***Activity 5 Questions***

Buggy1:

Constructor or Method (write method name): isEmpty()

Describe a Possible Code Error:

Could have returned size !==0 assuming that the method was trying to check whether or not the deck was full

Buggy2:

Constructor or Method (write method name): size()

Describe a Possible Code Error:

Size is not updated in the constructor or any method that changes the size

Buggy3:

Constructor or Method (write method name): shuffle()

Describe a Possible Code Error:

The deck that is shuffled within the shuffle method is not assigned to the deck object

Buggy4:

Constructor or Method (write method name): deal()

Describe a Possible Code Error:

This method calls the isEmpty() method first so there might be a problem with the isEmpty() method