Bug 1

When player wins on 1 match, balance does not increase.

#### Sample Buggy Output

|  |  |
| --- | --- |
| Turn 76: Fred bet 5 on ANCHOR  Rolled CROWN, CROWN, CLUB  Fred lost, balance now 20  Turn 77: Fred bet 5 on CLUB  Rolled CROWN, CROWN, CLUB  Fred won 5, balance now 20 | Turn 7: Fred bet 5 on CLUB  Rolled CLUB, ANCHOR, CLUB  Fred won 10, balance now 90  Turn 8: Fred bet 5 on ANCHOR  Rolled CLUB, ANCHOR, CLUB  Fred won 5, balance now 90 |

1. The bug is in the Game.playRound() function.

|  |  |
| --- | --- |
| Test | Check the winnings amount is passed correctly. Place a breakpoint on line 46 of Game.java  player.receiveWinnings(winnings); |
| Prediction | winnings will have a value of 0 when passed to  Player.receiveWinnings() |
| Result | The player isn’t getting payed out correctly, if they bet 5 and win, they should receive 10. The original 5 bet plus 5 winnings. |
|  |
| Notes | * Adjusted the winnings assignment statement, multiplied bet by 2 before multiplying it by the number of matches won.   **int** winnings = matches \* (bet \* 2); |

1. The bug should be resolved.

|  |  |
| --- | --- |
| Test | Run the game, and check that the balance is increasing when the player wins. |
| Prediction | The balance will increase correctly when the player wins. |
| Result | The balance increases correctly. |
| Turn 93: Fred bet 5 on CROWN  Rolled CLUB, ANCHOR, CROWN  Fred won 10, balance now 195  Turn 94: Fred bet 5 on ANCHOR  Rolled CLUB, ANCHOR, CROWN  Fred won 10, balance now 200 |
| Notes | My first guess was correct. ☺ |

### *Sample Fixed Output*

|  |  |
| --- | --- |
| Turn 141: Fred bet 5 on ANCHOR  Rolled CLUB, ANCHOR, CROWN  Fred won 10, balance now 145  Turn 142: Fred bet 5 on ANCHOR  Rolled CLUB, ANCHOR, CROWN  Fred won 10, balance now 150 | Turn 87: Fred bet 5 on CLUB  Rolled CROWN, ANCHOR, CLUB  Fred won 10, balance now 195  Turn 88: Fred bet 5 on CROWN  Rolled CROWN, ANCHOR, CLUB  Fred won 10, balance now 200 |

### *Before and after screen shot of the bug.*



