# Bug 1 Simplification Report – Test Output and Additional Bugs Found

While testing for Bug 1 I found two other similar (and I believe related) bugs, not mentioned in the bug report: When the player wins on 2 matches, their balance does not increase by the amount that they won. Same problem when the player wins on 3 matches. The test is set up in such a way that you can reproduce any of these bugs by changing the values that the mock dice return.

Here is the output for the test:

------------- Standard Output ---------------

playRound

John's balance is 100

John bet 5 on HEART

Rolled HEART, ANCHOR, CROWN

John won 5, balance now 100

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Testcase: testPlayRound(unit\_test.TestBug1): FAILED

expected:<105> but was:<100>

Here is the output demonstrating the other 2 bugs, hereafter labelled bug 1b & 1c:

------------- Standard Output ---------------

playRound

John's balance is 100

John bet 5 on HEART

Rolled HEART, HEART, CROWN

John won 10, balance now 105

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Testcase: testPlayRound(unit\_test.TestBug1): FAILED

expected:<110> but was:<105>

------------- Standard Output ---------------

playRound

John's balance is 100

John bet 5 on HEART

Rolled HEART, HEART, HEART

John won 15, balance now 110

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Testcase: testPlayRound(unit\_test.TestBug1): FAILED

expected:<115> but was:<110>

junit.framework.AssertionFailedError: expected:<115> but was:<110>

at unit\_test.TestBug1.testPlayRound(TestBug1.java:92)