Junit was used to test some of the unit tests.

The jars have been added into the repo so it can be added to the java build path.

**import** org.junit.Assert;

**import** org.junit.Test;

**public** **class** PlayerTest {

Player player = **new** Player("Randome Name", 100);

@Test(expected=IllegalArgumentException.**class**)

**public** **void** testNegativeLimit() {

player.setLimit(-1);

}

@Test(expected=IllegalArgumentException.**class**)

**public** **void** testNegativeWinnings() {

player.receiveWinnings(-1);

}

@Test

**public** **void** testbalanceExceedsLimitByTrue() {

Assert.*assertEquals*(player.balanceExceedsLimitBy(50), **true**);

}

}

