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

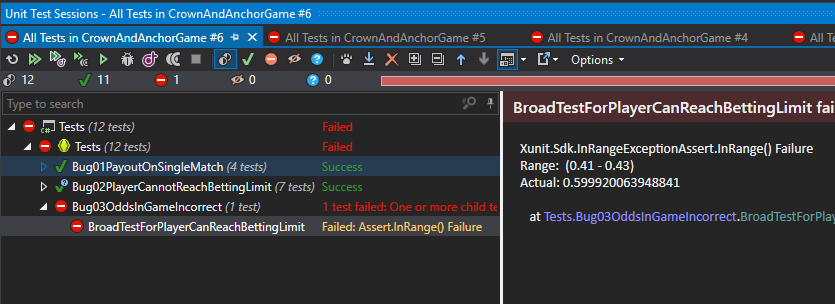
# Produce UAT Tests for each Bug

Done

# Changes to Base Code

None required to begin.

# 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

# 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