

UNCORRECTED CODE:

```
1  require_relative('card.rb')
2
3  class CardGame
4
5      def checkforAce(card)
6          if card.value = 1
7              return true
8          else
9              return false
10         end
11     end
12
13     def highest_card(card1 card2)
14         if card1.value > card2.value
15             return card.name
16         else
17             card2
18         end
19     end
20 end
21
22 def self.cards_total(cards)
23     total
24     for card in cards
25         total += card.value
26         return "You have a total of" + total
27     end
28 end
29
30
```

ERRORS:

```
32  ERRORS:
33
34  LINE 6:  = SHOULD SAY ==
35  LINE 13: def SHOULD SAY def
36  LINE 13: THERE SHOULD BE A COMMA BETWEEN card1 AND card2
37  LINE 15: card.name SHOULD SAY card1.value
38  LINE 17: card2 SHOULD SAY card2.value
39  LINE 17: card2.value SHOULD BE RETURNED
40  LINE 20: end STATEMENT SHOULD BE REMOVED
41  LINE 22: self.cards_total SHOULD SAY cards_total
42  LINE 23: total SHOULD BE SET TO 0
43  LINE 26: return STATEMENT SHOULD BE OUTSIDE THE for LOOP
44  LINE 26: THERE SHOULD BE A SPACE AFTER THE WORD of
45  LINE 26: total SHOULD BE CONVERTED INTO A STRING
46  LINE 30: end STATEMENT SHOULD BE ADDED
47
48  NOT STRICTLY ERRORS (I.E. THEY DON'T AFFECT THE RESULT):
49
50  LINE 1: require_relative('card.rb') NOT NEEDED
51  LINE 5: checkforAce SHOULD SAY check_for_ace
52  GENERAL: INDENTATION OF CODE ISN'T CORRECT
```

TESTS:

```
1  require("minitest/autorun")
2  require_relative("../card")
3  require_relative("../cardgame")
4
5  class TestCardGame < MiniTest::Test
6
7    def setup()
8      @cardgame = CardGame.new()
9      @card_1 = Card.new("Spades", 1)
10     @card_7 = Card.new("Spades", 7)
11     @card_10 = Card.new("Spades", 10)
12     @cards = [@card_1, @card_7, @card_10]
13   end
14
15   def test_check_for_ace__ace()
16     assert_equal(true, @cardgame.check_for_ace(@card_1))
17   end
18
19   def test_check_for_ace__not_ace()
20     assert_equal(false, @cardgame.check_for_ace(@card_7))
21   end
22
23   def test_highest_card__card1_higher()
24     assert_equal(@card_7.value, @cardgame.highest_card(@card_7, @card_1))
25   end
26
27   def test_highest_card__card2_higher()
28     assert_equal(@card_10.value, @cardgame.highest_card(@card_7, @card_10))
29   end
30
31   def test_check_cards_total()
32     assert_equal("You have a total of 18", @cardgame.cards_total(@cards))
33   end
34
35 end
```

TESTS FAILING:

➔ `code git:(master) ✖ ruby specs/cardgame_spec.rb`

Run options: --seed 31130

Running:

EEEE

Finished in 0.001337s, 3739.7160 runs/s, 0.0000 assertions/s.

1) Error:

TestCardGame#test_highest_card__card2_higher:

NoMethodError: undefined method `highest_card' for #<CardGame:0x007f88ec8d8638>
specs/cardgame_spec.rb:28:in `test_highest_card__card2_higher'

2) Error:

TestCardGame#test_check_for_ace__not_ace:

NoMethodError: undefined method `check_for_ace' for #<CardGame:0x007f88ed0e7b58>
specs/cardgame_spec.rb:20:in `test_check_for_ace__not_ace'

3) Error:

TestCardGame#test_check_cards_total:

NoMethodError: undefined method `cards_total' for #<CardGame:0x007f88ed0e5b50>
specs/cardgame_spec.rb:32:in `test_check_cards_total'

4) Error:

TestCardGame#test_check_for_ace__ace:

NoMethodError: undefined method `check_for_ace' for #<CardGame:0x007f88ed0e45e8>
specs/cardgame_spec.rb:16:in `test_check_for_ace__ace'

5) Error:

TestCardGame#test_highest_card__card1_higher:

NoMethodError: undefined method `highest_card' for #<CardGame:0x007f88ed22fc90>
specs/cardgame_spec.rb:24:in `test_highest_card__card1_higher'

5 runs, 0 assertions, 0 failures, 5 errors, 0 skips

CORRECTED CODE:

```
1  class CardGame
2
3    def check_for_ace(card)
4      if card.value == 1
5        return true
6      else
7        return false
8      end
9    end
10
11    def highest_card(card1, card2)
12      if card1.value > card2.value
13        return card1.value
14      else
15        return card2.value
16      end
17    end
18
19    def cards_total(cards)
20      total = 0
21      for card in cards
22        total += card.value
23      end
24      return "You have a total of " + total.to_s
25    end
26
27  end
```

TESTS PASSING:

```
[→ code git:(master) ✕ ruby specs/cardgame_spec.rb  
Run options: --seed 53263
```

```
# Running:
```

```
.....
```

```
Finished in 0.001363s, 3668.3788 runs/s, 3668.3788 assertions/s.
```

```
5 runs, 5 assertions, 0 failures, 0 errors, 0 skips
```