Assignment 4
Debugging
BUG 003

Test Name	< BUG_TEST003>
Bug Tested:	Win Lose Ratio
Test Description:	Testing bug where the win lose ratio is more than 42% OR 0.42
Pre-conditions	There is a player with balance more than 0 starts playing game.
Post-conditions	The player finished playing with balance less than bet limit or balance becomes >200.
Notes:	The bug doesn't appear every time. But it exists in system and doesn't comply with game rule.
Result (Pass/Fail/Warning/Incomplete)	**Pass**

	TEST STEP	EXPECTED TEST RESULTS	ACTUAL OUTPUT	P	F
	Run the program	At least one game has win lose ratio>42%	Overall win rate is 60.3%	**Yes**	

Bug Screenshot:

1. When Bug appears

```
Turn 55: Fred bet 5 on HEART
Rolled HEART, CLUB, ANCHOR
Fred won 5, balance now 15

Turn 56: Fred bet 5 on CROWN
Rolled HEART, CLUB, ANCHOR
Fred lost, balance now 10

Turn 57: Fred bet 5 on DIAMOND
Rolled HEART, CLUB, ANCHOR
Fred lost, balance now 5

57 turns later.
End Game 0: Fred now has balance 5

Win count = 38, Lose Count = 19, 0.67
q
Overall win rate = 66.7%
```

2. When Bug doesn't appear

```
Turn 44: Fred bet 5 on CROWN
Rolled HEART, CROWN, CROWN
Fred won 10, balance now 15

Turn 45: Fred bet 5 on CLUB
Rolled HEART, CROWN, CROWN
Fred lost, balance now 10

Turn 46: Fred bet 5 on ANCHOR
Rolled HEART, CROWN, CROWN
Fred lost, balance now 5

46 turns later.
End Game 0: Fred now has balance 5

Win count = 19, Lose Count = 27, 0.41
q
Overall win rate = 41.3%
```