BUG02 Debug Log

# Bug:

**Bug 2:** Player cannot reach betting limit:  
Limit set to 0, but game ends with player still with 5 (dollars) remaining.

# Assumptions:

* None

# Produce UAT Tests for each Bug

Done

# Changes to Base Code

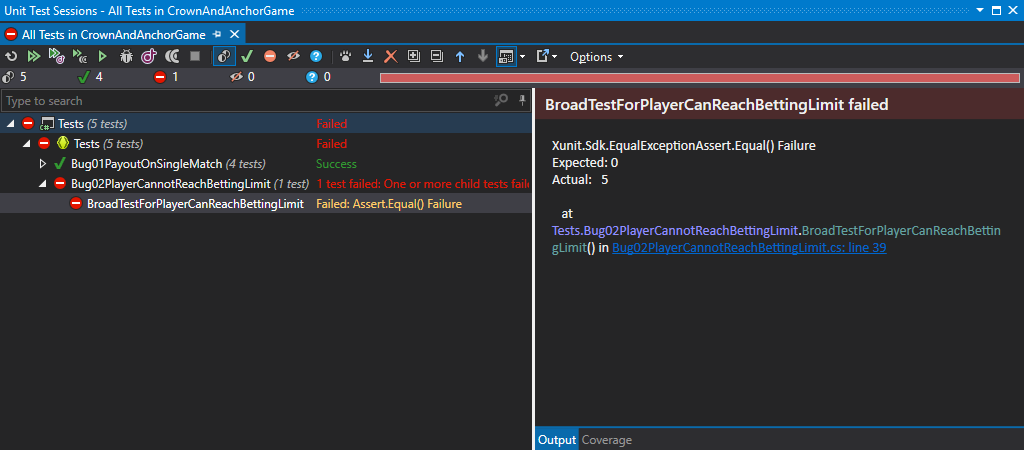
I have created a substantial refactor to Program.cs on commit: https://github.com/andrewtobin/ITC515\_Assignment4/commit/b1a4d6cbe22dcec031d49056664359db0f8b917d

This is to separate the structure of the 100 game play, the single game play, and a single round. This will allow us to tunnel in and test at each level where we need to.

I have also renamed some parameters for the methods, and local variable names for clarity.

I have also made one more change to supply the player from the Play100Games to the PlayGame method, so we inject the player into the game and we can get his final balance for testing.

# Produce a broad Unit Test for each bug



Test has been created and we can see that it’s failing because we expect to end the game with $0 balance, but the balance ends with $5.

# See if there are any obvious additional Tests that I can introduce to cover side-effects

# Run look at where the Unit Tests fail and trace that line of code and check object states at those times

# Manually step through the code, the stacktrace, and the object windows to see what is being set and where the bug is occurring

# Write a Unit Test to fix the bug

# Fix the Bug

# Test for Side-Effects

# Additional Discoveries

# UAT Run