TESTING AND DEBUGGING
10-11-11

➔ When we ran the program for the first time we fortunately got only some 25-30 errors most of which were stupid syntax errors and spelling mistakes. We found and removed them in about 3 hours.

➔ Next when we ran the program we came across four logical errors, namely:-

- There were more than one fruits at the same time in the arena.

- And the snake was not moving, it was just taking the turning input and turning properly.

- The snake was not detecting that it was when its head ate its own body.

- The game over window wasn't opening properly due to some segmentation fault.

➔ We solved these problems in the following way:

- The plot fruit function was called more than once due to a mistake in calling the function.

- The timer function was called at the wrong place.

- This was the result of calling the functions in the wrong place.

- We got this solved with the JTA'S help.