Property

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| Method | Function  Parameters | Function Description | Test No. | Test Case | Expected output | Actual Output | Pass or Fail (P/F) |
| receiveMoney() | double – amount to be added | This method adds money to the player. | 1 | Added a value above zero. | Player’s money is incremented by value passed in parameter. | Player’s money is incremented by value passed in parameter. | P |
|  |  |  | 2 | Added a value below zero. | Player’s money is unchanged. | Player’s money is unchanged. | P |
| giveMoney() | double – amount to be deducted | This method removes money from the player. | 1 | Deducted a value below zero. | Player’s money is unchanged. | Player’s money is unchanged. | P |
|  |  |  | 2 | Deducted a value above zero. | Player’s money is deducted by value passed in parameter. | Player’s money is deducted by value passed in parameter. | P |
|  |  |  | 3 | Deducted a value that would result to player’s money below zero. | Player’s money is unchanged. | Player’s money is unchanged. | P |