

Testing


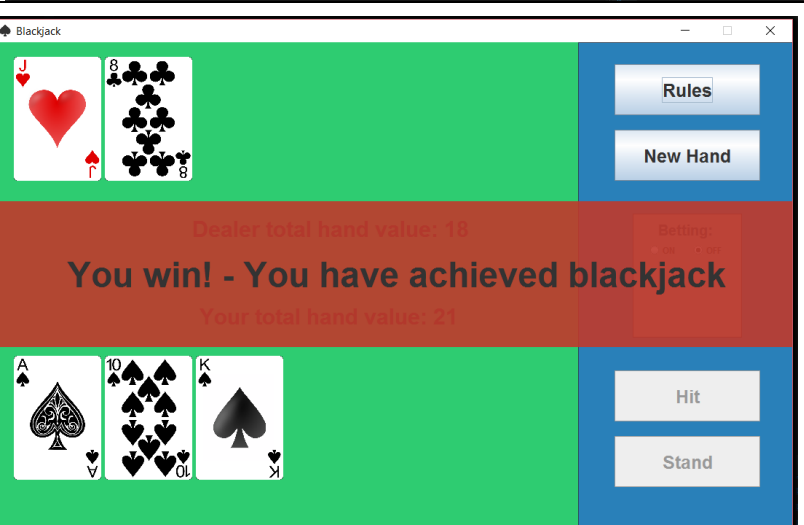
Test number	What is being tested?	Method of testing	Expected result	Actual result	Screenshot Number	Pass/Fail
1	What happens if the user gets a score over 21	Repeatedly press hit button till over 21	They will get a message stating they have lost because they went over 21	Expected outcome	1	PASS
2	What happens if the user gets BlackJack (21)	I created a method of letting me manually inserting cards.	They will get a message stating they won because of blackjack	Expected outcome	2	PASS
3	The arrangement of cards. Will they go off the screen?	Using the same "testing" method I added 6 of the smallest cards then click on hit	The cards after 6th should appear on a lower row	Expected outcome	3	PASS
4	Userhand and dealer hand totals, are they correct?	Run the program	They should add up corrected	Expected outcome	4	PASS
5	If the hit /stand buttons work after the result is shown	Run the program	They should be disabled once the red results banner is shown.	Expected outcome	1	PASS
6	What happens if both players get the same score?	Using the test method created in test 2	Results should say it was a draw	Expected outcome	5	PASS
7	What happens when dealer gets over 21?	Run the program and press stand until dealer has hand greater than 21	Results should say it was a win for the player	Expected outcome	6	PASS
8	What happens if the dealer gets higher hand but below 21?	Run the program and press stand until scenario happens	Results should say it was a win for the dealer	Expected outcome	7	PASS
9	What happens if the player gets higher hand but below 21?	Run the program and press stand until scenario happens	Results should say it was a win for the player	Expected outcome	8	PASS

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10	What happens if player clicks hit	Run program	Player total label should get updated. New image/card should appear in hand.	Expected outcome	9	PASS
11	What happens if player clicks rules.	Run program	Rules window should open. Each time he opens rules and random card should appear.	Expected outcome	10 & 12	PASS
12	What happens if player clicks stand	Run program	The dealer draws his hand until it's at least 17. His total label is then updated	Expected outcome	7	PASS
13	What happens if player clicks new hand	Run program	New hands should be generated for dealer and player. Labels should be updated.	Expected outcome	9 & 11	PASS
14	What happens if I try to resize it?	Right click on window and click on size	Should be blurred out	Expected outcome	13	PASS
15	What happens if the dealer gets Blackjack (21)	Using test method from test2, manually make dealer's hand equal 21	Results should say dealer won.	Expected outcome	14	PASS
16	What happens if betting radio button is turned on?	Click on the radio button	The betting interface should come up. The new hand button should be disabled.	Expected outcome	15	PASS
17	What happens if I turn betting on and then off?	Click on the radio buttons	The new hand button should stay disabled, as they are forced to now play that round.	Expected outcome	16	PASS
17b	What happens after user plays that hand?	Run program	The new hand button should be enabled again and the cash should be updated (the only way to check this would be to turn betting on again)	Expected outcome	15, 16, 17, 18	PASS
19	What happens if I bet and I lose?	Run program and try to lose on purpose after turning betting on	Bank should update with new value.	Expected outcome	17,18	PASS

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20	What happens if I bet and I win?	Run program and try to win turning betting on	Bank should update with new value.	Expected outcome	19, 20	PASS
21	What happens if I lose all my cash?	Run program and try to lose all cash on purpose	Results should say game over. New hand button should be become "new game".	Expected outcome	21	PASS
22	What happens if I bet more than I have?	Simulate on program	The max should always be the max value in the bank account	You can bet more than you have. To fix this I would need to program it so the modal of the jspinner is updated each time the max changes. Currently it saves the max value and doesn't realise it is the max value for the spinner.	22	FAILED

Screenshot Number	Screenshot
1	
2	 <div data-bbox="1171 869 1559 1038"> <pre>private void updateUserHand() { userTurn = true; //testing // setCard(); // checkDouble(); // addToHand(); }</pre> </div> <div data-bbox="1171 1126 1559 1334"> <pre>public void taddToHand() { userTurn = true; userHand.add("ace of spades"); userHand.add("10 of spades"); userHand.add("King of spades"); userHandValue.add(1); userHandValue.add(10); userHandValue.add(10); }</pre> </div> <div data-bbox="1559 1054 1921 1278"> <pre>private GameGUI() { createForm(); betGame(); addButtons(); setBackground(); //testing // drawUserStartHand(); taddToHand(); }</pre> </div>

3



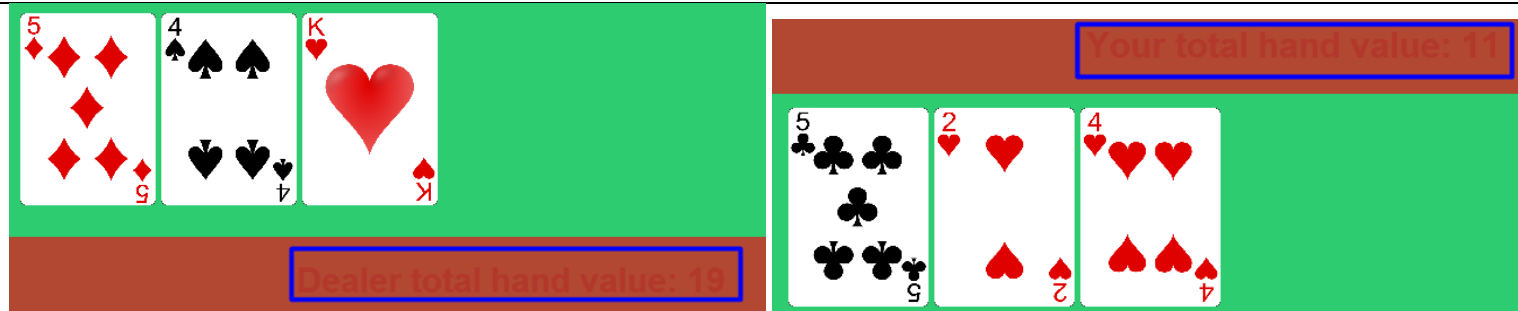
```
public void taddToHand() {
    userTurn = true;
    userHand.add("ace_of_spades");
    userHand.add("ace_of_clubs");
    userHand.add("ace_of_diamonds");
    userHand.add("ace_of_hearts");
    userHand.add("2_of_spades");
    userHand.add("2_of_clubs");

    userHandValue.add(1);
    userHandValue.add(1);
    userHandValue.add(1);
    userHandValue.add(1);
    userHandValue.add(2);
    userHandValue.add(2);
}
```

```
private void updateUserHand() {
    userTurn = true;
    //testing
    // setCard();
    // checkDouble();
    // addToHand();
    userHand.add("2_of_diamonds");
    userHandValue.add(2);

    int current = userHand.size() - 1;
```

4



5

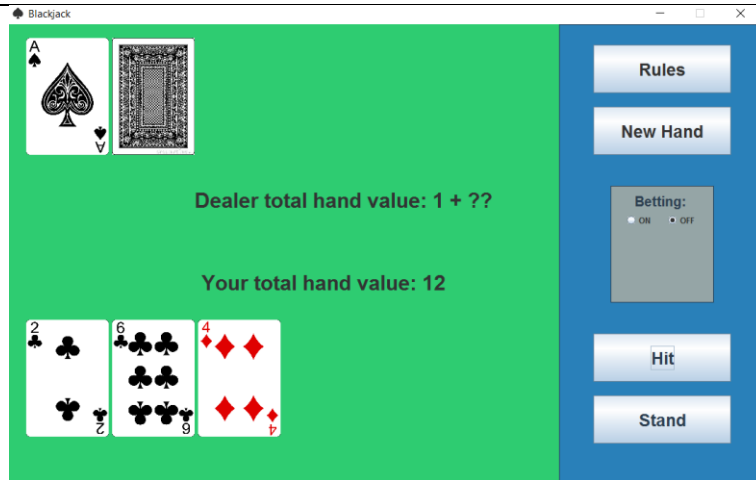


6

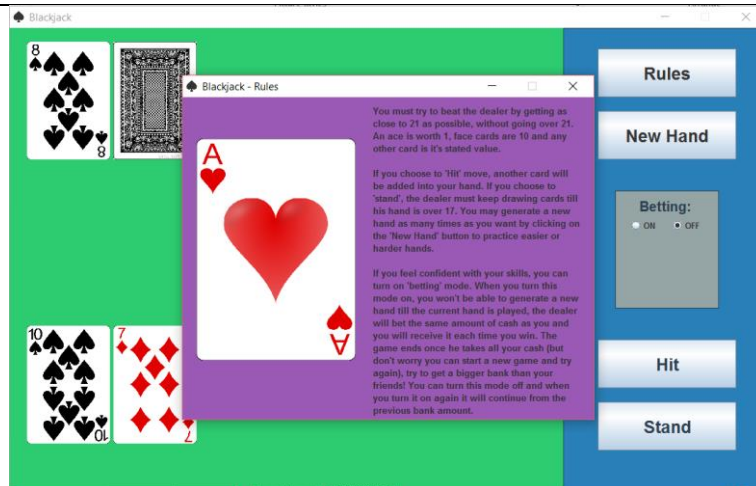


7	<div><div><div>Blackjack</div><div><div><div>2♣</div><div>6♠</div><div>K♥</div></div><div><div>2♣</div><div>9♠</div><div>A♥</div></div></div><div><div>Dealer total hand value: 18</div><div>You lose! - Dealer has higher hand</div><div>Your total hand value: 9</div></div><div><div>5♠</div><div>4♥</div></div><div><div>Hit</div><div>Stand</div></div></div></div>
8	<div><div><div>Blackjack</div><div><div><div>8♥</div><div>Q♠</div></div><div><div>8♥</div><div>Q♠</div></div></div><div><div>Dealer total hand value: 18</div><div>You Win! - You have the higher hand</div><div>Your total hand value: 19</div></div><div><div>10♥</div><div>9♠</div></div><div><div>Hit</div><div>Stand</div></div></div></div>

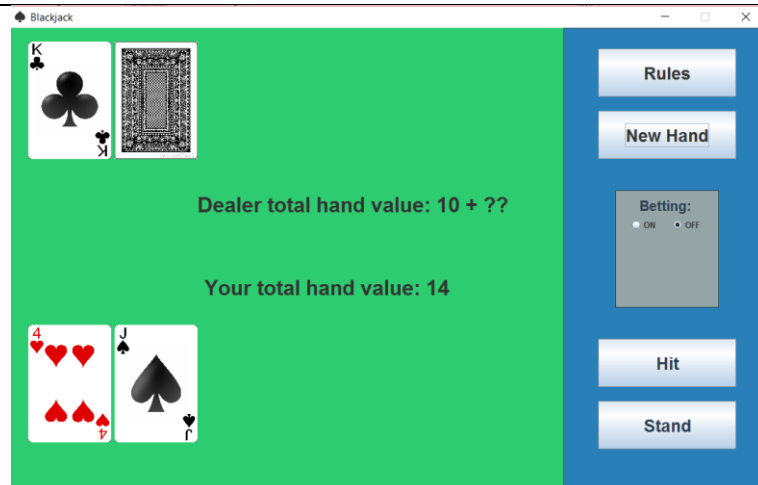
9



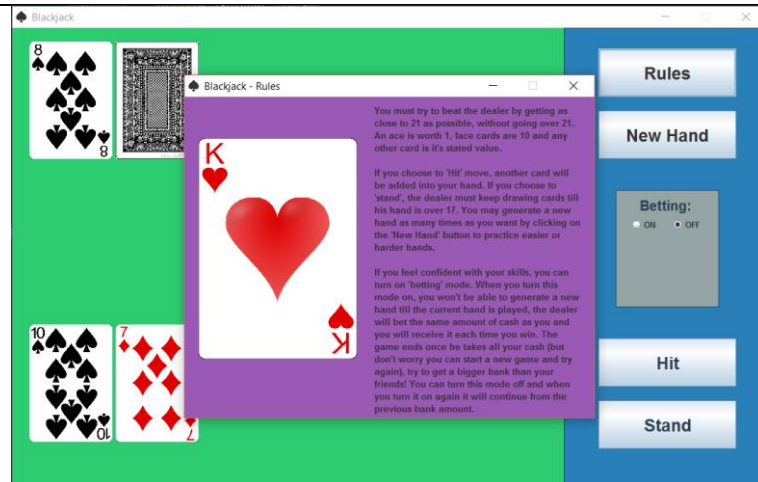
10



11

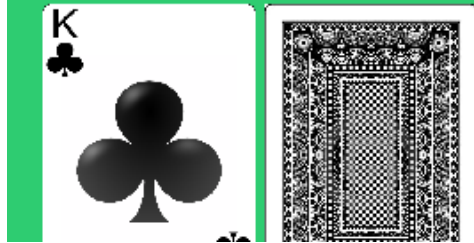


12



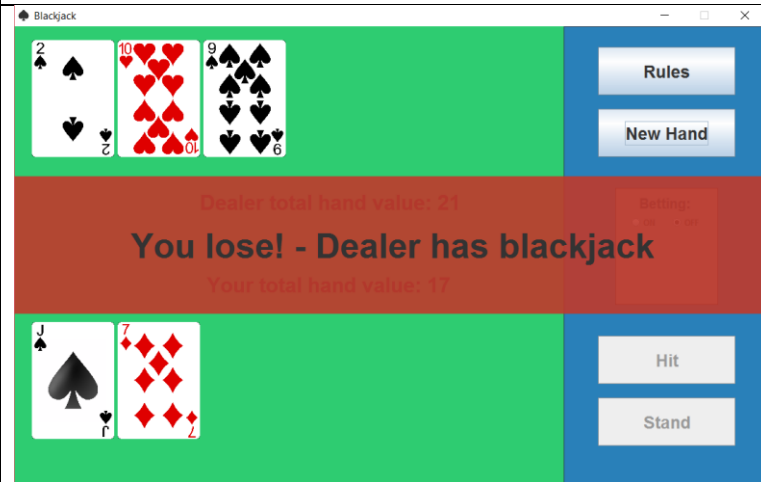
13

♣ Blackjack



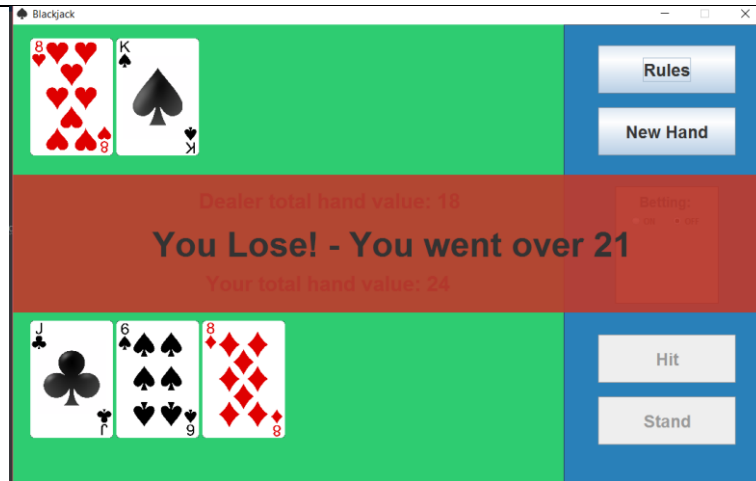
- Restore
- Move
- Size
- Minimize
- Maximize
- Close

14

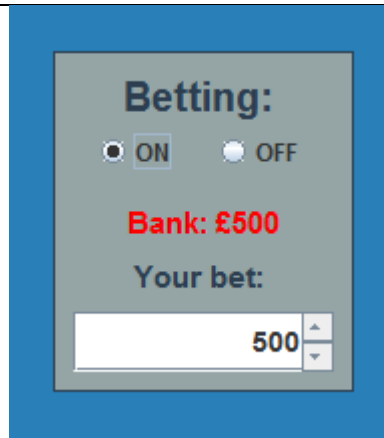


15	<div><div>New Hand</div><div><div>Betting:</div><div><input checked="" type="radio"/> ON <input type="radio"/> OFF</div><div>Bank: £1000</div><div>Your bet:</div><div><div>500</div></div></div></div>	
16	<div><div>New Hand</div><div><div>Betting:</div><div><input type="radio"/> ON <input checked="" type="radio"/> OFF</div></div></div>	

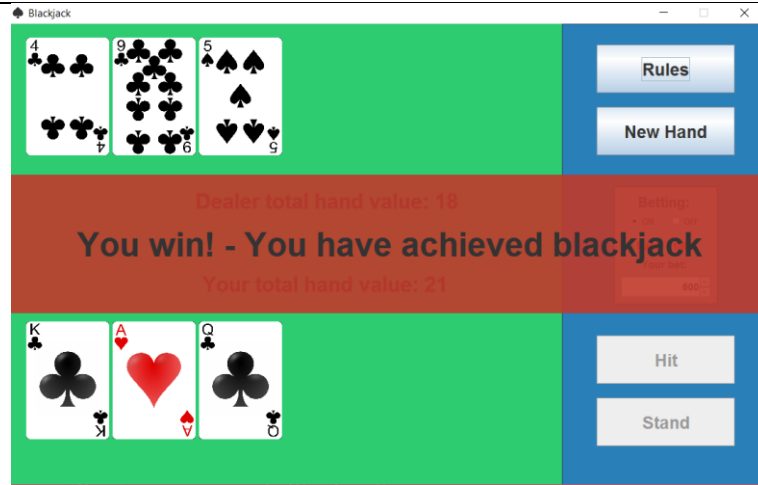
17



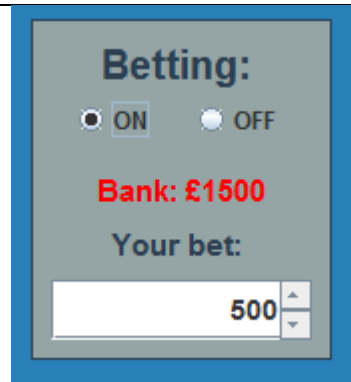
18



19



20



21	 <p>The screenshot shows a Blackjack game window titled "Blackjack". The interface is divided into several sections. At the top left, the dealer's hand is shown with a 7 of hearts and a 10 of spades. To the right of the dealer's hand are two buttons: "Rules" and "New Game". Below the dealer's hand, a red banner displays the text "Game over! You lost all cash!". Above this banner, it says "Dealer total hand value: 17". Below the banner, it says "Your total hand value: 29". At the bottom left, the player's hand is shown with four cards: 4 of clubs, 2 of spades, King of spades, and 4 of hearts. To the right of the player's hand are two buttons: "Hit" and "Stand".</p>
22	 <p>The screenshot shows a Betting interface. It has a blue background. In the center, there is a grey box with the following elements: the text "Betting:" at the top; two radio buttons, one labeled "ON" (which is selected) and one labeled "OFF"; the text "Bank: £500" in red; the text "Your bet:"; and a text input field containing the number "1,000" with up and down arrow buttons on the right side.</p>