**Calculatorbuggy.cpp**

1. The problem here is that the numbers are set as integer types that do not allow for good multiplication and division. But you could easily fix this by just making it a float type.

**helloWorldBuggy.cpp**

1. The code just needed to add a semicolon at the end of endl and return 0. Then compile.

**circleAreaBuggy.cpp**

1. Radius was assigned a constant double value which made the input for radius not work.
2. The area variable was not initialized as anything so it couldn’t be stored as any data type.

**freeFallBuggy.cpp**

1. In the d=½ \*g\*t, the ½ needs to be 1.0/2.
2. If it actually wants a time input, you have to have a cin for the t value and not a hardcoded integer
3. I also changed the type of all the variables to double

**powersBuggy.cpp**

1. The cin needed to look like “cin >> x;” and not “cin<<x;”.’
2. They also used the pow function without including the cmath library. Gotta do that.