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Lab 3 Reflection

1/28/17

Test Plan:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Sides # | Loaded | Turns # | Expected Results | Results | Passed? |
| P1:10  P2:10 | P1:N  P2:N | 10,000 | Even results | P1:4512  P2:4523 | Pass. There is almost a 10% tie rate on a 10 sided die. |
| P1:10  P2:12300 | P1:N  P2:N | 100 | P2 wins by a lot | P1:0  P2:100 | Pass. Using a 12,300 sided die vs a 10 sided should give P2 a 1230:1 ratio of winning. |
| P1:10  P2:10 | P1:Y  P2:N | 10 | P1 wins | P1:4  P2:5 | Toss up. In my program, loaded only gives a 10% boost on a 10 sided die, and even less at higher numbers due to it just adding 1 to the roll. |
| P1:10  P2:10 | P1:Y  P2:N | 100 | P1 wins by around 10% | P1:55  P2:38 | Pass. P1 won by around the 10% expected. |
| P1:0  P2:0 | P1:0  P2:0 | 100 | Random sides and loaded values picked and run | P1:5  P2:90 | Pass. Program picked random numbers and ran correctly. |
| P1:-3  P2:1 |  |  | Program notices side numbers are not valid. |  | Pass. Program asked for new inputs. |

Reflection:

I decided to pass a random int from the Game class to the getRoll function and then using that random int, seed the srand in the getRoll functions. I believe that this added a larger random element to the number selected because it randomized random more than initializing srand with potentially the same time stamp each time within the getRoll functions.