EEN118 LAB SEVEN

Errors in your code can be anything from a triviality like forgetting a semicolon, to nearly impossible to spot like putting parentheses around the wrong term. When you read the error reports spat back to you by the compiler they may not seem to make much sense, but one day your faithful lab guys won't be there to walk you through them.

This week's lab focuses on debugging a program you all should be very familiar with - the cannon from lab 3. The version that you will download from the class web site is really bad, and you're in charge of fixing it. There are both syntax and logical errors, so be sure to fix them all. When finished correctly, this lab should work very nicely.

Upon completion of this lab, you are to submit both the fixed code, and a description of any major changes you made to it. You must rename functions and constants that have confusing names, put in useful comments stating what each part does, and make sure the spacing is nice and clear.

You are not allowed to severely modify this program - no taking out functions to make it look like your version of lab 3.

Note down any logical errors you find and how you went about fixing them. The lab guys cannot help you too much, as this lab focuses on your ability to debug independently. They will only be there to remind you of the steps of debugging.