

Test Script: TestItem01	
UAT: Unreachable Betting Limit	Date: 05/10/2017

Test Name	Player's Balance Exceeds Limit to Initiate new Game.			
Use Case Tested:	Unreachable Betting Limit			
Test Description:	A player sits at the table, the player's bet is taken and the dice thrown on a round by round basis.			
Pre-conditions	Player's account balance approaches the limit ('0').			
Post-conditions	New game is started.			
Notes:	<p>Hypothesis – the condition for starting a new game is evaluating to false prematurely. The player should be able to bet 'every last dollar'.</p> <p>No direct user input required. Static code inspection of the test script shows that a game ends if the player's balance does not 'exceed' the limit.</p> <p>The script is run once:</p> <ul style="list-style-type: none"> - a conditional breakpoint is set at line 41: ('player.balanceExceedsLimitBy(bet) == false') - stepping into the next line of code executed should show that the balance passes the limit. 			
Result (Pass/Fail/Warning/Incomplete)				
	TEST RUN	EXPECTED TEST RESULTS	P	F
1.	Run <i>TestItem01</i>	Player's balance exceeds limit		F

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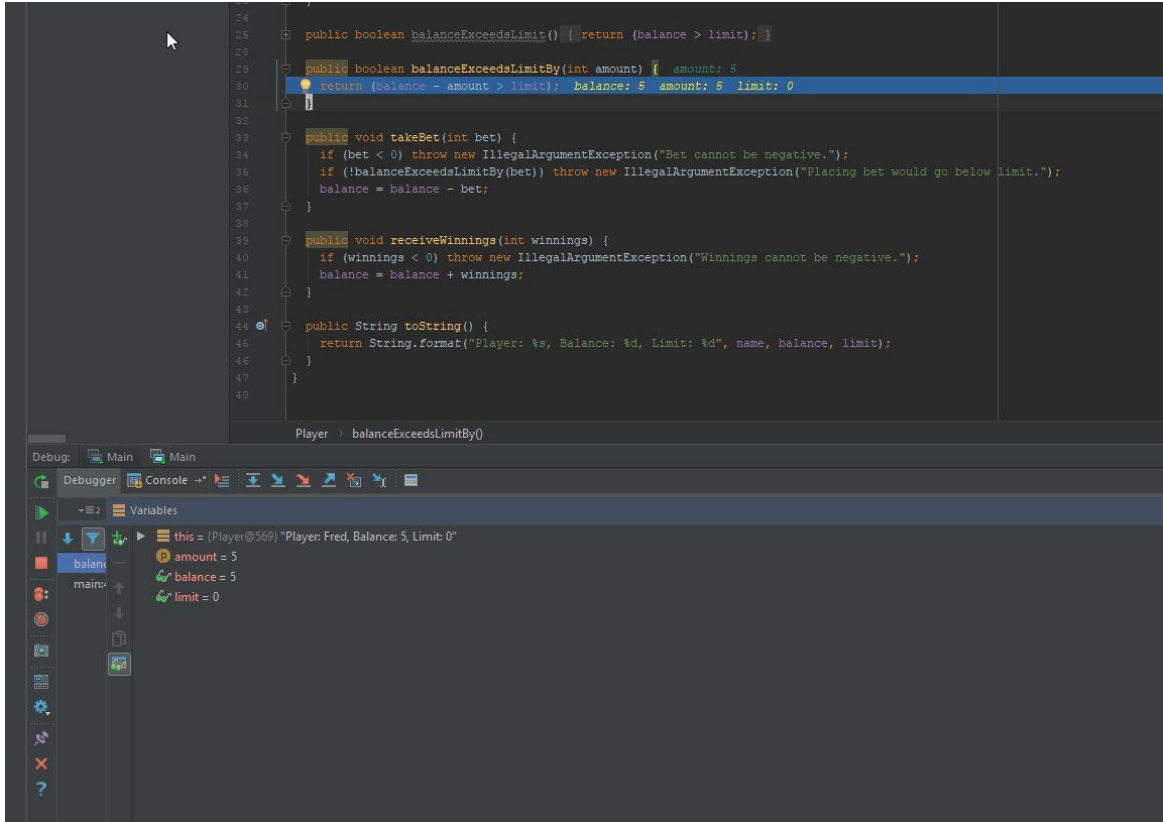
Test Run	Debug Output
<p>Step into code at line 41 (TestItem01):</p>	 <p>The screenshot shows an IDE with a Java code file. The code is for a game with methods <code>balanceExceedsLimit</code>, <code>balanceExceedsLimitBy</code>, <code>takeBet</code>, <code>receiveWinnings</code>, and <code>toString</code>. The debugger is set to step into line 41. The console shows the output of the <code>toString</code> method: <code>this = (Player@569) Player: Fred, Balance: 5, Limit: 0</code>. The variables window shows the current state of the game: <code>amount = 5</code>, <code>balance = 5</code>, and <code>limit = 0</code>.</p>

Figure 1. Game is ending when player's last potential bet leaves him or her with zero balance.

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