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| Test | Reason | Expected Output | Actual Output |
| Create deck and print out all cards | Test if correct cards are created in deck | String representations of 52 cards: 4 suits of from 13 to 1 |  |
| Shuffle deck and print cards | Test that same cards are in deck before and after shuffle | Correct deck in different order |  |
| Create hand and print out hand | Test that valid cards are put in hand | 13S 13H 13D 13C 12S |  |
| Create hand and check value | Test that value of hand is calculated correctly |  |  |
| Swap cards in hand and check value | Test that value is calculated correctly regardless of cards |  |  |
| Create one red, green, and blue chip values | Test of values are correct | 25, 5, 1 |  |
| Create stack and check value | Test that stack is created correctly | 100 |  |
| Pop 1 blue, 1 green, 1 red chip from stack and check value | Test that value of stack is calculated correctly after pop | 69 |  |
| Push 1 blue, 1 green, 1 red chip from stack and check value | Test that value of stack is calculated correctly after pop | 100 |  |
| Create json and print out | Test that jsons are created in correct format | {“event” : “test”} |  |
| Create pot and check initial value | Test that initial value is 0 | 0 |  |
| Add 1 blue, 1 green, 1 red chip to pot and check value | Test that pot calculates total correctly | 31 |  |
| Create PlayerGame then print the name, uuid, stack value, and hand | Test that a player is created correctly | Aa boost uuid, correct string representation of a hand, Bailey, 100 |  |
| Create DealerGame then print deck and pot value | Test that dealer is created correctly | Correct string rep of deck, 0 |  |