

Exercise 11.03: Traversing a List

FindBugs generated two notifications in the code projected code at line 57:

FindBugs Notification 1:

Bug: Null pointer dereference of list in edu.ncsu.csc216.linked_list.ListNode.add(ListNode, int)

A null pointer is dereferenced here. This will lead to a NullPointerException when the code is executed.

Confidence: High, Rank: Scary (5)

Pattern: NP_ALWAYS_NULL

Type: NP, Category: CORRECTNESS (Correctness)

FindBugs Notification 2:

Bug: Load of known null value in edu.ncsu.csc216.linked_list.ListNode.add(ListNode, int)

The variable referenced at this point is known to be null due to an earlier check against null. Although this is valid, it might be a mistake (perhaps you intended to refer to a different variable, or perhaps the earlier check to see if the variable is null should have been a check to see if it was nonnull).

Confidence: Normal, Rank: Of Concern (16)

Pattern: NP_LOAD_OF_KNOWN_NULL_VALUE

Type: NP, Category: STYLE (Dodgy code)

Answer the following questions about the code and notifications:

Your username (**sesmith5@ncsu.edu**) will be recorded when you submit this form. Not **sesmith5?**

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* Required

What is FindBugs complaining about (what are the notifications trying to tell you about your code)? *

What can be done to make the bug go away (what modifications need to be made to the code)? *

Are there any other problems with the add() method beyond those highlighted by FindBugs? *

Does the explanation given by FindBugs make the problem clear? Are there, in your opinion, any better ways of conveying this type of information? *

Unity id(s) of person(s) you worked with.

Send me a copy of my responses.

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