BUG03 Debug Log

# Bug:

**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.

# Assumptions:

* None

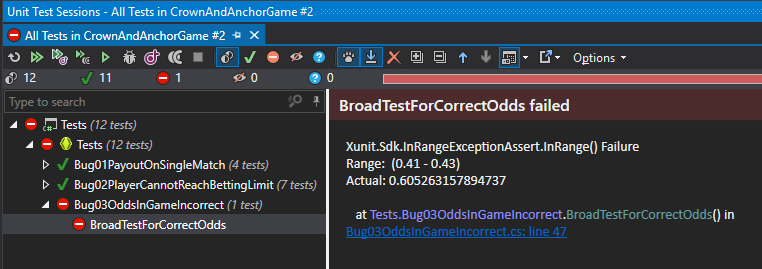
# Produce UAT Tests for each Bug

Done

# Changes to Base Code

A slight change to the ReadLine in the Program.cs so it isn’t inside the Play100 for testing purposes.

# Produce a broad Unit Test for each bug

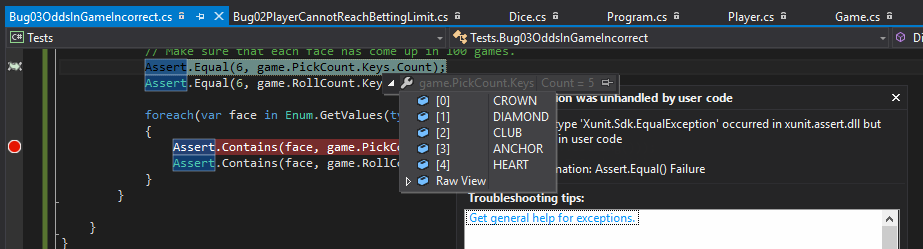


Unit test created – runs through 100 games and keeps track of the ratio, checks if it is within a range.

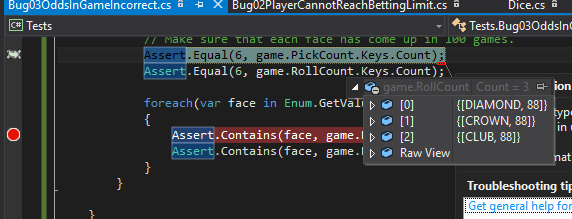
# See if there are any obvious additional Tests that I can introduce to cover side-effects

We already noted earlier in the discoveries of Bug 1 that there was a lack of randomization at play, so we will test that there is a solid randomizing in the game.

Testing results in the following obvious issues on the test created:



Consistently, the SPADE face isn’t showing on the player’s picks.



The RollCount keys are only showing the same three faces rolled every time, and therefore need to be randomized.

# Finding the cause

## 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

# Fix the Bug

# Test for Side-Effects

# Additional Discoveries

# UAT Run