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| **Test Name** | | | Crown & Anchor Bug 2 | | | |
| **Use Case Tested:** | | | Player cannot reach betting limit | | | |
| **Test Description:** | | | Run the game and observe if player’s balance remains at 5 dollars by game end with limit set to 0 | | | |
| **Pre-conditions** | | | Single run of main() method to produce 100 games | | | |
| **Post-conditions** | | | n/a | | | |
| **Notes:** | | **Given the large number of turns in a single run (100 games x up to 100 turns), only the first 10 positive results will be observed and recorded.**  **No test data are available to use as the main() method hard-codes the input data.** | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS**  **ACTUAL TEST RESULTS** | P | F |
|  | Observe if the player has 5 dollars remaining at end of game (continue until 10 observations confirm this) | | | Player has 5 dollars remaining in balance at end of game  Actual results confirm the hypothesis |  |  |
|  | Observe if the player has 0 dollars remaining at end of game (continue until 10 observations confirm this) | | | Player never has zero dollars remaining in balance at end of game  Actual results confirm the hypothesis |  |  |
|  | Observe if player has an amount greater than 5 dollars remaining at end of game (continue until 10 observations confirm this) | | | Player never has an amount greater than 5 dollars remaining at end of game (however this is not confirming for games that end before limit is reached)  Actual results cofirm the hypothesis (for games that do not end until limit is reached) |  |  |

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| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| Player Name | “Fred” (set by default) |  |  |  |  |
| Games played | 100 (set by default) |  |  |  |  |
| Turns played | Until balance is 0 (set by default) |  |  |  |  |