**Scenario #4**

**Scenario Description**

* The odds in the game are incorrect. The game should have an approximate win : lose ratio very close to 0.42% (error < 0.01 over 10000 games).
* For example, if 10000 games are played in batch mode the win:lose ratio should be very close to 0.42%.

**Auto-test variables**

* Mockito can be used to mock the variables needed for each step automatically to cause a controlled environment to replicate the bug better. The variables needed to be mocked by Mockito are:
* String ans = “G” (Select play interactively on menu)
* String name = <Any> (User name)
* Integer initialBalance/ ans = 10000 (Balance)
* Integer limit/ ans = 1 (Bet limit)
* Integer numberOfGames/ ans = 10000 (Games amount)
* Integer stdBet/ ans = <AnyInt> (Standard bet)
* String ans = “S” (Standard pick)
* Integer selection/ ans = <1-6> (Symbol selection)

**Record of Outputs from tests**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date/Time | Tester | Test ID | Test Phase | Status |
| 18/10/19 12:40pm | James Bell | <Mock> | System Cycle 1 | Passed |
| 18/10/19 12:45pm | James Bell | <Mock> | System Cycle 2 | Passed |
| 18/10/19 12:50pm | James Bell | <Mock> | System Cycle 3 | Passed |
| 18/10/19 12:55pm | James Bell | <Mock> | System Cycle 4 | Passed |
| 18/10/19 1:00pm | James Bell | <Mock> | System Cycle 5 | Passed |