

Test Script: ~	
UAT: One Match Win	Date: 04/10/2017

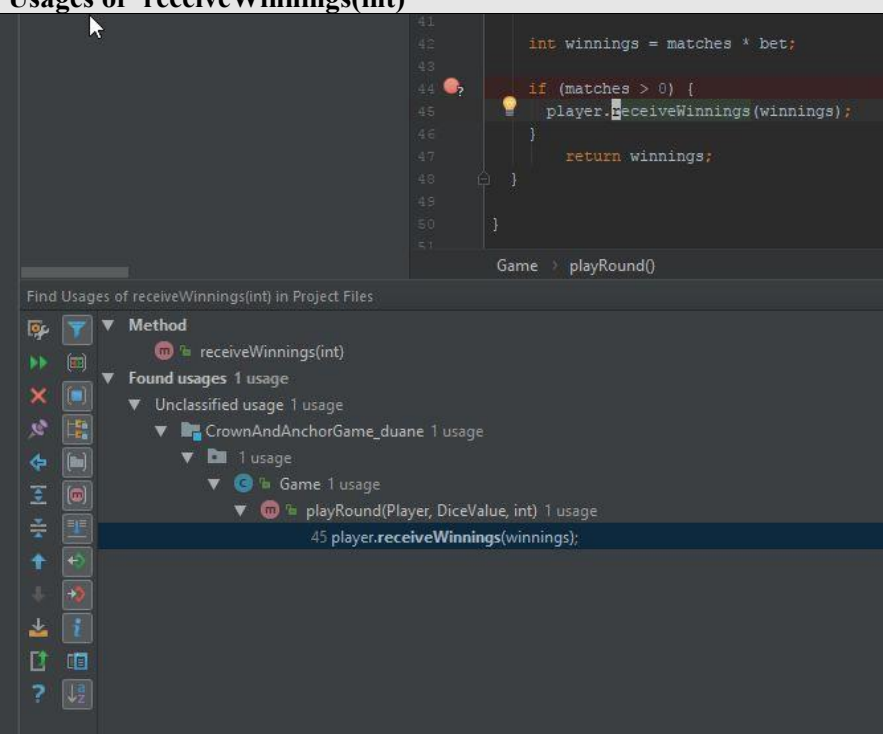
<b>Test Name</b>	Balance is increased by 'winnings alone'
<b>Use Case Tested:</b>	One Match Win
<b>Description:</b>	Static code inspection.
<b>Notes:</b>	<b>The corollary of a 'pass' for this inspection test confirms the original contention that the balance is updated by winnings alone, and that the stake is not returned to the balance after a win.</b>
<b>Result (Pass/Fail/Warning/Incomplete)</b>	<b>P</b>

	EXPECTED INSPECTION RESULTS	P	F
1.	Player has only one setter method for increasing the player's balance (Test 1 result below)	P	
2.	Only 'winnings' is ever passed to the setter. (Test 2 result below)	P	
3.			

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Test 1	Setter methods for 'balance'
Result	<pre> public void takeBet(int bet) {     if (bet &lt; 0) throw new IllegalArgumentException("Bet cannot be negative.");     if (!balanceExceedsLimitBy(bet)) throw new IllegalArgumentException("Placing bet would go below limit.");     balance = balance - bet; }  public void receiveWinnings(int winnings) {     if (winnings &lt; 0) throw new IllegalArgumentException("Winnings cannot be negative.");     balance = balance + winnings; } </pre>

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<b>Test 2</b>	<b>Usages of 'receiveWinnings(int)'</b>
<b>Result</b>	 <p>The screenshot displays an IDE interface. The top editor pane shows the <code>Game</code> class with the <code>playRound()</code> method. Line 45 contains the call <code>player.receiveWinnings(winnings);</code>. The bottom pane shows the 'Find Usages of receiveWinnings(int) in Project Files' dialog. The dialog lists the method <code>receiveWinnings(int)</code> and its usage in the <code>Game</code> class, specifically in the <code>playRound(Player, DiceValue, int)</code> method.</p> <pre> 41 42     int winnings = matches * bet; 43 44     if (matches &gt; 0) { 45         player.receiveWinnings(winnings); 46     } 47     return winnings; 48 } 49 50 } 51 Game &gt; playRound() Find Usages of receiveWinnings(int) in Project Files Method   receiveWinnings(int) Found usages 1 usage   Unclassified usage 1 usage     CrownAndAnchorGame_duane 1 usage       1 usage         Game 1 usage           playRound(Player, DiceValue, int) 1 usage             45 player.receiveWinnings(winnings); </pre>