

1. (minor) page 4, paragraph 4 - “space let for additions” should read “space left for additions”.
2. (minor) page 7, paragraph 2 – The first sentence (“To set the size ...”) is repeated twice. Once should be enough.
3. (minor) page 16, declaration of *MAXDIRECTION* – would be better as a constant (i.e. final variable); could be declared:

```
protected int final MAXDIRECTIONS=16;
```

4. (minor) page 19, boolean expressions in function *setBugColor* don't need to force the evaluation of both sub-expressions, so “&” could be “&&” in all three boolean expressions.
5. (confusing) pages 20 to 25 - The discussion of functions *calculateBugParts* and *go* should be read first, then the body of them copied from the complete listing of class *Bug* on pages 25 through 28. This is not made clear and can lead to confusion when trying to enter the code.
6. (confusing) page 29 – Call to *fillRect* function in for loop should be omitted in order to see the every step of the run. If left in, all that will be show will be the run's ending state.
7. (minor) page 35, next to last paragraph, first sentence - “take place to quickly” should read “take place too quickly”
8. (important) page 51 and again on page 61, declaration of *Bug* object *p* – “HEIGHT-20” should be changed to “HEIGHT-40” in order for the bug to be seen in the initial position in all Java virtual machine environments.
9. (minor) pages 57 and 58, use of “&” - change all instances of “&” in boolean expressions to “&&” for greater efficiency
- 10.(minor) page 65 – function *CollideEvilBugToBugBugZapper* should be named *CollideEvilBugToBugZapper* in both is declaration (top of page) and its call (middle of page).
- 11.(minor/confusing) page 67, declaration of buttons - “J – Left” should read “Turn Left”; “K – Right” should read “Turn Right”
- 12.(minor) page 68 – semicolons after code blocks in methods *keyPressed* and *keyReleased* should be removed.

13.(confusing/poor coding) page 69 and again on page 74 – There are more calls to *requestFocus* than needed. This can be rewritten:

```
public void run() {
    addKeyListener(this);
    out:while(true) {
        requestFocus();
        if (!startPressed) continue;
        else { ...
```

14.(minor) page 69 and again on page 71, second use of *hiddenG.drawString* (at bottom of pages) – “WIDTH/2-100” should be “WIDTH/2-50”