**odbraniSe\_ShouldReturnSteta\_IfDolaznaStetaIs0AndEquipmentWeightLessThanMaxWeight\_WhenStanjeAgresivno**

**Severity: Critical**

**Environment Info**

**Date & Name of the Reporter:** 06.07.2019, Đorđe Krstovic

**Operating System: Windows 10 Pro**

**Software environment: IntelliJ IDEA Ultimate Edition 2019.1.3, JUNIIT 5.4.2**

**Description:**

**Reproducible: yes (100%)**

**Test id: odbraniSe\_ShouldReturnSteta\_IfDolaznaStetaIs0AndEquipmentWeightLessThanMaxWeight\_WhenStanjeAgresivno**

**Procedure: (describe steps how to reproduce error)**

1. **Set new attributes to alredy created object**

**Igrac(zdravlje:80, energija:80,snaga: 80, inteligencija: 80, Igrac.Stanje.AGRESIVNO, oruzja, odece, magije):**

* **snaga = 10**
* **get attribute odbrambenaVrednost of first element (Object Odeca) from odeca ArrayList**
* **get attribute tezina of first element (Object Odeca) from odeca ArrayList**

1. **Compare expected and actual values by calling odbranise method with argument: dolaznaSteta = 0;**

**Description of error:**

**Method odbraniSe does not return the proper value. It should return 0 as the total damage as mentioned in the specification.**

**Expected result:**

**Expected:** 0

java.lang.IllegalArgumentException

**Comments:**

**Check the logic of the odbraniSe method as the problem is most likely coming from that method.**

**Additional Info:**

**The program probably has the problem in the condition for checking the damage received as an argument, in the specification the IllegalArgumentException should only be thrown for the negative values, not for zero.**