

## Colab 7B

Which assignment the bug or trouble was encountered?

- Colab 6 Part C

**What was the specific error? Run-time? Logical? What strategies did the team member take to debug?•What was ultimately the problem (or was it never fixed)**

- Maze One Path Size
  - o Problem: issues initiating 2D dynamic array
    - Strategies: consulting with team members to figure it out
    - Problem was fixed
- Maze One Solve Maze
  - o Problem: incorrect loop to scan for next path
    - Strategies: consulting with team members to figure it out
    - Problem was fixed
- Maze One Path toString
  - o Problem: incorrect maze and improper formatting
    - Strategies: consulting with team members to figure it out
    - Problem was fixed
- Maze 2: Path Size (0.0/1.0)
  - o Problem: incorrect bounding
    - Strategies: consulting with team members to figure it out
    - Problem was fixed

- Maze 2: Path Size (0.0/1.0)
  - o Problem: incorrect bounding
    - Strategies: consulting with team members to figure it out
    - Problem was fixed
- Maze 2: Solve Maze (0.0/1.0)
  - o Problem: collection of all the issues leading to a compiler error and the inability to properly decipher the correct path
    - Strategies: consulting with team members to figure it out
    - Problem was fixed
- Maze 2: Path toString (0.0/3.0)
  - o Problem: incorrect maze and improper formatting
    - Strategies: consulting with team members to figure it out
    - Problem was fixed
- Maze 6: Solve Maze (0.0/1.0)
  - o Problem: collection of all the issues leading to a compiler error and the inability to properly decipher the correct path
    - Strategies: consulting with team members to figure it out
    - Problem was fixed
- Maze 6: Path toString (0.0/3.0)
  - o Problem: incorrect maze and improper formatting
    - Strategies: consulting with team members to figure it out
    - Problem was fixed
- Maze 7: Print Maze (0.0/1.0)
  - o Problem: incorrect maze print
    - Strategies: consulting with team members to figure it out

- Problem was fixed
- Maze 7: Path toString (0.0/4.0)
  - Problem: incorrect maze and improper formatting
    - Strategies: consulting with team members to figure it out
    - Problem was fixed