Find the bugs in the following code.

(a) This function should print out the entire array (whose length is \texttt{size}):

```c
void dumper(int A[], int size) {
    int i;
    for(i=1; i<size; i++)
        printf("%d ",A[i]);
    printf("\n");
}
```

(b) This function should return true if the first \texttt{size} entries of the array are even, and return false otherwise:

```c
int allEven(int A[], int size) {
    int j=0;
    int allEvenSoFar = 1;
    for( ; j<size; j++ ) {
        if( A[j]%2==0 )
            allEvenSoFar = 1;
        else
            allEvenSoFar = 0;
    }
    return allEvenSoFar;
}
```

(c) This function should perform a rotation on the array (whose length is \texttt{size}): it should move every entry up one, and move the first entry to the end. For example, if the array is \{1,2,3,4\} before, then it is \{2,3,4,1\} afterwards.

```c
void rotate(int A[], int size) {
    int i;
    for(i=0; i<size-1; i++)
        A[i]=A[i+1];
    A[size-1]=A[0];
}
```