CS408
Black Box Testing Defect Log

Team 5

Defect Number	Defect	Severity
1.	"Load" button performs as "Save" button.	2
2.	"Save" button performs as "Load" button.	2
3.	"New Game" button does not respond when clicked.	1
4.	"Exit" button does not respond when clicked.	1
5.	"About" button performs as "How to Play".	3
6.	"How to Play" button performs as "About" button.	3
7.	When entering invalid usernam more than twice, the system accepts the invalid username.	2
8.	When entering the game and load a saved game, no response.	2
9.	When first entering the game and clicking "Cancel" button, there was no response nor the game is canceled.	2
10.	Username must be entered twice in order to be accepted by the game.	2
11.	Username is not displayed in the game.	2
12.	"Call" action buttons is not displayed completely in UNIX environment.	2
13.	When computer folded, the money on the table is not	1

	transferred to any players' accounts.	
14.	Bank balance information is printed in the console, which is irrelevant to the game.	3
15.	"Call" button performs the functionality of raise bet.	1
16.	"Raise..." button performs the functionality of Fold.	1
17.	"Fold" button performs the functionality of Call.	1
18.	Every time a new game is started, positions of all players never change.	2
19.	The bank money of the opponent in front of the player is never displayed.	2
20.	"Fold" button is not displayed completely in UNIX environment.	2
21.	The opponent on the left side of the user will never raise money and the bank will stay at 600.	2
22.	The two opponents on both sides of the user always act like they will fold.	2
23.	There is a "..." after "Raise" Button which doesn't make any sense.	3
24.	The game could not really be saved. The only thing that is saved is the bank balance.	1
25.	The opponent on the right side of the user will never raise money or call, and the bank	2

	balance will stay at -10.	
26.	The cards of the opponents on the left and the right side of the user will never be seen.	1
27.	Any player can raise a number that is greater than his bank account and thus has a negative number in his bank account.	2
28.	The status of the opponent on the left side of the user will always be "Sleeping" which doesn't make any sense.	2
29.	The opponent on opposite side of the user doesn't have a name.	3
30.	The status of the opponent on the right side of the user is always "Thinking", which doesn't make any sense.	2
31.	The opponent on the opposite side of the user does not have his or her bank balance displayed.	2
32.	When computer folds, the cards will be displayed which is against the rule.	2
33.	The user always raises or calls earlier than the computers, in every hands.	1
34.	The opponent on the right side of the user never raises or calls.	2
35.	When clicking the "How to play" button which actually act as "About", The pop-up window will only be closed if the user click "OK" twice.	2

36.	The user is allowed to raise 0 in amount.	1
37.	The user is allowed to raise a negative bet.	1
38.	The Big Blind player is allowed to put no money when the round starts.	2
39.	The little blind player is allowed to put no money when the round starts.	2
40.	When the user raises a number (say, x) and the computer does not fold, the computer will always raises to 2x and the user is allowed to call with only x on the table.	1
41.	When clicking the "About" button which actually act as "How to play", The information provided in the text is unreadable.	2
42.	Names of three other users are always the same, which is unrealistic.	3
43.	If the computer folds, the user's bank account is not updated until the next move of the user.	1
44.	The computer always calls if the user raises a number that is less than or equal to 17.	1
45.	The computer always folds if the user raises a number that is greater than or equal to 18.	1
46.	The load function only loads the bank account balance.	2

47.	The load function does not load cards.	1
48.	Each time a new hand is started, There is a high chance that the user will always get some specific cards (say, a Club 2 is very frequently seen i the player's hand).	2
49.	After the user has raised a number, the user is allowed to fold and this hand does not ends until the user calls or raises.	1
50.	The bank balance that is printed on the console consists of two numbers, one is corresponding to the balance of the user, the other one is the opponent's, which is always 0.	3
51.	When comparing the high card. the system check the Jack rather than Ace	3
52.	The rule in setting is wrong tha the flush is smaller than two pairs.	1
53.	The system fail to detect the flush and show the win due to a pair.	1
54.	The system fail to detect the flush and show the win due to two pairs.	1
55.	The system fail to detect the flush and show the win due to high card.	1
56.	The system shows that the computer win when computer got two pairs and player got	3

	flush.	
57.	The system shows that the computer win when computer got two pairs and player got the flush.	3
58.	The rule setting of the system is wrong that the two pair would have been bigger than full house.	1
59.	When there is one pair in player, the system failed to detect it and judge by the high card.	1
60.	When both computer and player get two pairs, it is depend on high card. But the system shows that computer win due to two pairs.	2
61.	When first entering the game, if "New..." button was clicked, there would be a window that prompt user to enter username, but the window won't close unless click "Cancel" button twice.	2
62.	The "File" button is not well implemented, because once a list drops down, it won't disappear unless we click "File button again.	3
63.	The "Help" button is not well implemented, because once a list drops down, it won't disappear unless we click "Help" button again.	3
64.	Sometimes there are two dealer icons on the table, but there shouldn't be two dealers.	1

65.	In this game, dealer was involved in the game, but in reality, dealer should not be playing the game.	1
66.	The dealer icon is also not well implemented because sometimes there was one dealer, whereas there were two of them sometime else.	1
67.	"Maximize" button in the game window does not function since the window size remains the same after it's clicked.	2
68.	When first entering the game, there is a pop window which has a button "New...", its full name should be displayed properly.	3
69.	When first entering the game, there is a pop window which has a button "Load...", its full name should be displayed properly.	3
70.	Each time the user encounters the end of a round, there will be a pop-up window called "Round End...", if the user click "close" button, there will be no way for the user to start a new round unless the user click "Call", "Raise...", "Fold", or relaunch the application.	2
71.	There is always "Dealer is thinking..." message displayed on opposite side of the user, which doesn't make any sense.	3
72.	If user raises a negative bet, the player on the opposite side will raise a double bet of that, which	1

	is negative as well.	
73.	"Current Bet" of the user is never updated, except for the last round of betting.	2
74.	Whenever the user raises a negative bet, the user's bank balance will increase by positiv amount of that bet.	1
75.	When any player wins with a pair, the message box doesn't properly specify with what pair the player won.	3
76.	If the user folds after all fives cards are dealt by the dealer, the message box will still show that the user won even if the user has already folded.	3
77.	The user is able to just keep calling without betting any money.	1
78.	When the user click "Raise" button, the "Raise Bet" window pops up, but when the user click arrows to change amount he or she wants to bet, only even amount of money can be raised.	2
79.	Every time a new hand is started, if the user raises at first the game won't continue but start another new hand, but the second time the user raises, the game starts normally.	1
80.	When the five cards selected are the all from the desk, the game should end in draw, but the program show the computer win.	2

81.	When need to compare the high card, even though how large card I hold, I will lost the game	3
82.	When I got three of kind and the player got two pair, the system fail to detect my three o kind and show the computer wins.	2
83.	When both computer and me got the same pairs, the system will show the computer win.	3
84.	When the computer got the flush and I got one pair of Ace, the system fails to detect the flush and show I win the game rather than computer	3
85.	The system failed to detect the flush if on pair existed in either player.	1
86.	The setting in the system is wrong that two pairs is bigger than Straight	1
87.	When the computer and I got the same pair, it should the computer the other cards of both of us. But the system shows I won due to with a pair.	2
88.	The setting in the system that high card in the system is wron that card numbered three is larger than Ace.	1
89.	The setting in the system that one pair in the system is wrong that two is the largest and Ace is smallest.	1
90.	The setting in the system that two pairs in the system is wron	1

	that it compares the smaller pai first rather than the bigger pair.	
91.	The system fails to choose the largest combination when there are more than five cards of the same type.	1
92.	The system fails to detect the full house and just shows two pairs when one card is needed in the user's hand.	1
93.	The system fails to detect the flush and just shows two pairs.	1
94.	When the computer got a straight and the user got flush, the system shows that compute win.	2
95.	When the computer got a full house and the user got straight, the system shows that the user wins rather than computer	2
96.	When both the computer and the user got the flush with total the same combination, the system shows that computer win rather than end in draw.	2
97.	The system fails to detect the Straight flush.	1
98.	The setting of the system is wrong that one pair is larger than flush.	1
99.	When the flush is existed, the system judges by the high card instead of flush.	2
100.	When the four of kind is existed, the system judges by the one pair instead of four of	2

	kind.	