1. The bug is in the Main function, line 41 where a while loop checks if a player has the balance to cover the bet.

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| Test | Place a breakpoint on the while loop and check the values of balance, bet and limit. |
| Prediction | balanceExceedsLimitBy isn’t functioning correctly, returning a false prematurely. |
| Result | Didn’t find much useful information, maybe I am missing something |
| Notes | * Changed the value of balance to 5 to speed things up. * After not finding much, thought I would move the breakpoint to inside balanceExceedsLimitBy and view values there. |

1. Same as H1, I still think that the bug is somewhere in balanceExceedsLimitBy.

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| Test | Place a breakpoint in on the balanceExceedsLimitBy return statement. |
| Prediction | There is a problem in the logic of the comparison of balance, amount and limit. |
| Result | N/A |
| Notes | * When placing breakpoint, I noticed that it was checking if amount is greater than limit. This is the bug, it needs to be greater than or equal to. So that when the player is down to their last 5, they can still place one more bet. |

1. Fixed comparison operator in balanceExceedsLimitBy.

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| Test | Run the game. |
| Prediction | It should be working correctly now that I have changed the comparison operator from > to >= |
| Result | The game functions correctly, the game ends with the player having a balance of 0. |
| Notes | * N/A |