| **Test Name** | | | BalanceTest | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | BalanceTest | | | |
| **Test Description:** | | | BalanceTest describe that current balance of the player does not increase when the player win the match of 1st possibility.  That means Game does not pay out at correct level.  For example, player have current balance $95, and did bet $5 on the CLUB of dice face, and game rolled the three dices and get the CLUB, HEART, CROWN. So that it’s obvious that player is win the game so balance should be $100 instead of $95 that this program is showing. Then it is a bug in the program. | | | |
| **Pre-conditions** | | | Player wins the bet  Player must exist  Player have sufficient balance to bet on the game  Player bet on the game  Player does not exceed limit of the game | | | |
| **Post-conditions** | | | Player’s balance does not increase (it should be increase after winning the bet, this is the bug). | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | | **Pass** | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Run the Main.java file | | | Display the output of the game | P |  |
|  | In the output, player win the game then game does not increase the balance | | | Game does not pay out at correct level | P |  |
|  |  | | |  |  |  |

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| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| Current Balance &  Bet  Status (Win/Lost) | Balance = $10  Bet = $5  Win |  | Balance = $90  Bet = $5  Win |  |  |
| Output:  Balance | Balance = $10 |  | Balance = $90 |  |  |
| Expected Output:  Balance | Balance = $10  (Actual $15) |  | Balance = $90 (Actual $95) |  |  |

Screen Shots:



 