the appropriate changes. For reference, I've also posted a handout described the functionality of the yahztee program and rules of the game (the code is actually a repurposed CS161 assignment).