

Team Stroustrup - Defect Database

Reported By	Date	Type	Fix Time	Status	Description/Reproduction Procedure
Thomas Lindley	April 10, 2013	Logic	0	Open Bug	Gamestate is not being written correctly from the front end. Not sure where the bug is. Probably somewhere in the encoding/parsing. Bug proved fatal.
Thomas Lindley	April 15, 2013	Logic	0	Open Bug	determineWinner will break if more than one hand has the exact same ranking (kicker cards and all). Even though this kind of thing is rare, this is a problem, because we can not deal with split pots effectively.
Thomas Lindley	April 16, 2013	Logic	0	Open Bug	A isStraight returns false for hands that have multiples of the same number included in the straight.
Thomas Lindley	Jan 30, 2013	HTML Design	15	Bug Fixed	Arrow picture was not rotating correctly. Fixed by inserting more pictures with arrow already rotated.
Thomas Lindley	Feb 20, 2013	Syntax	1	Bug Fixed	Referred to a field in one of my defstructures by the wrong name.
Thomas Lindley	March 5, 2013	Logic	10	Bug Fixed	My quick sort algorithm was not sorting correctly if the pivot point was duplicated in the list. Solved by taking the pivot point out of the list after chosen and appending it in between the below and above lists.
Thomas Lindley	March 7, 2013	Logic	30	Bug Fixed	I could not for the life of me figure out why my Quick Sort function was angry with me when I started using defstructures. I ended up rewriting it from scratch with defstructures in mind.

Thomas Lindley	March 12, 2013	Design	15	Bug Fixed	Went looking for an easy way to swap two values in a list in ACL2. Was trying to avoid creating my own function. Ended up getting sucked down the Wikipedia rabbit hole after awhile.
Thomas Lindley	March 12, 2013	Logic	21	Bug Fixed	My Quick Sort function was chocking on the defstructures. Finally remembered the debugging option and found out that it was trying to access the card-value of an empty list.
Thomas Lindley	March 24, 2013	Logic	5	Bug Fixed	isThreeKind was breaking because I had originally copied over the Code from isPair which only needed to check two cards. Since isThreeKind needed to check 3 cards, it was trying to access cards outside of the hand.
Thomas Lindley	March 24, 2013	Logic	1	Bug Fixed	Didn't learn from my mistake. isFourKind did the same thing as isThreeKind. I facepalmed and moved on.
Thomas Lindley	March 25, 2013	Logic	10	Bug Fixed	isFullHouse was returning the extra cards out of order. It would always return the higher value card first even if the set of three was of a lower value than the set of two.
Thomas Lindley	March 25, 2013	Logic	2	Bug Fixed	My Quick Sort function was returning the suits backwards for some weird reason. Quick-fixed by reversing the list returned. Needed to move on.
Thomas	March			Bug	I could not figure out how to get isFlush to return the high value of the flush without just sending the max of the five flush cards.

Lindley	26, 2013	Logic	20	Fixed	Decided to table this issue for now and try to modify my sorting algorithm to sort by rank inside suit (e.g. Club 8, Club 7, Club 2, Heart King, Heart 5)
Thomas Lindley	March 26, 2013	Logic	11	Bug Fixed	isStraight was not working for Ace-high straights. Spent enough time on it to realize that I could not find a trivial fix. Decided to table it as I needed to move on.
Thomas Lindley	March 26, 2013	Logic	5	Bug Fixed	I tried to set up isStraightFlush to call isStraight and isFlush. I messed this up originally because I sent an empty hand to isFlush after it found the straight.
Thomas Lindley	April 7, 2013	Logic	15	Bug Fixed	My isStraight function assumed that it was given a mathematical set i.e. it was only checking that the first and last cards of a five-card hand were four units apart. I fixed this by adding all of the cards to a set and checking that the difference between the high card and low card is five and that the length of the set is five.
Thomas Lindley	April 7, 2013	Logic	8	Bug Fixed	My isFlush function was not returning the values necessary for tie-breaking. I sorted the cards that make up the flush by value and returned the entire hand for use in tie-breaking.
Thomas Lindley	April 8, 2013	Logic	45	Bug Fixed	The program crashed when updating the player hands to include the common cards. Kind of tricky to find.
Thomas Lindley	April 8,	Logic	15	Bug Fixed	Tried using the Proofpad debugger to find the previous bug. Could not get

	2013				it to work and gave up.
Thomas Lindley	April 8, 2013	Logic	2	Bug Fixed	Tried to fix the hand bug above using DrRacket. DrRacket has a bug where it doesn't allow the make-struct macro. This is unfortunate because almost all of our testing constants use make-struct.
Thomas Lindley	April 8, 2013	Logic	5	Bug Fixed	Ace-high hands lose. This is a problem. Not sure what I'll do to fix this one just yet. UPDATE: changed the value of ace to 14.
Thomas Lindley	April 10, 2013	Logic	0	Open Bug	Gamestate is not being written correctly from the front end. Not sure where the bug is. Probably somewhere in the encoding/parsing. Bug proved fatal.
Thomas Lindley	April 14, 2013	Logic	44	Bug Fixed	isStraightFlush was returning nil no matter what. Fixed by changing the order of the sorted cards being passed into both isStraight and isFlush.
Thomas Lindley	April 14, 2013	Logic	8	Bug Fixed	addKickers function was returning the ranking as well as the kickers. Easy fix.
Rick O'Hara	March 30, 2013	conceptual	20	Bug Fixed	Ran into bug where the shuffle function was returning Nil instead of doing useful work. I discovered that I was passing arguments to the fisher-gates-shuffle function in the wrong order, which was causing the input predicates to return false, therefore causing the function to return Nil.
					The shuffle method was not actually shuffling cards. I discovered that I had been

Rick O'Hara	March 30, 2013	conceptual	13	Bug Fixed	calling the generate-randoms function with a bad input. I was using (len *newdeck*) instead of (len (deck-cards *newdeck*)).
Rick O'Hara	April 2, 2013	system error	113	Bug Fixed	Proofpad said there was an error with the certificate for the shuffle-helpers.lisp file. Issue was keeping the shuffleDeck function from working. Issue ended up being caused by a bad git commit from a teammate that overwrote my last push.
Rick O'Hara	April 8, 2013	system error	114	Bug Fixed	Found error in takeTurn for the bet-1-request test. The current player was not being updated in makeBet. To fix this I created a new function updateCurrentPlayer. Ran into several smaller bugs in getting this to work? including: structure returned by makeBet was not passing gamestate-p test which caused the check in updatePlayer to fail (makeBet structure was incorrect? initially returned a nested gamestate, also added Nil to the head of gamestate-players, also returned an extra level of list nesting on the players list of gamestate).
Rick O'Hara	April 8, 2013	system error	56	Bug Fixed	Found error in afterTurn. The gamestate was not being returned correctly after the end of a round of betting. Added the readyGamestateForNextTurn to correct this problem.
Rick	April 9,	system error	15	Bug	Found error in makeBet. Having a player call a bet causes amount-to-call to be

O'Hara	2013			Fixed	increased for all players. It shouldn't affect other players.
Rick O'Hara	April 10, 2013	system error	25	Bug Fixed	JSONEcode was not working. It did not have the (in-package "ACL2") directive to certify it.
Thomas Shehan	Feb 16, 2013	arguments	2	Bug Fixed	used the wrong arguments for file->string, looked in old file to find fix
Thomas Shehan	Feb 16, 2013	arguments	4	Bug Fixed	when refactoring main to toFile, used wrong argument types.
Thomas Shehan	Feb 17, 2013	html/js	2	Bug Fixed	misspelled the data-bind attribute, Knockout didn't work.
Thomas Shehan	Feb 17, 2013	parenthesization	2	Bug Fixed	forgot the correct parenthesization of let*, got errors.
Thomas Shehan	Feb 17, 2013	parenthesiazation	3	Bug Fixed	messed up the parenthesization of the nested if statements.
Thomas Shehan	Feb 27, 2013	incorrect types	3	Bug Fixed	tried to pass char lists where chars were expected
Thomas Shehan	Feb 27, 2013	off by one	30	Bug Fixed	forgot to add one to the length of the tokens when determining how many characters were consumed. This caused the tokenizer to fail in a very confusing way.
Thomas Shehan	March 2, 2013	include	20	Bug Fixed	included the wrong book, didn't realize this was the problem because I was working in drracket today. ProofPad includes all books by default.
Thomas Shehan	March 2, 2013	logic	25	Bug Fixed	incorrectly counted the length of consumed tokens. needed to count the length of the child element plus the recursively gotten rest of the current level. Instead

					only added 1 to the recursive value.
Thomas Shehan	March 2, 2013	logic	15	Bug Fixed	took the cdr of several lists when I needed the cadr.
Thomas Shehan	March 2, 2013	naming	2	Bug Fixed	used the wrong function names for update-struct.
Thomas Shehan	March 7, 2013	naming	8	Bug Fixed	wrapped a list in extra parenthesis. Got an error message that I did not understand, which took a while to track down.
Thomas Shehan	March 12, 2013	naming	30	Bug Fixed	receiving lots of error messages that I do not understand. When I try reverting mostly back to the old code I get no error message but the Javascript is not executing. I am probably missing something stupid.
Thomas Shehan	March 30, 2013	collaboration	135	Bug Fixed	I did not modify my tree->request function to reflect michael's changes to the request structure
Thomas Shehan	April 2, 2013	interface	3	Bug Fixed	forgot to use the str->rat function to get the correct type
Thomas Shehan	April 4, 2013	interface	3	Bug Fixed	forgot to use the str->rat function to get the correct type
Thomas Shehan	April 4, 2013	interface	2	Bug Fixed	forgot to use the rat->str function to get the correct type
Thomas Shehan	April 4, 2013	interface	1	Bug Fixed	forgot to include the decimal precision argument to rat->str
Thomas Shehan	April 4, 2013	struct	6	Bug Fixed	misspelled the call-amount field as call_amount causing the parser to fail
Michael	Feb 13,	Code	15	Bug	Including a defstruct in another defstruct required

Short	2013			Fixed	the (struct-name)-p method for assertion
Michael Short	Feb 27, 2013	Code	10	Bug Fixed	Was using natp to check for non negative but tests included rational numbers
Michael Short	March 1, 2013	Code	10	Bug Fixed	Request structure was giving a string for the player (name) instead of the player struct itself
Michael Short	March 12, 2013	Code	10	Bug Fixed	ProofPad throws error in defstructs when calling fields, even though it will compile.
Michael Short	March 14, 2013	Code	10	Bug Fixed	Iterator needed when editing list of players, because the updated list needs to be returned to the gamestate.
Michael Short	April 4, 2013	Code	15	Bug Fixed	Inconsistent gamestate struct due to fields being added to it. Updated code to include the changes
Michael Short	April 9, 2013	Code	15	Bug Fixed	Cons does not work for adding an element at the end of the list. Reversing was required to keep the player list in the right order
Michael Short	April 9, 2013	Code	10	Bug Fixed	There was an extra nil in the player list when returning from making a bet, causing other modules to fail
Michael Short	April 9, 2013	Code	10	Bug Fixed	BetValidation also contained an improper player list ordering. Fixed by building the list backwards
Michael Short	April 9, 2013	Code	10	Bug Fixed	MakeBet did not include the amount to call when subtracting the chips from the player
Michael Short	April 11,	Code	5	Bug Fixed	Calling a struct function on a string (and not the object), when it should just

	2013				return the string
Michael Short	April 11, 2013	Code	20	Bug Fixed	A gamestate struct with nils as fields will not pass the struct-p predicate, but a struct that is a valid gamestate will not pass through the modules properly
Michael Short	April 11, 2013	Code	20	Bug Fixed	Cannot get rid of a mv variable (the state), so had to rework main module to pass the state of ACL2 along with the gamestate through the request functions.