## Asg 4 - Debugging

Value: 20%

Due date: 16-Oct-2015

Return date: 06-Nov-2015

## Submission method options

EASTS (online)

Alternative submission method

Bug 1: Game does not pay out at correct level

When player wins on 1 match, balance does not increase.

# Task 1 – Replication

| **Test Name** |  | | | |
| --- | --- | --- | --- | --- |
| **Use Case Tested:** |  | | | |
| **Test Description:** |  | | | |
| **Pre-conditions** |  | | | |
| **Post-conditions** |  | | | |
| **Notes** |  | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | Fail, bug exists. | | | |
| **Expected bug output** |  | | | |
| **TEST STEP** | | **EXPECTED TEST RESULTS** | P | F |
| Test 1 – | | | | |
|  | |  | X |  |

# Task 2 – Simplification

# Task 3 – Tracing

# Task 4 – Resolution

Bug 2: Player cannot reach betting limit:

Limit set to 0, but game ends with player still with 5 (dollars) remaining.

# Task 1 – Replication

| **Test Name** |  | | | |
| --- | --- | --- | --- | --- |
| **Use Case Tested:** |  | | | |
| **Test Description:** |  | | | |
| **Pre-conditions** |  | | | |
| **Post-conditions** |  | | | |
| **Notes** |  | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | Fail, bug exists. | | | |
| **Expected bug output** |  | | | |
| **TEST STEP** | | **EXPECTED TEST RESULTS** | P | F |
| Test 1 – | | | | |
|  | |  | X |  |

# Task 2 – Simplification

# Task 3 – Tracing

# Task 4 – Resolution

Bug 3: Odds in the game do not appear to be correct.

Crown and Anchor games have an approximate 8% bias to the house. So the win: (win + lose) ratio should approximately equal 0.42. This does not appear to be the case.

# Task 1 – Replication

| **Test Name** |  | | | |
| --- | --- | --- | --- | --- |
| **Use Case Tested:** |  | | | |
| **Test Description:** |  | | | |
| **Pre-conditions** |  | | | |
| **Post-conditions** |  | | | |
| **Notes** |  | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | Fail, bug exists. | | | |
| **Expected bug output** |  | | | |
| **TEST STEP** | | **EXPECTED TEST RESULTS** | P | F |
| Test 1 – | | | | |
|  | |  | X |  |

# Task 2 – Simplification

# Task 3 – Tracing

# Task 4 – Resolution