Activity 5:

Buggy 1: isEmpty()

The deck returns that it is empty even though it is not. They could return size > or < 0 instead of size == 0 or they could have accidentally typed in a number other that 0 for return size == 0. So they could have typed in size == 9 since it is right next to the 0 key on the keyboard.

Buggy 2: size()

It said when they put in a deck of 1 card the tester returns that the deck has 0 cards in it even though there is 1. When they defined size in the constructor they could have misunderstood what cards.size() was and they could have thought that they needed to subtract 1 card like is you were running through a loop and needed to access the first one because it has an index of 0. They would have written it as size = cards.size() – 1; instead of just size = cards.size();.

Buggy 3: shuffle()

When the shuffle method is called it doesn’t do anything and the shuffled deck is the exact same as the original. This could be caused by the shuffle method returning the beginning deck instead of the new updated one.

Buggy 4: testOneCard()

The program returns null for the first card dealt in a 1 card deck. This could be caused by the deck only being one card and the program wont deal a deck with only one card because the programmer put a -1 in some place to count the amount of cards to deal in the deck.

Activity 5:

Q1:

Deck, how big the board is, how many cards are on the board at a time, what cards are on the board at a certain time.

Q2:

First you would have to shuffle the board, then lay out 9 cards face up and the deck to the side upside down,