

THESE ARE ALL THE AREAS THAT I HAD TO CHANGE TO STAY IN LINE WITH CHATGPT. IT WAS INFACt SUBTLE CHANGES:

```
if (q>2 && sj1.length()!=0)
{
    //need to perform one less operation here if it has inserted a two digit wide mapping J=10 in first position onwards
    //we would need to start from q=2 onwards here.....
    sj1.add(possibleLetters.get(temp1));
}
```

TO:

```
if (q>2 && sj1.length()!=0)
{
    //need to perform one less operation here if it has inserted a two digit wide mapping J=10 in first position onwards
    //we would need to start from q=2 onwards here.....
    sj1.add(possibleLetters.get(temp1));
}
*****
*****
```

```
if (q>1)
{
    sj.add(mp.get(temp1));
    //System.out.println("2Adding to sj: " + mp.get(temp1));
}
```

TO:

```
if (q>1)
{
    sj.add(possibleLetters.get(temp1));
    //System.out.println("2Adding to sj: " + mp.get(temp1));
}
*****
*****
```

```
//System.out.println("Int to check in the map: " + secondScenarioMapping)
secondScenarioMapping = mp.get(secondScenarioMappingInteger);
mapping=secondScenarioMapping;
//System.out.println("Q is 1: " + secondScenarioMapping);
}
```

TO:

```
secondScenarioMapping = possibleLetters.get(secondScenarioMappingInteger);
mapping=secondScenarioMapping;
//System.out.println("Q is 1: " + secondScenarioMapping);
}
*****
*****
```

```
... if (q==0) ...
... {
...     //using random number to get value from possibleLetters of the Map
...     backupFirstTemp1 = temp1;
...     firstScenarioMapping = mp.get(backupFirstTemp1);
...     //System.out.println("Q is 0: " + firstScenarioMapping);
... }
```

TO:

```
... //using random number to get value from possibleLetters of the Map
... backupFirstTemp1 = temp1;
... firstScenarioMapping = possibleLetters.get(backupFirstTemp1);
... //System.out.println("Q is 0: " + firstScenarioMapping);
... mapping=firstScenarioMapping;
```

This is the range for random number selection. Retrospectively, I know that it's a very tough area to master!

```
... //this will reduce the selection degeneracy
... temp1 = rand.nextInt(possibleLettersMap.size()) + 1; ..... //this should get random number between 0 and
```

TO:

```
... temp1 = rand.nextInt(possibleLettersMap.size()); ..... //this should get random number between 0 and
```
