

### **TestItem01: Win:loss ratio for each test run should approximate to 0.42**

Description: 100 games are played and the player's win ration is printed to the console.

Pre-conditions:

- A player is at the table with sufficient credits to play out a round and bet \$5. A game ends when the balance is 0 or 200.
- A 'winning' condition:
  - A wager on a particular symbol shall win if the symbol appears on one or more of the uppermost face of the three dice and shall lose if the symbol does not appear. i.e. A number between 1-6 appears one or more times that is equal to the number randomly picked by the player.

Post-conditions: Win-to-loss ratio should approximate to 0.42

Data required:

- Player, e.g. 'Frank';
- Game/ Dealer;
- Dice.