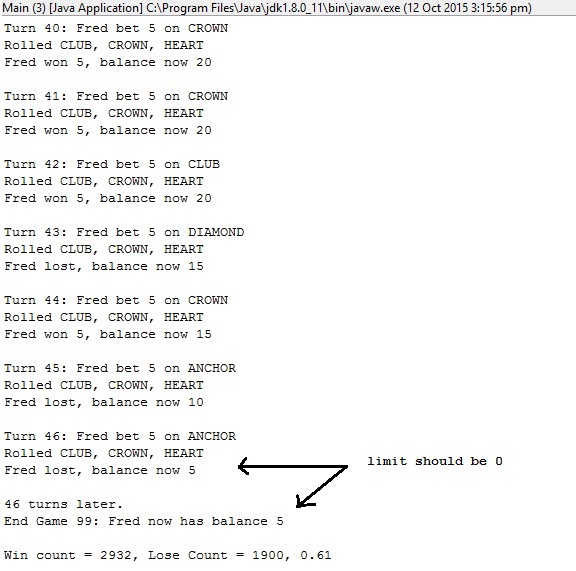
Bug02

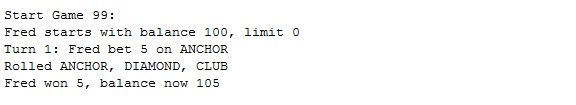
Bug Two of the assessment is that the game ends when the player has 5 (dollars) remaining, instead of the game limit of 0.

Output of Buggy behaviour:

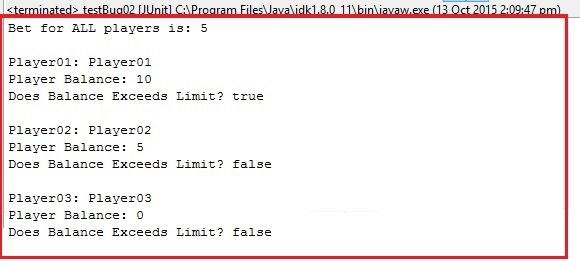


First Hypothesis:

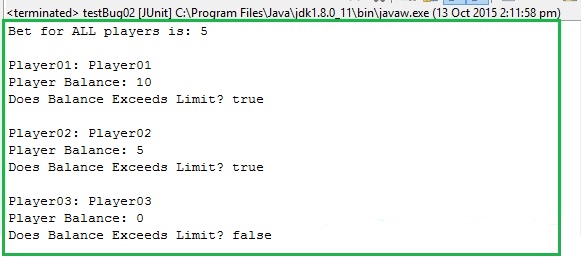
My first hypothesis is that the when there is an issues somewhere when the balance is compared to the limit. Because at the start of each game, it is shown therefore proven that the limit is correctly zero.



Bug02 Test with Buggy Output:

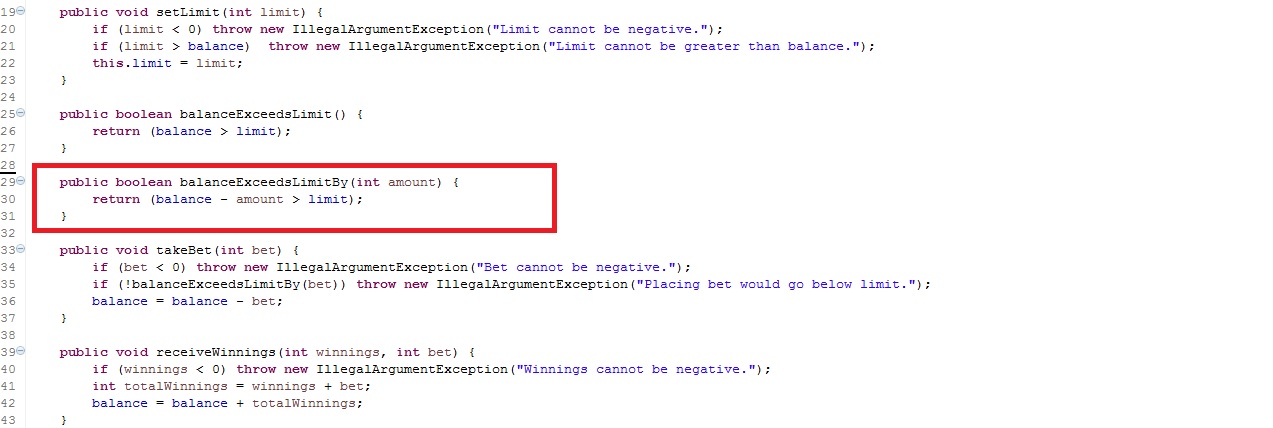


Bug02 Test Fixed:



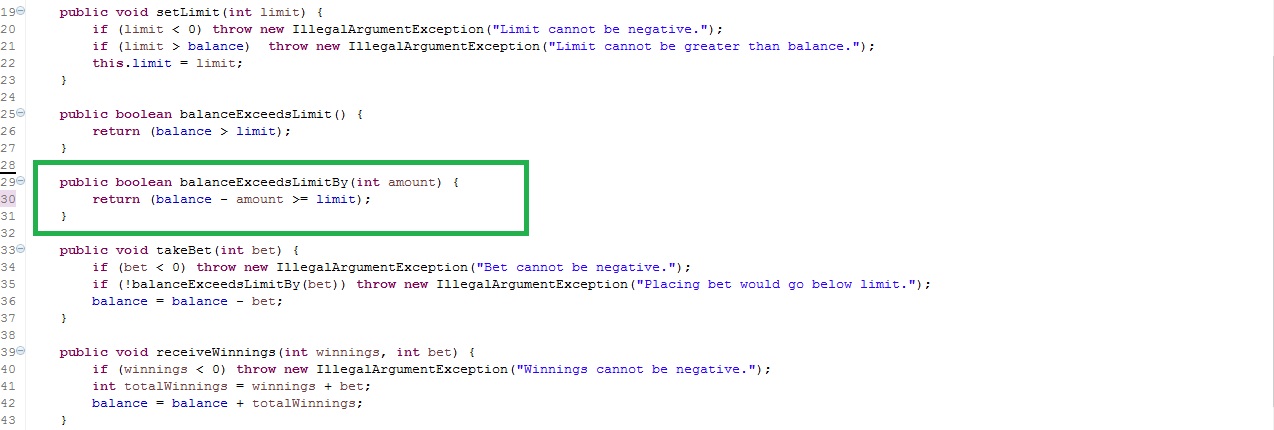
Origin Before:

In “Player.java”:



Origin After:

In “Player.java”:



Output Bug Fixed:

