BUG 1 Game doesn’t pay out at correct level

1.A hypothesis that will return the correct balance when the game is won.

public int getBalance() {

return balance++;

;

}

Result : Fail doesn’t change the output.

// A hypothesis that will increase the balance when the game is won.

public void receiveWinnings(int winnings) {

if (winnings < 0) throw new IllegalArgumentException("Winnings cannot be negative.");

balance = balance + winnings;

winnings++;

}

Result :Fail

public void receiveWinnings(int winnings) {

if (winnings < 0) throw new IllegalArgumentException("Winnings cannot be negative.");

winnings += 5;

balance = balance + winnings;

}

Result: Pass

Bug 2.

Player cannot reach betting limit

1. A hypothesis