

Solutions

Each answer shows the steps, then the **result**.

2.1

- a syntax error breaks the language's rules so the program will not run; a logic error runs but gives the wrong result

2.2

- to test the program at boundaries and unusual values where defects often hide

2.3

- hand-tracing the code, or adding print statements / using a debugger (any one)

3.1 B

3.2 A

3.3

(a)

- a runtime error

(b)

- hand-trace or add print statements to find where it fails (any one)

(c)

- that it now produces the intended output for its requirements