September 1, 2016 Debugging lesson

Dice Game

-Found bugs in Bowling, BowlingPlus, Craps, Dice, and ClassRoster2.

In bowling, I was not rolling a random on pins left but on 0-10.

I was also not using a flag correctly.

In ClassRoster2, I was set up a counter value in the constructor. Problem was this reset to 0 every time I made a new student overriding the counter.

I enjoyed learning about how Java was thinking.

Here’s a big question:

It seems standard to use methods for values instead of assigning the method return to another variable.

**Is it more efficient to reassign the return of the method or to just use the method?**

Here is a small example:  
**if**(!(retInteger(mon)==-1)){//if we have an integer

student1.monthsEmployed = retInteger(mon);

vs.

int parInt = retInteger(month);

**if**(!(parInt ==-1)){//if we have an integer

student1.monthsEmployed = parInt;