I.T 7 Static and dynamic testing exercise:

Screenshot showing static testing (comments)

```
require_relative('card.rb')
class CardGame

def checkforAce(card)
if card.value = 1
return true
else
return false
end
end

dif highest_card(card1 card2) #Error here, should be 'def'
if card1.value > card2.value # The indentation is wrong here
return card.name #this should be card1.name as card is not set as a variable or parameter
else
card2
end
end
end
end
end
end
end
et This 'end' is not necessary

def self.cards_total(cards)

total # total should have a starting value if it is a counter. Usually 0.
for card in cards
total += card.value
return "You have a total of" + total
end
end
end
```

Screenshot 2: Showing tests failing due to unnecessary 'end' keyword on line 25:

```
require('minitest/autorun')
require('minitest/rg')
require_relative('../testing_task_2')
require_relative('../card')

class TestCardGame < MiniTest::Test

def setup

@card1 = Card.new(spades, 1)
@card2 = Card.new(hearts, 10)
end

def test_check_for_ace
    assert_equal(true, check_for_ace(@card1))
end

end

end
```

```
require_relative('card.rb')
class CardGame

def checkforAce(card)
    if card.value = 1
        return true
    else
        return false
    end
end

dif highest_card(card1 card2)
    if card1.value > card2.value
        return card.name
    else
        card2
    end
end

def self.cards_total(cards)
    total
    for card in cards
        total += card.value
        return "You have a total of" + total
    end
end
```

Screenshot 3: Tests written:

```
require_relative('card.rb')
class CardGame

def checkforAce(card)
   if card.value = 1
        return true
   else
        return false
   end
end

dif highest_card(card1 card2)
   if card1.value > card2.value
        return card.name
   else
        card2
   end
end

def self.cards_total(cards)
   total
   for card in cards
        total += card.value
        return "You have a total of" + total
   end
end
```

Tests Failing:				
Screenshots s	howing the tests	s, the tests passi	ing and the update	ed methods: