

Testcase 2:

Inputs:

magazinedisplay: off

bulletcount == 9

magazine: inputtoweapon

magazinedisplay: on

magazinedisplaynumber == bulletcount

trigger: depressed

bullets: 1 removed

bulletcount == bulletcount-1

Expected Output: magazinedisplaynumber == 8

Actual Output: ?

Pass/Fail Criterion: Actual Output == Expected Output