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| **Test Name** | | | Crown & Anchor Bug Fix 3 | | | |
| **Use Case Tested:** | | | Odds in the game do not appear to be correct | | | |
| **Test Description:** | | | Run the game and observe if the win: (win+lose) ratio is not approximately equal to 0.42 | | | |
| **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 ratio is equal to approximately 0.42 (over the first 10 games) | | | Ratio will now be approximately 0.42 (within +/- 0.01)  The actual results show that the ratio was approximately 0.423, which is approx. 0.42 (averaged from scores 0.43, 0.42, 0.42, 0.42, 0.42, 0.43, 0.42, 0.43, 0.42, 0.43) – see Screenshot 1 which shows one of the above results. |  |  |
|  | Observe if the ratio is greater than 0.42 (over the first 10 games) | | | Ratio will vary but will not be on average greater than approximately 0.42  The actual results showed that the ratio was approximately 0.42 – see Screenshot 1. |  |  |
|  | Observe if the ratio is less than 0.42 (over the first 10 games) | | | Ratio will vary but will not be on average less than approximately 0.42  The actual results showed that the ratio was approximately 0.42 – see Screenshot 1. |  |  |

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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) |  |  |  |  |

# Screenshots

Screenshot 1:

