| **Test Name** | | | LimitTest | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | LimitTest | | | |
| **Test Description:** | | | The LimiTest describe that game ends, when player still have $5 balance to put on bet. So that this Player program has a bug that player cannot reach betting limit. The expected result of this bug is that game quits but player still have $5 balance which should be 0 because program itself set the limit to 0. | | | |
| **Pre-conditions** | | | Player have sufficient balance to bet on the game  Limit must be set to zero  Dices should be thrown  Code must stop execution when player reaches the balance $5 | | | |
| **Post-conditions** | | | Player should have balance $5 remaining. | | | |
| **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, game ends with player still have $5 remaining | | | Game stop execution when player’s balance reach $5 remaining | P |  |
|  |  | | |  |  |  |

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| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| Current Balance &  Bet  Limit  Status (Win/Lost) | Balance = $10  Bet = $5  Limit = 0  Lost |  |  |  |  |
| Output: | Balance = $5  Game ends |  |  |  |  |
| Expected Output: | Balance = $5  Game ends |  |  |  |  |

Screen Shots:



